

STAR TREK™ ***—ADVENTURES—***



MISSION BRIEFS



SECOND CONTACTS
AARON M. POLLYEA

STAR TREK ADVENTURES

2D20 SYSTEM DESIGNER

Nathan Dowdell

PROJECT MANAGER

Jim Johnson

WRITER

Aaron M. Pollyea

EDITOR

Jim Johnson

PROOFREADER

Virginia Garcia McShannock

ART DIRECTOR

Ariel Orea

GRAPHIC DESIGNER

Esther Sanz

COVER ARTIST

Esther Sanz

INTERIOR ARTWORK ARTISTS

Eren Arik, Rodrigo Gonzalez Toledo

FOR PARAMOUNT GLOBAL

Marian Cordry, Michael Freeman

WITH THANKS TO

Gene Roddenberry, Marian Cordry, BC Holmes, Nathan Dowdell, and the many fans who support this game

MODIPHIOUS ENTERTAINMENT

CHIEF CREATIVE OFFICER

Chris Birch

CHIEF OPERATIONS OFFICER

Rita Birch

MANAGING DIRECTOR

Cameron Dicks

HEAD OF BRAND

Samantha Webb

HEAD OF CREATIVE SERVICES

Jon Webb

HEAD OF PRODUCT DEVELOPMENT

Błażej Kubacki

SENIOR CREATIVE MANAGER

Kieran Street

LOGISTICS AND PRODUCTION MANAGER

Peter Grochulski

LEAD ART DIRECTOR AND STUDIO COORDINATOR

Rocío Martín Pérez

SENIOR ART DIRECTOR

Ariel Orea

SENIOR PHOTOGRAPHER

Fátima Martín Pérez

PRINCIPAL 3D DESIGNER

Jonny La Trobe-Lewis

LEAD 3D PLASTICS DESIGNER

Colin Grayson

LEAD 3D RESIN DESIGNER

Joana Abbott

SENIOR 3D PLASTICS DESIGNER

Chris 'Chrispy' Peacey

SENIOR 3D DESIGNERS

Ben de Bosdari, Sean Bullough, Domingo Díaz Fermín

3D DESIGNER

Jose Roig

LEAD STUDIO PAINTER

Callum France

SENIOR STUDIO PAINTER

Rosie Williams

STUDIO PAINTER

Amy Snuggs

SENIOR STUDIO TERRAIN DESIGNER

Julian Jeratsch

PRINCIPAL GRAPHIC DESIGNER

Michal E. Cross

SENIOR GRAPHIC DESIGNERS

Jane Robertson, Stephanie Toro, Chris Webb, Mark Whittington

SENIOR AUDIO AND VIDEO PRODUCER

Steve Daldry

SENIOR DEVELOPMENT AND EDITORIAL MANAGERS

Bryce Johnston

EDITORIAL MANAGER

Robert Hebblethwaite

LINE EDITOR

Richard L Gale

DEVELOPMENT SCHEDULER AND ADMINISTRATOR

Justin Talsma

LEAD GAME DESIGNER

Evie Moriarty

GAME DESIGNER (QA)

Dom Westerland

SENIOR GAME DESIGNER (RPG)

Nathan Dowdell

GAME DESIGNER

Andy Douthwaite

SENIOR GAME WRITER

Ben Maunder

GAME DEVELOPER (DATA ANALYSIS)

Jess Gibbs

SENIOR PROJECT AND EVENTS MANAGER

Daniel Lade

SENIOR PROJECT AND PROCESS MANAGER

Gavin Dady

SENIOR PROJECT MANAGER

Jamie MacKenzie

PROJECT MANAGERS

Jim Johnson, Haralampos Tsakiris

SENIOR OPERATIONS AND LOGISTICS MANAGER

John Wilson

FACTORY MANAGER

Martin Jones

SENIOR PRODUCTION OPERATIVES

Drew Cox, Warwick Voyzey

LEAD PRODUCTION OPERATIVES

Jake Pink, Miles Turner

PRODUCTION OPERATIVES

Thomas Bull, Rebecca Cartwright, Louis Hartley-Edwards, Christopher Leigh, Jake Skinner-Guy

ASSEMBLY TEAM

Elaine Elizabeth Hughes, Nichola Jones, Michelle Richards

TOOL MAKERS

Luke Gill, David Hextall, Anthony Morris

COMMUNITY MANAGERS

Lloyd Gyan, April Hill

PR MANAGER

Sophie May

JUNIOR SOCIAL VIDEO PRODUCER

Chloe MacInnes

TRANSLATIONS AND PUBLISHING MANAGER

Matt Timm

SALES ACCOUNT MANAGER

Matt Vann-Hinton

ACCOUNT MANAGERS

Matthew Eglinton, Elizabeth Stephens

SALES EXECUTIVE

Hugo Simões

MARKETING COORDINATOR

Shaun Hocking

MARKETING MANAGER

Shareef Dahrour

MARKETING ASSISTANT

Georgie Reeve

CUSTOMER SUPPORT TEAM LEADER

Chris Dann

CUSTOMER SUPPORT REPRESENTATIVE

Jagdeep Thiara

OPERATIONS ASSISTANT

Stephanie Catala

WEBSTORE MANAGER

Apinya Ramakomud

FINANCIAL ANALYST

Valya Mkrtchyan

ACCOUNTS PAYABLE MANAGER

Ofelya Mnatsakanyan

ACCOUNTS RECEIVABLE SPECIALIST AND FINANCE COORDINATOR

Hollie Shepperson



Modiphius Entertainment Ltd.
39 Harwood Road, London, SW6 4QP, England

info@modiphius.com
www.modiphius.net

STARTREK.COM

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Modiphius Europe Ltd. Calle de Peñuelas 43, Local G y H, Madrid, Spain, 28005. | Tel: +34614367815 | safety@modiphius.com

