

STAR TREK™ **—ADVENTURES—**



MISSION BRIEFS



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Modiphius Entertainment Product Number: MUH0142410-PDF
Manufactured by Modiphius Entertainment in the United Kingdom
Batch number: 64012

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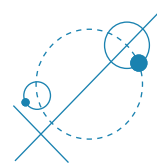
STAR TREK ADVENTURES

JUDGE ADVOCATE GENERAL'S OFFICE

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.: INTRODUCTION

JUDGE ADVOCATE GENERAL'S OFFICE



COMMODORE NELLA XEN

*The continued expansion of the United Federation of Planets, which brings new member worlds, people, and resources into the Federation, also increases the need for law and order. To address this issue, the **Judge Advocate General's Office**, otherwise known as **JAG**, was created to enforce the laws of Starfleet and the Federation.*

"I AM IN CHARGE OF THE 23RD SECTOR JAG OFFICE. WE'RE BRAND NEW. I HAVE NO STAFF BUT ONE TERRIFIED LITTLE ENSIGN. HOPEFULLY WE CAN MAKE SOME GOOD LAW OUT HERE."

- CAPTAIN PHILLIPA LOUVOIS

THIS MISSION BRIEFS PACKET presents information on the **Judge Advocate General's Office** and eight detailed mission briefs, each of which you can modify for 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 **Captain's Log**.



JUDGE ADVOCATE GENERAL'S OFFICE

An organization that has existed since the early days of Starfleet, the **Judge Advocate General's Office**—simply known as JAG or the JAG Office—is the spearhead of law and order for Starfleet. Composed mostly of legal experts, this branch of Starfleet works closely with others in order to bring criminals to justice and to thwart plans that would harm the people of the Federation.

This branch of the Starfleet judicial system has either enforced, created, or amended laws and rulings of Starfleet, and, in unique circumstances, has been involved in cases with Federation civilians. Their work started with the formation of United Earth and the resulting Coalition that grew to form the Federation. Primarily dealing with cases involving Starfleet personnel, the JAG Office started under the umbrella of the

Operations division of Starfleet, where they continued to serve until being moved to the Command division as of the 2350s. Those assigned to JAG are typically housed on starbases across the Federation, where they have greater access to equipment and personnel to conduct their duties. Other members of JAG can find themselves on board vessels, advising or representing members of the crew in legal matters as well as the captains of the vessels when legal disputes arise.

.: UNIFORM CODE OF STARFLEET JUSTICE

The main duty of the JAG Office is the enforcement of the **Uniform Code of Starfleet Justice, (UCSJ)**. This code of conduct also covers laws and



CARLOS CABRERA

regulations Starfleet officers are to follow and is the standard to which they are judged. Violation of these laws and regulations can either result in a written notice in the officer's records, or a trial overseen by JAG officers. If it is determined that a court-martial is to be held, the severity of the violation determines which type will be held; **General**, **Special**, or a **Summary court-martial**.

General court-martials are convened for the most serious of violations of the UCSJ by Starfleet personnel and civilians operating under it. These offenses include: homicide, sexual assault, drug distribution, and desertion. Typically, these court-martials are staffed by JAG officers or officers of suitable rank to fulfill the positions; representing the defense council, trial counsel (prosecutor), and the military judge. If required, a court-martial panel is formed of five or more service members, where at least one-third are enlisted personnel. The accused, however, can also request to have their hearing without a jury, instead appearing before the judge alone. This is only possible in cases where the penalty of death is not a factor.

Special court-martials convene to deal with immediate offenses and violations of the UCSJ, such as battery, assault, larceny, minor drug-related offenses, unauthorized absence, disrespect, disobedience, and similar crimes. Unlike in a General court-martial,

the panel comprises of three or more members and the accused can only be punished with a maximum of 12 months' confinement, reduction in rank, or a dishonorable conduct discharge.

