

STAR TREK™ —ADVENTURES—



STAR TREK™ IV THE VOYAGE HOME

MISSION BRIEFS

STAR TREK™
60

STAR TREK ADVENTURES

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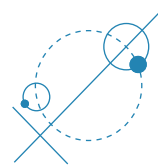
STAR TREK ADVENTURES

STAR TREK IV: THE VOYAGE HOME

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INTRODUCTION

STAR TREK IV: THE VOYAGE HOME



COMMODORE NELLA XEN

James Kirk saw his best friend return from the grave. He and his crew acquired an intact, fully-functional enemy spacecraft with priceless intelligence value. All he'd had to do was violate his captain's oath, steal a starship, enter a quarantine zone, engage in life-or-death combat, destroy said stolen starship, and then learn of the death of the son he'd only just become acquainted with.

There was nothing left to do but go home and pay the piper.

"OUR OWN WORLD IS WAITING FOR US TO SAVE IT, IF WE CAN."

- ADMIRAL JAMES T. KIRK

AS YOU MIGHT EXPECT WITH JAMES T. Kirk and his loyal crew, paying the piper was never quite that easy. What should have been a simple trip from Vulcan to Earth in *Star Trek IV: The Voyage Home* became an epic Human adventure, in perhaps the most unlikely of settings: San Francisco in the 1980s.

Maybe it wasn't that unlikely. Time travel was a *Star Trek* staple even then, but it hadn't been done so audaciously before. The original series was, after all, a low-budget affair; even the time travel episodes were mostly shot on existing sets. *The Voyage Home*, however, was mostly shot on location in San Francisco and surrounding areas, lending the period portions of the film an authentic feel, which made them easier to believe.

Also aiding believability was the basic story. While the film itself was an environmentalist allegory meant to illustrate humanity's shortsightedness in the face of looming disaster, the primary story was about friendship. Kirk and Spock's friendship was front and center, of course, but the interconnected relationships of all the characters was explored.

As with *The Search for Spock*, the lengths each of them was willing to go to in order to do the right thing was evident. Their very mission, going back in time to save the planet Earth, even though they knew that they were returning there to face the ends of their careers in Starfleet, was emblematic of them doing the right thing for the right reason.

Perhaps most impressive, though, was the growth and evolution of Spock. After decades on screen struggling to overcome his Human half, his death and resurrection gave him the chance to do things differently this time. His mother, perhaps ashamed of her perceived failures during Spock's childhood, took the opportunity his rebirth had given her to introduce him to the idea that his Human half was as much a source of his strength as his Vulcan half. She was also able to show him that, paradoxically, sometimes it's logical to eschew cold logic for the sake of saving a friend.

That was, after all, what *his* friends had done.

The Voyage Home is widely, and rightly, held up as one of the best films in the franchise because of its theme of friendship, and for showing the crew more fully as a family. It's also noted for its effective environmental message. Perhaps most importantly, though, for at least some fans, was the fact that it corrected one of the largest perceived errors of the films and put Jim Kirk back where he belonged: in the captain's chair.

This packet provides four detailed mission briefs set in and around the events of *Star Trek IV: The Voyage Home*. Each brief can be modified for use as adventures in your **Star Trek Adventures** campaigns set in the movie era (2273–2300) or any other 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.

▷ 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 be used to 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

"CODE 0195"

SUGGESTED ERA OF PLAY: *The original series era*
SUGGESTED SPOTLIGHT ROLE: *Engineering*

SYNOPSIS

The crew is assigned to assist with recovery and repairs of the *U.S.S. Shepard*, which has been left disabled after a massive unknown object passed by en route to Earth. While working to restore power, the crew must slow the ship's system failures and must find a way to relay this information to Starfleet Headquarters.

We have picked up a wide-band transmission from communications officer Trillya of the U.S.S. Shepard with a Code 0195, stating that an unknown probe has neutralized all power supplies and the ship has been left functioning on reserves only. As the closest unaffected starship, we are en route to assist with repairs.