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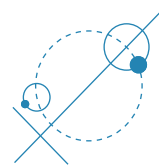
STAR TREK ADVENTURES

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..INTRODUCTION

SECOND CONTACTS



"THERE'S NOTHING LIKE A COLD BEER AFTER A SMOOTH
SECOND CONTACT."
- LT. COMMANDER STEVENS



LT. COMMANDER BURK VEN JAXA

You might think second contact missions revolve around diplomats in conference rooms or the bridge of a starship.

In my experience, most second contact missions hinge on people who focus on the important things that keep a society running. I've never seen a world admitted to the Federation that didn't have scientists and engineers going over the Federation's collective knowledge and making sure their scientists and engineers understood it all.

Diplomacy is important, but those lofty speeches fall apart when the stage isn't built level.

THE FEDERATION GROWS NOT through martial conquest or capitalist style acquisitions, but through **diplomacy**. Every time Starfleet members or other citizens of the Federation meet a new species, new opportunities and challenges open up to both parties, but they may not become apparent on that first contact. That is why **second contact missions**, making a more permanent diplomatic and societal relationship, are incredibly important. Second contact missions and later missions are where the real socio-political and technological work begins as they are the first steps into

integrating a new world and people into the Federation.

THIS MISSION BRIEFS PACKET PRESENTS information on Starfleet second contact missions and eight detailed mission briefs, each of which you can use as missions set during any era of play with minor modifications. Each mission brief is designed to stand alone, though they could easily be strung together into a story arc or added to an existing campaign. These mission briefs are suitable for use with any edition of **Star Trek Adventures** and with the **Captain's Log** solo roleplaying game.



SECOND CONTACT MISSIONS



Second contact missions are among the most important assignments a Starfleet crew can be given. Often a member of the **Federation Diplomatic Corps**, a representative of the **Federation Department of the Exterior**, or a designated **Starfleet** representative is assigned to a vessel for a second contact. Each mission is a set of complex interactions unique to each planet and culture involved. As such, broad generalizations must be made and Starfleet's protocols on performing second contact missions establish common procedures so personnel may better gauge their success or failure.

..ASSESSMENT OF FIRST CONTACT AND SOCIETAL RAMIFICATIONS

First contact with a new civilization is often not a good representation of the civilization overall as the interactions between Federation citizens and the newly contacted world are limited in scope, time, and impact. Most first contacts are between one starship of Federation citizens (often Starfleet personnel) and a small scientific body involved in space sciences or with a governmental body. The Federation believes governmental bodies represent the greater whole of the planet, but in newly contacted worlds, caution has to be taken as the

behavior and policies of those involved in first contact (both good and bad) are not what a society may react like overall.

A group of propulsion experts from a peaceful society that suddenly learns they are not alone in the universe may at first behave in a reverent and respectful manner, but their society as a whole may break down for various reasons in the days after first contact. Conversely, a hostile first contact could have occurred between a militant or xenophobic faction of a society generally peaceful and accepting. A second contact should be approached much the same way as a first contact, without assuming anything about the species or its culture or cultures.

It is also possible first contact has had a significant impact on a society in a negative way. Whereas most first contacts are with societies capable of handling the discovery that they are not alone in the universe, some succumb to fear and paranoia.

▷ SECOND CONTACTS RIGHT AND WRONG

Two examples of challenging second contacts include:

- **ENDERPRIZIANS:** After a societal-breaking first contact with a stranded Starfleet officer in the late 2260s, the inhabitants of Planet 0042692 were culturally contaminated and began acting as their interpretation of Starfleet and Federation citizens. When they made second contact with Starfleet in 2384, the Enderprizians began to understand the basis for the philosophy of the Prime Directive and grew as a people, and started sending members of their species to Starfleet Academy.
- **KLINGON EMPIRE:** While not truly a second contact, encountering the Klingon Empire again after many decades of silence, Starfleet personnel attempted outdated Vulcan techniques for showing respect to Klingons through attacking them, giving a Klingon religious leader, T'Kuvma, the casus belli for war, achieving the opposite result than intended. This led to the disastrous Federation-Klingon War of 2256–2257.

EREN ARIK



:: OPEN DIPLOMACY

Once the situation has been assessed to still be stable, a standard diplomatic trade may begin. This includes the appointment of an ambassador to the newly-contacted world along with their staff, often aboard a Starfleet vessel coming to make the second contact. After this, three separate workgroups are formed: **socio-political**, **science and information**, and **technology**. Each of these workgroups focuses on easing the transition of the world into the greater galactic community, even if they do not wish to join the Federation in the short or long term.