A **Summary court-martial** is held for enlisted Starfleet personnel only, and is convened for minor offenses, such as petty theft. Presided over by a single officer of no less than the equivalent rank of captain, the punishments resulting from these hearings do not exceed a month's confinement or a reduction in rank. If the accused is willing to do so, they can choose to refuse and have their hearing instead heard by a Special court-martial.

With the prospect of facing time in correctional facilities, or discharge from service, the accused also has a chance to appeal the verdicts brought against them. Cases brought for appeal are reviewed by the commander that convened the court, or a member of the panel with authority within the UCSJ to use command prerogative. Using this, the commander can either approve, disapprove, or modify the findings and/or the sentence of the accused. They may not increase the punishment, or reverse a decision if the accused was found innocent of other charges. An appeal for leniency in punishment can also be issued if the accused wishes, but only prior to the authority's approval of the sentence.

OTHER DUTIES

Another function of the JAG Office is **counter-intelligence investigations**, such as the special strike team, led by Captain Morgan Bateson and Commander Tuvok, which uncovered the Pakled conspiracy to frame Captain Carol Freeman for a terrorist attack on their planet.

Under special circumstances, the jurisdiction of the JAG Office also extends to Federation citizens, with the branch handling sentencing or negotiations regarding them. Such was the case of Lieutenant Julian Bashir when it was discovered he was a Human augment. Negotiating with Rear Admiral Bennett via holo-communication, Julian's father, Richard Bashir, took responsibility for the illegal operation and was sentenced to a penal colony to absolve his son of any wrongdoing.

The JAG Office may also be involved with courts-martial, such as when Commander Seven of the *U.S.S. Titan-A*, Admiral Jean-Luc Picard, and Captain William Riker faced the possibility of a formal court-martial while subverting Captain Shaw's orders. The *U.S.S. Intrepid* intercepted the *Titan* upon return to Federation space, with accusations of treason and theft levied against them for their actions.

NOTABLE JAG OFFICE EXAMPLES

Following are a few examples of the JAG Office in action across the *Star Trek* timeline:

- Captain Jonathan Archer and Captain A.G. Robinson faced the prospect of a court-martial during the testing of the engines for the NX Project. The pair of officers, including engineer Trip Tucker, worked together to steal the NX-Beta and performed a successful test of the new engine. Upon returning to Earth, they were suspended for three months as punishment by Admiral Forrest, without the issue being brought to a formal court-martial.
- When it was called into question the rights and status of Lieutenant Commander Data, as to him being a sentient being or property of Starfleet, the debate was brought before Starbase 173's JAG officer Captain Phillipa Louvois, who ultimately ruled that Data was not property.
- During the Dominion War, the extradition hearing of Lt. Commander Worf for the destruction of a civilian transport was overseen by Admiral T'Lara of the JAG, who travelled to Deep Space 9 in order to conduct the hearing in person.

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

"REGULATED TO DEATH"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

During a routine resupply at a starbase, the dead body of a civilian captain is discovered following an altercation with members of Starfleet. Accused of murder, an investigation to determine the truth of the matter is launched.

Having put into starbase for resupply, I have requested crew shore leave for the crew to relieve the tension the long patrol mission has put on everyone.

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MAJOR BEATS

THE CAPTAIN IS DEAD

The crew witness an altercation between **Allen**, the captain of an independent cargo ship, and a Starfleet ensign, **Jond Runn**. Dissatisfied at the priority being given to the Starfleet vessel, Allen departs only to be found later, deceased in his quarters aboard his ship, the *Coachman*, with a torn fragment of a uniform in his hand. Faced with a murder investigation, the starbase's JAG officer, **Kimberly Osorio**, enlists the characters to assist with the investigation. A quick investigation of Runn's quarters shows that one of their uniforms has fabric missing from the trouser cuff.