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MAJOR BEATS

THE U.S.S. SHEPARD

On picking up the transmission of Code 0195 the crew makes their way to the *U.S.S. Shepard* to investigate and begin to assess the situation remotely. Scans indicate the atmospheric and life-support systems are overloaded and shutting down, while the rest of the ship is running on reserve power. No communication can be established. The engineering team may be able to further reveal that while the cause appears to be a standard electromagnetic pulse (EMP), the inciting signal from the passing object may have been malicious and invasive.

THE INVASIVE SIGNAL

Depending on the level of successful evaluations made while external to the ship, an away team is able to board the *Shepard* and work with Captain Clappett to manage power reserves and restore life support. This work will have to be done with EVA suits, which hamper dexterity and vision. Engineering investigations of the primary power relay systems identify a scrambled code in life support caused by the anomalous signal from the probe. If this code is removed from the ship's systems, life

support is able to be stabilized but it does not succeed in recovering the atmospheric controls.

CONTACTING STARFLEET

While the away team works to stabilize the *Shepard*, the communications officer should attempt to contact Starfleet HQ to apprise them of the situation. While doing so, they receive a standard distress signal from elsewhere and, when combined with the other Code 0195 transmission from the *Shepard*, the science officer may piece together the trajectory and effects of the anomalous probe. From here the crew may choose to deploy a hardened tight beam signal that can pierce the atmosphere and radiation surrounding Earth to advise on the threat of the probe's code scrambling.

MINOR BEATS

An optional beat may be to have a virus released aboard the *U.S.S. Shepard* due to the scrambled atmospheric and life support systems.

KEY NON-PLAYER CHARACTERS

Captain Clappett is a Notable NPC with focuses in Medicine and Leadership. The communications officer Trillya is a Minor NPC who transmitted the initial signal.

CONCLUSION

Once the life support systems on the *U.S.S. Shepard* are stabilized, the crew can choose to continue making repairs to the atmospheric system or leave the *Shepard's* team to finish the work.

ADDING THIS MISSION TO YOUR CAMPAIGN

For games taking place in a different timeline than the original series era, the player characters may still encounter the after-effects of the Whale Probe on a starship. A fun approach is the characters discovering this is the same probe as was encountered in *The Voyage Home* storyline.





MISSION BRIEF

"SAVE THE SARATOGA"

SUGGESTED ERA OF PLAY: 2286, during the Cetacean Probe incident
SUGGESTED SPOTLIGHT ROLE: Engineering

SYNOPSIS

The *U.S.S. Saratoga* NCC-1887, was patrolling near the Neutral Zone when they encountered an alien probe on a direct course for Earth. The probe's transmissions were broadcast on a massively powerful carrier wave which completely drained the starship of power. The player characters' ship has been ordered to find the *Saratoga* and render aid.

We've received orders from Starfleet Command to locate and offer assistance to the U.S.S. Saratoga, which has been completely drained of power in an encounter with the alien probe, which is currently causing massive disruption of Earth's oceans. Without power, the vessel's crew will not be able to survive for long, so we are in a race against the clock.

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MAJOR BEATS

A NEEDLE IN A HAYSTACK

Without power, the *Saratoga* is not broadcasting a distress signal, so the first task of the player characters will be to locate the vessel in the vastness of space, using only the ship's last reported location and course heading as a clue. The engineer and the science officer should develop a theory that will allow them to locate the stricken vessel.

TRIAGE

Shortly following the discovery of the *Saratoga*, the crew will need to be beamed off the powerless vessel. Having gone so long without life support being replenished, some of the crew will be suffering from medical issues which will need to be addressed.

OUT OF THE FRYING PAN

The player characters will need to either figure out a way to restore power to the *Saratoga*, or will need to tow the vessel, as the ship has drifted into the Neutral Zone. A Romulan starship uncloaks before the vessels can leave the Neutral Zone, claiming that the violation of the territory constitutes an act of war, and demanding the surrender of the player characters.