The **socio-political workgroup** consults with political officials on a global and sub-global scale to address concerns over how their government may continue to operate independently, as a future member of the Federation, or as members of nearby non-Federation polities. This work group also functions as diplomatic outreach to any large-scale religious or cultural groups that may not be immediately represented by the planet's government. This work group also handles the transfer of galactic history and cultural databases to the newly-contacted polities, ensuring all people on the planet have equal access to the information. This workgroup also prepares the world for the multitude of economic forms present in the Orion Spur, from the hyper capitalist Ferengi to the post-scarcity moneyless economy of the Federation.

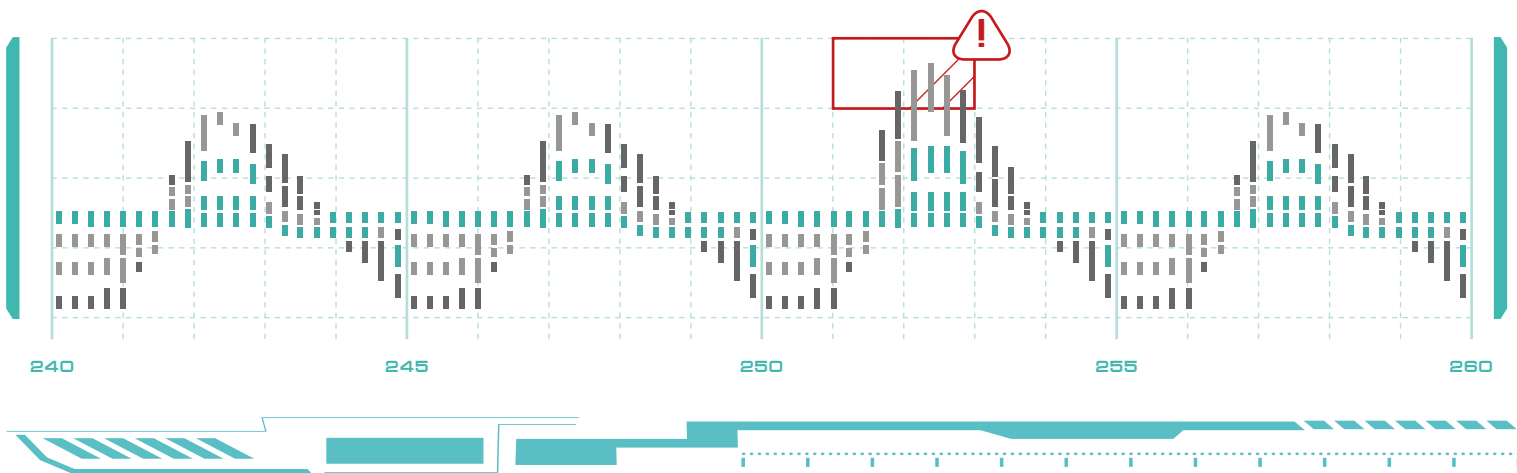
The **science and information workgroup** works with the society's science, research, and educational bodies to ease the transition from a single philosophical and

scientific progression to seeing the multiple paths and discoveries the galactic community has achieved. They help explain scientific theories from the greater Galaxy in context to research and breakthroughs that have occurred natively. Not all Federation scientific breakthroughs are shared, not until the world formally joins the Federation, but that which would help them be an active member in the galactic community.

Finally, the **technology workgroup** helps stabilize the world with the technologies and equipment they already have. As an example, many worlds contacted by the Federation still use fission reactions for power generation, and the technology work group helps the world remedy any design shortfalls and improve them to be as safe and efficient as possible. Any technology that may be seen as disruptive to the society such as industrial replicators, antimatter generation facilities, and weapon systems are not provided unless specifically called for by the socio-political group. This work group also provides a subspace transceiver capable of linking into the Federation subspace communications network, or into nearby independent networks if they are close enough and are requested.

:: STABILITY AND MAINTENANCE

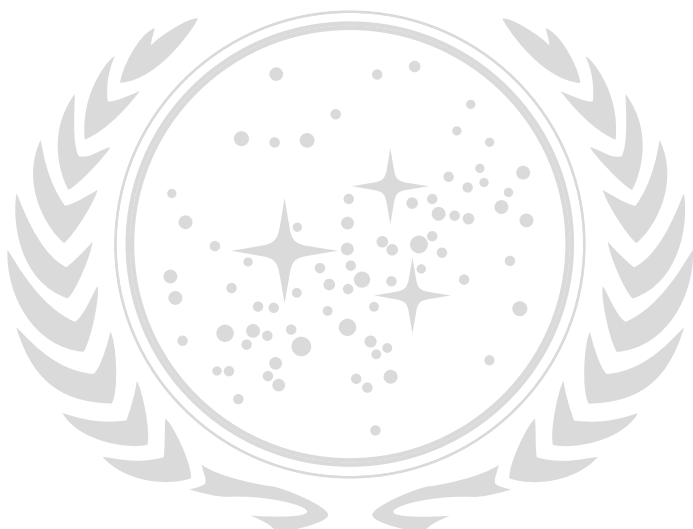
The second contact workgroups should remain on-world assisting the transition and acclimatization of the culture to being a part of the galactic community. Only when the Federation ambassador and members of the Department of the Exterior assess the world is stable should a second contact Starfleet team depart.