THE GAME IS AFOOT

Martan Burgess, *Coachman*'s first officer, grants access to the cargo ship's computers. The past between Burgess and a player character comes to light, as the two had a rivalry when Burgess was a member of Starfleet. Analysis of computer logs show someone broke into Allen's quarters, and signs logs being altered or erased. The players characters can learn Burgess left Starfleet following the Klingon-Federation war with expertise in computer systems. Escorted by the *Coachman*'s science expert, **Marian Delsarte**, the characters may search for more physical evidence. A thorough search uncovers a hidden storage compartment with traces of Allen's blood and an unidentified substance.

SUSPECT CARGO

Examination of the substance reveals traces of **kemocite**, a highly-regulated substance because of its use as a weapon. A more in-depth analysis of the computer logs show they were altered by someone with knowledge of

Starfleet systems, but is not an expert. Delsarte becomes increasingly insistent that the *Coachman* and its cargo be allowed to continue on its voyage.

MINOR BEATS

With a lockdown in place, the ships that were docked at the starbase are unable to leave. This has angered a number of civilian crews who have important cargo to transport. Rumors spread quickly that Starfleet is deliberately delaying things.

KEY NON-PLAYER CHARACTERS

JAG Officer Captain Kimberly Osorio, a Human Section 31 Operative Notable NPC. Allen, an Andorian Captain Notable NPC. Martan Burgess, the First Officer, is a Bajoran Engineer Minor NPC. Marian Delsarte, an unjoined Human/Trill Science Officer Minor NPC. Ensign Jond Runn, a Tellarite Engineer Minor NPC.

CONCLUSION

Confronting Delsarte, they confess to the murder of Allen after they stumbled onto the kemocite smuggling. To cover their tracks, Delsarte planted evidence to frame Runn after seeing the argument between them and Allen. This allowed Delsarte to continue the smuggling operation without notice.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be added to include more aspects of living close to borders and can also be used to highlight a player character's past. Gamemasters are encouraged to talk with the player that they feel would fit as a rival for Burgess beforehand. If the player does not want to do this, a non-player character can be used in their place. The uncovering of a kemocite smuggling operation can also lead to other adventures for the crew to take part in, such as tracing the origins of the kemocite, what the kemocite was being used for, or tracking down the head of the smuggling operation in the sector.





MISSION BRIEF

"IMPOSTER"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

A deadly explosion at a scientific outpost on a non-Federation planet results in two officers accused of sabotage and murder. The crew must work together to discover the truth before members of their crew are handed over to stand trial on a planet that still has the death penalty for murder.

An explosion at Scientific Outpost 709 has resulted in the death of five scientists and injuries to two members of the crew. Local investigators believe that one of the two officers set an explosive charge that detonated before they could escape.

OC

MAJOR BEATS

MISSING MEMORIES

A pair of officers suffering from memory loss are recovering from injuries and stand accused of setting a bomb. **Captain Clifton Poole**, a JAG officer, enlists the crew to investigate the site of the explosion and evidence collected while he represents the accused officers ahead of their extradition hearing.

QUESTIONABLE MOTIVES

Investigating the outpost reveals the explosion's point of origin as the scientist that was killed. In questioning the surviving officers, they confirm they were with the deceased scientist, but have no memory of events after spending the night at their residence. Investigating the scientists' residence, the crew discover unusual power readings concealing a hidden room. The room contains medical supplies, including powerful sedatives and documents connecting the scientist to a political group against joining the Federation, as well as a plot to carry out similar attacks to implicate Starfleet by dressing as Starfleet officers.

TICKING TIME BODIES

With the information discovered, the bomb is determined to be an organic explosive that turns a person into a bomb. Recovered evidence also points the crew towards another planned attack, specifically

that a member of the anti-Federation organization will attack within the next half hour at a conference between Federation and planetary officials.

MINOR BEATS

During their examination of the injured crew, the Chief Medical Officer discovers one of the officers is suffering from an incurable degenerative illness that would lead to their dismissal from Starfleet. The illness is triggered by exposure to a powerful sedative no longer in use by the Federation because of its side effects.