MINOR BEATS

One of the player characters has a family member, friend, or other loved one serving on board the *Saratoga*, giving an extra bit of drama to the proceedings.

KEY NON-PLAYER CHARACTERS

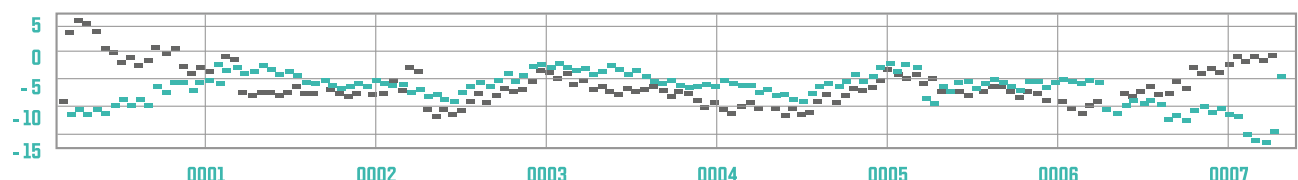
The crew of the *Saratoga* can be represented by the Starfleet NPCs presented in the core rulebook. The Romulan adversary can be represented by the Romulan Centurion.

CONCLUSION

The player characters must save the crew of the *Saratoga*, and hopefully the ship as well, while avoiding starting a war with the Romulan Star Empire.

ADDING THIS MISSION TO YOUR CAMPAIGN

While this brief ties fairly tightly with the circumstances surrounding the Whale Probe, it can be used in any circumstance where a Starfleet vessel has experienced a disaster and needs to be rescued, in any era.





MISSION BRIEF

"WHALESONG"

SUGGESTED ERA OF PLAY: Shortly after the events of The Voyage Home
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

The player characters must find a way to follow the Whale Probe safely, or to determine its destination. The problem is it's still sending out intermittent signals that disable nearby power systems, and it's not returning hails. After having made contact with the whales on Earth, the probe shifted transmission modes. It still disables everything around it, but the effects wear off when the probe passes on.

In the wake of the incident with the Whale Probe, Starfleet has assigned us to determine where it came from and who built it. Since they left us in peace once they found what they were looking for, we're sure their intentions aren't immediately hostile. With their level of technological development, it's clear the Federation could make good use of them as friends, or at least prevent them from accidentally endangering another world.

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MAJOR BEATS

TRACKING THE PROBE

The player characters can extrapolate the general direction in which the probe is heading by reading the reports of facilities, ships, and bases that have been disrupted as it passes by. The interval between encounters reveals the probe's speed, and connecting a line through the various places the probe has already visited shows the probe's direction.

SHIP IN DISTRESS

As the crew tracks the probe, they come across a drifting alien ship. It seems this design is not resilient enough to recover after an encounter with the probe. The ship's power is out, so they haven't been able to call for help. Scans of the ship, as well as transporting aboard and talking with its crew reveal that the ship is carrying a load of medicine destined for a nearby colony.

COLD EQUATIONS

Reports of the probe's passing show that it's heading toward a void in space, which will make it harder to track. The colony needs its medicine urgently, so the crew must determine the best course of action. Do they save the colony in immediate need and risk losing track of a dangerous probe, or do they leave the colony for now and keep tracking the probe?

KEY NON-PLAYER CHARACTERS

Dr. Gillian Taylor, the Galaxy's pre-eminent expert on whales, is a Major NPC.

CONCLUSION

Should the players end up following the Whale Probe, they finally arrive at its nearest destination, where the probe is currently uploading its data to a planetary server. The probe is operating at a lower power level, and it seems safe enough (for now) to approach the planet.

This world is inhabited by multiple advanced species of whales, including humpbacks, orcas, and bottlenose dolphins. While there's currently no available translation program to facilitate communications, Dr. Taylor and any other science specialists can work together to initiate rudimentary communication.