▶ SECOND CONTACT STARSHIPS

Starfleet has had many second contact workhorse vessels over the decades. The most common include:

- **DAEDALUS:** These highly adaptable starships received several refits after the Earth-Romulan War to serve specifically as second contact vessels with extensive diplomatic areas, large cargo volumes for subspace transceivers, and dedicated diplomatic teams.
- **MIRANDA:** The large cargo and shuttlebays present on the *Miranda* class meant large amounts of material could be moved around a planetary system quickly, fixing problems where they arose. Many of the class assigned to second contact missions had their weapons pod replaced with an engineering pod capable of manufacturing subspace transceivers and other needed equipment for a new world.
- **CALIFORNIA:** Taking over from the aging *Miranda* class, *California*-class vessels were well suited to second contact missions due to their large crew numbers, extensive shuttlebays, and ample customizable space for diplomatic and non-standard life support needs.



▶ ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

- **TITLE:** An evocative title for the mission.
- **SUGGESTED ERA OF PLAY:** The time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, etc. or a span of years).
- **SUGGESTED SPOTLIGHT ROLE:** The suggested focus player character role. This can help you and your players plan milestones and character arcs.
- **SYNOPSIS:** A high-level summary, detailing key points such as location, antagonists, the overall plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.
- **OPENING LOG ENTRY:** A captain's log or a personal log, usually written with the suggested spotlight role in mind.
- **MAJOR BEATS:** Key scenes or encounters to include, with room left for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- **MINOR BEATS:** Secondary plot elements you could weave into the mission as a side scene or subplot.
- **KEY NON-PLAYER CHARACTERS:** Brief descriptions of key NPCs, including the main antagonist(s), and recommendations on whether they are Minor, Notable, or Major NPCs.
- **CONCLUSION:** The intended ending of the mission, with suggestions on how to adjust the conclusion if the players move the story in unanticipated directions.
- **ADDING THIS MISSION TO YOUR CAMPAIGN:** Advice on how you might fit the mission into your ongoing campaign.





MISSION BRIEF

"LIFE IMITATES ART"

SUGGESTED ERA OF PLAY: 2268–2370
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

The Federation has sent a starship to “collect the cut” negotiated by Captain Kirk on Sigma Iotia II. The crew finds the world in the throes of chaos as Iotian society attempts to find a new normal due to the contamination left behind by Doctor McCoy in the form of his communicator and the technological renaissance it brought.

My briefing from Starfleet Command said we should expect an early 20th century level kakistocracy, but my communications officer said he just received a subspace broadcast offering us a karmic realignment of our warp core using traditional Vulcan techniques.

300

MAJOR BEATS

SPAM FILTER

Figuring out what is going on will take effort as overlapping low power subspace signals are flooding every possible channel with a combination of hyper capitalism, self-help, music, news, and propaganda. What becomes evident is the two big gangs encountered in “A Piece of the Action” splintered after the Northern Territories reverse-engineered the communicator left behind by Doctor McCoy. Eavesdropping on Federation subspace transmissions to and from Memory Alpha has flooded Sigma Iotia II with so many new ideas that there is no longer any form of global civilization.

FORCED RECONNAISSANCE

With enough time, characters can find the remnants of the Northside Gang. They still resemble 1920s gangsters, but wear Starfleet deltas on their pinstripe suits and use laser firing Thompson submachine guns. They have been trying to hold the planet together for the Federation to return, but couldn't compete with the first wave of Free-lovers and Xenophobic Jackboots revolutionary groups. An attack by the Surrealist Army with a hallucinogenic weapon is enough to force Starfleet to intervene.

HERDING CATS

The characters must determine the best way to pull the Sigma Iotians together at a time where their society is at its most fractured.

MINOR BEATS

Throughout this mission, the gamemaster can introduce different groups based on ideas or political stances found anywhere in the Federation. It is even possible the characters are approached by multiple ‘official’ second contact teams, all of which are willing to use force to prove their peaceful intent.

KEY NON-PLAYER CHARACTERS

If the second contact is made soon after the events of “A Piece of the Action,” the leadership of the Northside gang may still be **Bela Oxmyx**, or if later, a descendent who's now the ‘boss’ as a Notable NPC.

CONCLUSION

The characters find a way to bring together warring factions without one of them resorting to the use of a weapon of mass destruction. Whoever is put in charge of the Iotians may be entirely up to the characters, and how well the planet stays together falls squarely on their actions and choices.

ADDING THIS MISSION TO YOUR CAMPAIGN

This brief works best when it takes place in the late 2260s or early 2270s before much change has happened to the Sigma Iotians. Later campaigns could still use this brief, but the chaos that occurs is after the death of a charismatic planetary leader, and different groups with new ideas begin warring to mold a new Iotian society. This brief has a humorous tone, but it also can be played very seriously by emphasizing the bloodshed and suffering stemming from the multiple warring ideological factions found across the planet.





MISSION BRIEF

"RETURN TO THE CRADLE"

SUGGESTED ERA OF PLAY: Post-2268, after first contact
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

The Federation colonists of Janus VI call for Starfleet assistance after xenobiologists and anthropologists are horrified to find numerous newborn Horta children missing after an independent freighter visited the world a week prior. Were the Horta children killed? Kidnapped? Or was it a plot by the colonists, unhappy with the impact of increasing incursions by outside interests?