KEY NON-PLAYER CHARACTERS

JAG officer Captain Clifton Poole is a Human Notable NPC. The injured Starfleet officers are Minor Science Officers, and are whatever species the gamemaster sees fit.

CONCLUSION

The player characters can use knowledge gained during the investigation to learn how to neutralize the organic explosive by medical means, or can do so by capturing the bomber before they can detonate. Capturing and uncovering the plot clears the officers of the accused crime, as well as exposes the anti-Federation organization's members.

ADDING THIS MISSION TO YOUR CAMPAIGN

The planet and name of the anti-Federation organization are purposely left undefined for the gamemaster to fit into their campaigns, along with the name of the scientists. This mission can be used as a segue into other political intrigue, with the backers of the anti-Federation organization being members of the Klingon Empire, Orion Syndicate, Romulan Star Empire, or one of the gamemaster's own creation.





MISSION BRIEF

"CONTAINER 10.9.10"

SUGGESTED ERA OF PLAY: 2270s–2290s

SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

Taking on supplies from an unmanned cargo vessel, a container reveals the dead body of a Starfleet officer.

The constant fluctuation of borders has created interesting times as a boom in illicit activities and piracy has occurred. Hopefully the new supplies we are taking on will help alleviate the stress put on the crew from the extra work.

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MAJOR BEATS

DEAD WEIGHT

While taking on supplies from an unmanned cargo vessel, a magnetic lift malfunctions and causes container 10.9.10 to crash to the floor. The impact causes the container locks to disengage, revealing the dead body of a Starfleet officer, as well as a tracker device. The ship's JAG officer, **Lieutenant Wats Rogen**, aides in the investigation. Analysis of the corpse reveals they are **Ensign Martin Chase**. The tracker device matches those used by traders operating on Draylax. Analysis of the corpse and device reveal the power signature of the tracker caused interference with the magnetic lift. Further successful analysis reveals there are alterations to Chase's DNA that could only be the result of cloning. Checking into the records, it is discovered Chase was reported as missing from the *U.S.S. Aeolus* for several weeks.

SLOW SPEED CHASE

Contacting the *U.S.S. Aeolus* for information on Chase, the players are informed he was a good officer and had family that were part of the Earth Cargo Service, who had been curious as to some of the resupply issues. A successful detailed analysis of the unmanned cargo ship shows that it was accessed by another ship prior to meeting with the players' ship, the cargo ships logs were hastily deleted, but the automated systems registered the ship as the *S.S. Concorde*—a ship operating as part of the Golds Trading Company on Draylax. The company was in competition with the Chase family for a contract to supply the cargo vessels for Starfleet, so the fleet of ships could operate continuously.

TOPSY-TURVY

Redirecting their ship, or taking a shuttle to Draylax to visit the Gold's Trading Company, the players are met by **Bengi Hornigold**, the owner and operator of the company. A detailed search of the warehouse uncovers a hidden lab where Hornigold has illegal cloning equipment, as well as a record of Martin Chase's DNA.

MINOR BEATS

A number of strange incidents have occurred with the unmanned cargo ships: supply containers are missing or contain unexpected contents. You may choose to use these incidents as red herrings for the player characters to investigate.

KEY NON-PLAYER CHARACTERS

JAG officer Lieutenant Wats Rogen is a Betazoid Notable NPC. Ensign Martin Chase is a Human Security Officer Minor NPC. Bengi Hornigold is a Tellarite Major NPC.

CONCLUSION

Confronting Hornigold, they use an emergency transport to flee to the *Concorde*. As Hornigold attempts to escape, he releases a life pod containing the real Martin Chase. The crew must choose to capture Hornigold or rescue Chase. If they rescue Chase, they reveal Hornigold caught and created a clone to throw suspicion onto the Chase family for the supply chain problems. Martin was able to break free from his captor long enough to put a tracker on the clone, and was being kept as insurance if the plan went wrong.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

The *U.S.S. Aeolus* is a *Cardenas*-class ship, but you can adjust the class type to fit your story's needs. This adventure introduces problems the Federation faces as it expands, such as piracy, robbery, and identity theft. If Hornigold escapes, they can return as a threat or annoyance to the crew.