After the player characters succeed at establishing a baseline of communication, Starfleet's top priority is preventing another near-catastrophe like the Earth incident. Dr. Taylor volunteers to stay with the whales for the long term. Additionally, any crew members who are Betazoids, Deltans, or other "highly empathic" individuals are suitable to work with Dr. Taylor.

ADDING THIS MISSION TO YOUR CAMPAIGN

The whales in this mission are very likely related to the Cetaceans who join Starfleet in the 24th century. You can set this mission up as the foundation of a campaign geared towards integrating a whale society with the Federation.





MISSION BRIEF

"WET WORK"

SUGGESTED ERA OF PLAY: The movie era (2290–2300)
SUGGESTED SPOTLIGHT ROLE: Communications

SYNOPSIS

One of the few descendants of George and Gracie, the two humpback whales brought forward in time to the 23rd century, has been kidnapped from Earth for unknown reasons. The aftermath of the Whale Probe has caused the few non-Earth sentient cetaceans such as the Xindi-Aquatics and Risan Tasslebeaks great concern. Criminal gangs have kidnapped the humpback and are trying to either woo them, or, worse, harvest genetic material to clone subservient versions.

We've just completed docking procedures at Spacedock, and not a moment too soon. Instead of shore leave, Starfleet has asked me to bring our communications and security officer to a facility at Pearl Harbor, Hawaii.

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MAJOR BEATS

ROUGHEST TEMPEST FEARS

The characters meet with investigators along with the Office of Oceanic Investigations representative **Dreaming of Silver Shoals**, a bottlenose dolphin who was one of the first to be fitted with an antigrav harness and cybernetic forelimbs. The characters learn of the kidnapping of **Ronnie**, a descendent of George and Gracie. The characters must don wetsuits and journey into the waters to search for clues. Ronnie was taken by a ship with a tractor beam, and residual particles on the sea floor suggest pre-Federation Xindi technology. Orbital surveillance also shows a Xindi starship launched from their embassy near Paris soon after the kidnapping.

PLUNGING UPWARDS INTO THE INKY HEIGHTS

Dreaming asks to accompany the characters when they return to orbit. Their starship is given leave to pursue the Xindi angle. Approaching the Xindi home system requires diplomacy and tact as there is mistrust that can easily turn into hostility. The characters investigate rumors of a criminal organization that was researching the Whale Probe and the humpback whales. The characters encounter a disillusioned Xindi-Insectoid with the assistance of the planetary government. This Xindi

was imprisoned for 'crimes against the social order'. He directs the characters towards a 'temple' that was built on Risa.

NEW WATERS

Risa holds a secret: the Risan Tasslebeak, a sentient Cetacean species that has so far kept away from humanoid Risans. The characters, along with Dreaming, make contact with this civilization. The sound of humpback whale song can be detected across the planet emanating from a millennium-old underwater temple. The Xindi-Aquatics and Risan Tasslebeaks kidnapped Ronnie to question him about their faith and its message to Ronnie's people. The cult doesn't wish Ronnie harm, but is terrified of being brought to justice.

MINOR BEATS

The characters have the chance to explore a totally different environment with the Cetaceans. It's a chance to explore and learn, and for both Dreaming and the characters to make mistakes.

KEY NON-PLAYER CHARACTERS

Dreaming of Silvery Shoals is a bottlenose dolphin and is a Major NPC.

CONCLUSION

The Xindi-Aquatics and Tasslebeaks are unwilling to harm Ronnie but are willing to defend themselves against the 'two-legs'. With skillful negotiations, the ring-leaders of the kidnapping plot can be brought to justice and Ronnie can be transported back to Earth.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be added to any campaign when the characters' starship is coming to Earth, or even passing by. While this mission is best for the years just after the Whale Probe incident, it can also be added to any time period after the Whale Probe.



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