The Horta represent one of the greatest xenobiological blunders in recent Federation history, and now it seems like the damage to the Horta continues. Starfleet Command has tasked us with discovering how and why Horta children are disappearing and to put a stop to it.

300

MAJOR BEATS

CRADLE AND GRAVE

After the initial first contact with *U.S.S. Enterprise* during the events of "Devil in the Dark," relations between the **Mother Horta** and the colonists were positive, with little to no interaction between the two, until she accused Humans of stealing her children. Mining operations slowed as the Mother Horta has ceased aiding the miners so she can keep a closer eye on her children. Evidence shows eight children are missing.

WILDCATS

The characters must discover what has happened to the children. Most of the colonists of Janus VI are happy that the Horta are there and respect their rights as sentient beings. The less open minded 'Wildcat' miners who are scattered across the world feel like their skills are less useful now that the Horta are there. Some Wildcats might be hostile, but no evidence can be found of crimes committed. One Wildcat has evidence that a Federation freighter landed near their claim and refused to communicate with them for trade before leaving without a word.

ROCK AND A HARD PLACE

Characters can find that the children disappeared about the same time the freighter visited. They can also piece together evidence that it is actually an independent freighter that had been stolen months before. The characters must track the freighter and recover the Horta aboard.

MINOR BEATS

Misunderstandings and minimal trust between the Horta and the humanoid colonists on Janus VI continually rear up and threaten to derail the investigations. The harsh environment of Janus VI can also provide dramatic beats with cave-ins or accidents on the lifeless surface.

KEY NON-PLAYER CHARACTERS

Mother Horta is a Notable NPC that should be used and encountered by the characters. Both Wildcats and Federation sociologists and xenobiologists can be Minor NPC.

CONCLUSION

The characters can find the stolen freighter still only light-years away, moving toward the Orion star system. They can engage Orion privateers, rescue the Horta children, and return the freighter to its rightful owners.

ADDING THIS MISSION TO YOUR CAMPAIGN

The brief suggests an Orion slaver, but different groups with varying intents can also be applied. Is it a group of miners who convinced Mother Horta to allow some of her children to be moved to a different place without her understanding that meant a different world entirely? Could it be a group of Tholian revolutionaries willing to kidnap Horta as a way to get them away from the influence of non-silicon based life-forms? The mystery of the missing children can even be moved any time after the initial contact with the Horta as they spread out across the Federation through the 23rd and 24th centuries.





MISSION BRIEF

"PATHS TRAVELED"

SUGGESTED ERA OF PLAY: Post-2268, after first contact
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

A whole new world, perfectly suited for colonists with limited infrastructure in place and knowledge of where resources can be found, results in a rush of Federation citizens to Miri, the world of the Onlies. But the wave of settlers and scientists also threatens to unleash the plagues that ravaged this world before, while the Onlies look on as new Grups destroy what they saw as theirs.

I still can't believe it! An almost pristine planet is below us, one that never suffered from World War III or the Eugenics Wars. It just suffered its own man-made disasters, including one in the making. Hopefully Starfleet can act as a buffer to ensure the damage is limited.

noc

MAJOR BEATS

GUIDANCE

The cure for the disease that killed all the adults is easily obtainable, but still being administered by Starfleet in orbit to limit access to the surface. The characters discover the colonists and researchers on the surface are at odds with the Onlies. Most Onlies have yet to see a Grup since the original plague and diplomatic efforts have to be completed.

REFLECTION

Miri has many of the same resources our Earth did, some which may have survived the centuries but were lost during our World War III. From art to entertainment, architecture to even animal species, Human culture can be enriched, at the expense of the defenseless Onlies. Even the Onlies themselves are a resource to unscrupulous researchers wanting to reverse-engineer the aging cure. The player characters have an opportunity to reflect on these changes and determine how best to navigate the desires of settlers versus the rights of the Onlies.

UNDERSTANDING OURSELVES

How can the characters thread the needle, preventing exploitation of Miri and the Onlies, but also ensuring it can be used by all inhabitants, including Onlies and the

new Grups? What are the potential ramifications when Nausicaan salvagers arrive, attempting to stake a claim?

MINOR BEATS

Throughout this mission, Human characters can encounter reminders of their own personal history. Finding the ruins of their family's farm that is thriving back home, or discovering an ancestor who here is of the Onlies, forever a child, eking out an existence in the ruined city their family once called home. The gamemaster can explore how the characters connect to their past, and understand what they feel about Earth and the luxuries they had.

KEY NON-PLAYER CHARACTERS

No specific NPCs are needed for this mission, though the gamemaster can include major civilian scientists arriving to research the plague and its effects on local wildlife. The gamemaster may want to introduce a real historical figure as a representative of the Onlies that was a child at the time the disease struck, still a child but having centuries to ponder what mattered to them.

CONCLUSION

The characters must find a way to balance the needs of all involved, protecting the Onlies and even attempting to take the first steps to integrating them into Federation society as a new member world.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission brief can be added to any campaign regardless of era. The gold rush of people coming to this Earth can begin after the Federation removes a strict quarantine after a time, having this occur in the 24th century or later.