MISSION BRIEF

"TREASURE CHEST"

SUGGESTED ERA OF PLAY: 2360s-2370s

SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

Transporting a prisoner to starbase by shuttle, the players are intercepted by a Nausicaan Raider, seeking to take the prisoner for themselves. The prisoner, the last surviving member of a pirate crew, hid a large cache of weapons and treasure, the location of which is now being highly sought after.

A regular inspection of a freighter has left us with an additional passenger. The freighter's captain, Dabur, was using false credentials and has been identified as a member of a smuggler group. The JAG officer aboard has recruited us to escort Dabur by shuttle to a nearby starbase for trial.

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MAJOR BEATS

CAUGHT BY THE TAIL

Captain Norgo Bin joins the players in the escort of **Dabur**, a Regalian smuggler, to stand trial at a Federation starbase. Passing close to a comet, the charged particles from the comet's tail masks the approach of a Nausicaan Raider and disrupts long-range communications with Starfleet. Intercepting the shuttle, **Kaz**, the Nausicaan captain, demands Dabur be turned over to them.

PARLAY

While negotiating with Dabur, they reveal they were part of a pirate crew that raided shipping lanes for supplies. The Nausicaans now want the hidden caches of loot. Dabur had allowed themselves to be captured by the Federation, hoping to avoid the Nausicaans, and barter the knowledge of the cache's location for a leaner prison sentence.

X MARKS THE SPOT

After negotiating with Kaz, the Nausicaans follow the shuttle to an asteroid field around a small Class-D planetoid. Dabur informs everyone the only way to access the cache is to use the transporter to beam into a cavern wearing environmental suits, and that only they know the access code to gain entry to the shielded vault.

MINOR BEATS

As part of their on-ship entertainment, members of the crew were studying the work of R.L. Stevenson's *Treasure Island*. The prisoner, Dabur, seems to be familiar with the novel.

KEY NON-PLAYER CHARACTERS

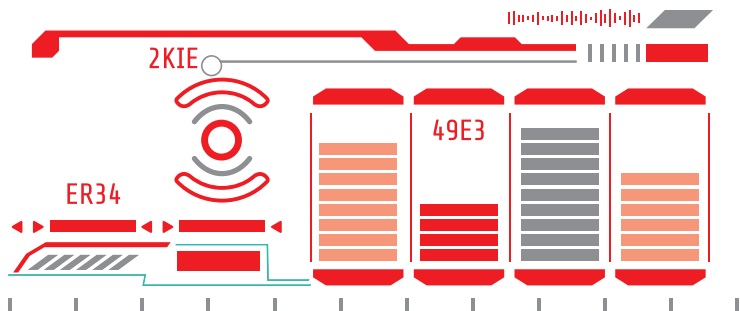
The Tellarite JAG Officer, **Captain Norgo Bin**, a Major NPC. **Captain Dabur** is a Major NPC. **Kaz**, the Nausicaan captain, is a Major NPC, while the Nausicaan crew consists of Minor NPCs.

CONCLUSION

Arriving at the vault, the player characters can use the security system built in to spring a trap on the Nausicaans, capturing them. The contents of the vault include a selection of Federation nutrition packets and phaser rifles minus their power packs. Dabur is open to helping the players in capturing the Nausicaans.

ADDING THIS MISSION TO YOUR CAMPAIGN

With limited resources, the player characters will have to use their own cunning and skill in order to accomplish their mission. This also opens up possible new locations for adventures, as any asteroid field could be a hideout for pirates.