MISSION BRIEF

"THE HOTTEST BLOOD"

SUGGESTED ERA OF PLAY: Post-2286, after the Whale Probe Incident or later

SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

The arrival of the Whale Probe (known as the Great Visitor to the Cetaceans of Earth) in 2286 was a seismic change in the otherwise frosty relationship between Cetaceans and Humans. Humanity destroyed so much, but now the Cetaceans see it as their duty to join the other Earthlings in their Federation.

We've known many cetacean species were self-aware since the invention of the universal translator. They wanted nothing to do with us, and I don't blame them. Humans hunted them for centuries, dumped toxic waste into their environment, and that was even before the Third World War. If there was ever a time for a second chance, and a second contact, it's now.

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MAJOR BEATS

A NEW WORLD

In the midst of United Earth having to clear up planet-wide damage caused by the Whale Probe, numerous cetacean species have approached United Earth and the Federation, to begin talks about gaining representation. The talks are to be hosted in the coastal city of Auckland, New Zealand. The characters not only need to move bottlenose dolphin and belugas to the talks, but also develop means to have them operate on land. Perhaps the characters will be the first to develop cybernetic limbs to work as arms and hands for the Cetaceans.

THE LONG SONG

The characters are involved in the negotiations with the Cetaceans, and trying to help understand the wants of the different species. What becomes clear is each species has their own 'long song', a history sung from time to time that recalls their past and many of the injustices that have happened to them. Talks break down when one Human discounts the painful history of Human exploitation as from a different time, and not reflective of humanity's current perspective and demeanor.

A UNITED EARTH

The characters can become involved in diplomacy to bring the talks back together, but the diplomatic teams are more than willing to give the Cetaceans representation and access to modern technology. The difficulty lays with finding a way to integrate Cetaceans into the Federation, which has few examples of aquatic members and must learn how to adapt starships and facilities to accommodate Cetacean physiology.

MINOR BEATS

Engaging Cetaceans allows them to see the destruction the Whale Probe wrought, giving them a chance to make comparisons to the destruction Humans have caused to their own habitat. Cetaceans can even show their willingness to participate by helping retrieve items and equipment washed out to sea by the storm surges caused by the Whale Probe.

KEY NON-PLAYER CHARACTERS

While the NPCs in this brief should all be new, it is also possible for George, Gracie, and their newly-born calf to appear and silently watch Humans and cetaceans working together for a better tomorrow.

CONCLUSION

The Cetaceans are finally convinced of Human willingness to make amends for the crimes of the past and to treat them as equals. A census must be taken of the Cetaceans before the exact number of ministers they can elect are assigned, and the characters can become involved in making the United Earth Parliament and Starfleet Academy able to accept Cetacean members.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

This brief works best soon after the event of *Star Trek IV: The Voyage Home*, though it can also fit into the *Enterprise* era around the time of the Xindi attack on Florida.





MISSION BRIEF

"PEOPLE PLEASERS"

SUGGESTED ERA OF PLAY: Post-2366, after first contact

SUGGESTED SPOTLIGHT ROLE: Engineering

SYNOPSIS

Isolated on a dead world, the non-corporeal energy life-forms from the planet Koinon had centuries to ponder their non-involvement, making them feel guilt and remorse that would result in a horrifying first contact with the crew of *U.S.S. Enterprise-D*. The Federation feels a second contact team should be sent to bring the Koinonians out of their isolation, and now the vessel hosting the talks has to deal with dozens of energy beings all vying to prove they are good, moral, and deserving.

It's not often you are assigned to a mission involving a planet of energy beings, especially ones who can mimic dead relatives, according to the Enterprise logs. I don't blame the Koinonians; it must get really lonely on a dead planet when you can't leave or build anything new.

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MAJOR BEATS

A FLICKER IN THE DARK

Unlike most second contacts, the Koinonians have no infrastructure or technology beyond the remnants of decayed equipment left behind by biological beings, built before they destroyed themselves. Koinonians manifest weakly for short amounts of time unless they can tap into nearby large sources of ions and energy fields. The characters must determine the best method to contact the Koinonians, and build a power unit that won't harm them while allowing them to manifest.

EAGER TO PLEASE

Once the Koinonians are able to manifest, they show themselves as blue wispy energy forms. They will begin to adapt to the personnel working with them, appearing as people that are meaningful to them. This can be people, old pets, but especially loved ones that have passed away or anyone that had an impact on their life. The Koinonians feel that showing themselves like this will help them make the Federation personnel feel more comfortable and welcome.

UNDERSTANDING OURSELVES

The characters may become increasingly upset at seeing manifestations of dead relatives, or suddenly having a family holiday meal in front of them instead of a ration pack. Negative reactions make the Koinonians react strongly, not wanting to upset anyone. Talks break down when the energy beings try too hard to provide happiness and comfort to traumatized personnel. How will the characters convince the Koinonians that grief and loss are as important to people as happiness?

MINOR BEATS

The entire Koinonian society watched while a whole planet suffered and died around them, and they are desperate to not have anyone else feel that loss like they do. The gamemaster may introduce old trauma via the energy beings recreating someone or something a player character greatly misses or regrets losing.

KEY NON-PLAYER CHARACTERS

None. The gamemaster should bring back important NPCs from the player characters's pasts to interact with. This mission brief is a way to explore many player characters' pasts and what was important to them.

CONCLUSION

The Koinonians don't understand why they shouldn't manifest happy memories. They also don't want to lose the chance at leaving their world. Once the player characters explain matters, the Koinonians promise not to manifest people or things without permission. As non-corporeal beings, they will be excited to once again live among biological beings, with many wishing to leave on the player characters' starship.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission brief can be used as a jumping off point for many different ideas in your campaign. Perhaps your characters crash on Koinon, but wake up in a perfect recreation of their starship that slowly reveals itself to be too perfect. Once the characters figure out that the Koinonians are creating this manifestation to help the characters, they can have a forced second contact.





MISSION BRIEF

"CARGO CULTURE"

SUGGESTED ERA OF PLAY: 2379 or later

SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

Talaxians are a nomadic people stemming from their planet being attacked and occupied by the Haakonian Order. Since, they have spread out across the Delta Quadrant in large cargo vessels housing hundreds to thousands of their people. With the Federation slowly pushing its way into the Delta Quadrant once more via the use of quantum slipstream, it's inevitable they will encounter this species and the tales told to them by Neelix.

With the Borg transwarp network down, there hasn't been a good way to push deep into the Delta Quadrant, even with probes. The route to even get to the edge of the quadrant took three years, a lot of luck, and pushing the QSD to the limit. Who'd be the first people we run into? Talaxians travelling at low warp towards the Federation, not because they'll see it, but because their great-grandkids would.

sooo

MAJOR BEATS

LEGENDS

Since the departure of the *U.S.S. Voyager*, Neelix has spread information about the Federation to every vessel that he and his asteroid colony of Talaxians have encountered. Mistakes in the story have been introduced with each ship or planet the story is passed through, meaning these Talaxians may have very strange ideas about the Federation, or even ones that are true but highly exaggerated.

LOGISTICS

Trying to clear up any misconceptions with the Talaxians takes time. After the player characters have the opportunity to speak with them, the Talaxians ask for official recognition by the Federation as a threatened people. The Haakonian Order still occupies their homeworld, and the Talaxians are scattered across the quadrant. The problem increases as a nearby world hails the Starfleet vessel on primitive subspace comms but using Starfleet frequencies and says they are being assaulted by Hirogen raiders. The Talaxians interject that they stopped there before and told the world (Ortalatxi) about the Federation.

LEGION

The characters find Ortalaxti in the middle of its atomic age using nuclear weapons to try and swat down Hirogen raiders. The Talaxians gave them subspace comms, and they have been calling out for help. The Hirogen continue their attempt at destroying cities and resistance, even with the presence of the newly-arrived Starfleet vessel. Other starships appear on long range sensors, all using Federation-like identification codes. Together they can stop the Hirogen, but then need to deal with a group of worlds that have banded together because of the tales told by Neelix.

MINOR BEATS

Talaxians are gregarious and friendly, and throughout the episode they offer cultural practices, food, and spices they believe may excite the player characters, as they've heard stories about the Federation, or perhaps they want to tell others what they know, right or wrong.

KEY NON-PLAYER CHARACTERS

The head of the Talaxian cargo vessel first encountered is a Major NPC. Neelix himself may be a member of the crew with his loved ones, or be a part of one of the many starships answering the call for help.

CONCLUSION

Dozens of worlds and cultures have already come together throughout the Delta Quadrant because of the *Voyager* and the tales of Neelix, and already consider themselves worthy of being admitted as members to the Federation. How will the player characters handle dealing with so many distant worlds wanting to be active members in the Federation?

ADDING THIS MISSION TO YOUR CAMPAIGN

This brief can be added to a campaign with starships still operating in the Alpha and Beta Quadrants as vessels could traverse the vast distances using scavenged Borg transwarp coils or even a new stable wormhole. The Talaxians may need to convince the lone Starfleet vessel to accompany them back through the wormhole to help the attacked world, leading to a series of missions in the distant Delta Quadrant.





MISSION BRIEF

"MELTDOWN"

SUGGESTED ERA OF PLAY: Post-first contact in 2367

SUGGESTED SPOTLIGHT ROLE: Engineer

SYNOPSIS

The postponement of the first warp flight to be undertaken by the Malcorians in 2367 was only a temporary reprieve from the society's desire to expand their engineering and scientific achievements. When the government stepped away, private industry stepped in with less willingness to accept new ideas. When saving lives might result in a catastrophic second contact mission, what will the characters do?

It's not every day you get your starship assigned to an 'emergency second contact'. As far as the Federation databanks say, the Malcorians weren't going to pursue warp flight, but we've just received a distress call from them over a light-day from their homeworld. Since we're the closest Starfleet vessel in range, we'll be helping them out to get them ready for the rest of the Galaxy.

3

MAJOR BEATS

NOT ALONE

The characters arrive at the stricken Malcorian warp vessel, large enough to hold a dozen crew and ruptured halfway down its hull due to a fission reactor meltdown. The distress signal is old radio, broadcasting automatically for nearly a day. When the characters beam aboard to provide assistance, they are surprised when the Malcorians respond with shock and then hostility. They take some of the player characters hostage, one crew member repeating conspiracy theories about alien visitations on their homeworld.

NOT SAFE

The molten reactor material has continued to burn through bulkheads and is threatening to breach the single remaining habitable area on the ship where the few survivors and the Starfleet hostage are located. The Malcorian who has been screaming conspiracy theories (many of which are true about the original contact made by *Enterprise-D*) also believes the government has sold them all to these aliens for food stock. Characters must talk down the increasingly panicky Malcorians to get access to the ship and stop the runaway fission reactor meltdown.

NOT READY

Even as the characters start fixing the ship and try to explain themselves, they discover the distress call was not meant for them, but rather for their homeworld. Multiple warp signatures appear on sensors as competing private organizations launch their own warp vessels early, some of which fail in orbit, some of which detonate in orbit, and two of which streak out towards the Starfleet vessel and the stricken Malcorian ship. How will the characters handle a runaway second contact now that they have stopped the meltdown?

MINOR BEATS

At many points in this episode the character taken hostage can learn and share their own experiences in life-threatening situations with their captors. They know they can be beamed away, but this chance at making successful second contact means more than immediate safety.

KEY NON-PLAYER CHARACTERS

The paranoid Malcorian should be a Major NPC and each Malcorian crew should have zero-gravity operations as a focus that they may use in tasks.

CONCLUSION

The second contact with the Malcorians turns out to be a first contact of sorts, and one that is chaotic and unplanned as they weren't expecting aliens and have strong cultural beliefs saying they are alone in the universe. Starfleet personnel must salvage the situation, trying to calm what will be a panicky public once transmissions reach their homeworld from the rescue warp vessels.

ADDING THIS MISSION TO YOUR CAMPAIGN

The Malcorians are an example of a first or second contact that does not go smoothly, as they are not willing to see past their own beliefs without difficulty. This concept can be added to any campaign to represent any difficult contact mission.





MISSION BRIEF

"MIASMA"

SUGGESTED ERA OF PLAY: 2270s and later
SUGGESTED SPOTLIGHT ROLE: Medicine

SYNOPSIS

First contact with the Aamaarazans was difficult as proper communication couldn't be established due to their method of language including sound, body movements, and pheromones. The pseudo-anthropoids are an advanced civilization that would benefit the Federation if they joined. The second contact team needs to devise a way to allow proper communication and coordination with them.

Aamaarazia, what a world! Unlike most species I've encountered, the Aamaarazans spent centuries of their industrial and atomic ages reworking the surface of their world. Instead of going to space, they hollowed out whole mountains; instead of settling new worlds, they covered their ocean floor with cities. Alien enough that diplomacy might be impossible except for the best Starfleet has to offer.

303

MAJOR BEATS

TALKING BUT NOT LISTENING

The characters arrive on the surface to what seems to be a celebration of their arrival. Aamaarazans hum, buzz, and trill to each other in a way the universal translator can only interpret as 'happy', 'content', and 'anticipate'. The atmosphere on the surface is thick with heady aromas of the Aamaarazan themselves and high oxygen content. The locals continue to dance and give the Starfleet officers drinks of sweet wines and candied flowers. They press closer to the Starfleet officers, and the overwhelming smells, tastes, and sounds around them make one away team member faint.

MEDIC!

The ill away team member is beamed back on board. Scans show their body is filled with complex hydrocarbons that were ingested and inhaled. They aren't compatible with standard humanoid biology and are making them sick. So complex are these molecules that the medical officer determines they are manufactured inside the Aamaarazans themselves.

Communications from the surface are simple 'concern', 'sad', and 'hope'. The characters then determine the smells are a means to communicate as well.

AAMAARAZAN BALLET

With the knowledge that smell is communication, the buzzes that used to just be simple emotions such as 'sad' become 'I/we/us are unhappy, I/we/us hope for happiness'. Then the gathered Aamaarazan dance in unison as a short, orange Aamaarazan leads them. The characters will have to determine what the dance moves mean, improving the amount of information conveyed in each 'statement' consisting of noise, smells, and dance. Then they must begin to respond.

MINOR BEATS

The Aamaarazans are similar in many ways to bees of Earth, dancing to convey where flowers are, using chemical markers to help provide context and more information. Members of the second contact team may have to determine how written language is produced from more than just sounds. Another challenge can be the different atmosphere the Aamaarazans need in order to communicate, necessitating masks when in standard Class-M environments.

KEY NON-PLAYER CHARACTERS

The short, orange Aamaarazan is the 'Miasma', not quite a queen in the sense of Borg or Earth insects, but one whose pheromones are strong and allow many to experience their emotions and thoughts.

CONCLUSION

With open communications, the Aamaarazans join the Federation, but stay relatively close to their heavily-populated homeworld. The 'Zepher' or Ambassador that leaves with the second contact team to return to Earth is actually over a dozen Aamaarazans, as being alone isn't something they can tolerate.

ADDING THIS MISSION TO YOUR CAMPAIGN

While the Aamaarazans can be seen in the Federation Council scenes in *Star Trek IV: The Voyage Home*, they can be added to any time period by changing their name if the gamemaster wishes to introduce a non-Hive minded insect-like species with complex communication forms.



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