MISSION BRIEF

"FLYING HIGH"

SUGGESTED ERA OF PLAY: 2250s–2270s
SUGGESTED SPOTLIGHT ROLE: Engineering

SYNOPSIS

An investigation is launched after an accident during shuttle training following the discovery that the pilot was under the influence of drugs. Members of the crew are enlisted by the JAG officer to help find the truth, with the career of a young officer on the line.

An accident during a routine shuttle training exercise has turned into something more serious. JAG has contacted us with a request to look over the wreckage of the shuttle.

300

MAJOR BEATS

HARD LANDING

During required training to land a shuttle without the aid of a tractor beam, a shuttle has crashed into a shuttlebay. The shuttle pilot, **Sato Hiyori**, was discovered to have a high concentration of drugs in their system. JAG officer **Vala Khwezi** enlists the help of the player characters to uncover evidence.

CURTAIN CHECK

Sato denies taking or using anything. Sato shares quarters with **Lieutenant Viktor Brahe**. An examination of their quarters does not result in any traces of illegal substances. A closer examination of the crashed shuttle reveals the environmental systems had been tampered with. Checking the maintenance logs shows they were signed off by **Chief Technician Teogene Castano**.

AD NOTICE

Questioning Chief Technician Castano, they admit that they entrusted the maintenance to **Ensign Beyhan Kose**. Kose proves reluctant to talk, and stands by their report that they checked over the shuttle before launch and it was in working order.

MINOR BEATS

A fellow Starfleet officer from a player character's early training sends a series of packages containing practical jokes, renewing an old rivalry.

KEY NON-PLAYER CHARACTERS

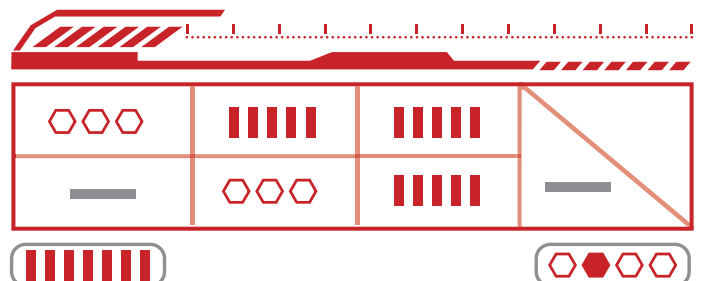
JAG officer Captain Vala Khwezi, an Andorian Major NPC. Lieutenants Sato Hiyori and Viktor Brahe are Human Conn officer Minor NPCs. Ensign Beyhan Kose and Chief Technician Teogene Castano, a Vulcan and Tellarite respectively, are Minor Engineer NPCs.

CONCLUSION

Under successful questioning, Kose reveals Brahe helped in checking the shuttle. Confronting Brahe with the evidence leads them to confessing they altered the environmental systems to slowly release the substances into the shuttle. Brahe's reasoning was an unsettled grudge from the Academy where Sato got Brahe written up for a forged maintenance report.

ADDING THIS MISSION TO YOUR CAMPAIGN

Showing how some competition, or rivalries, can quickly escalate out of hand even within the confines of Starfleet where the violation of certain rules can have dire consequences. This can be used as a way for personal growth of a player character.





MISSION BRIEF

"LET THE CHIPS FALL..."

SUGGESTED ERA OF PLAY: 2270s–2290s

SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

Actions from a crew member's past come back to haunt them as they are placed under investigation by JAG for violating orders, theft of Starfleet property, and assault on a Federation citizen. Facing charges that could end their friend's career, the crew undertakes an investigation to clear their fellow officer's name.

As much fun as the recreational hall on the ship is, it is still nice to be able to stretch one's legs in a place with more space. From what I hear, there might be a chance at organizing one of Harper's famous poker games without being disrupted by a ship-wide alert.

303

MAJOR BEATS

ANTE UP

Disembarking from their ship, the players are intercepted by **Captain Kontar Nazari** from JAG and Starfleet Security. **Ensign Caden Harper** is placed under arrest, charged with assault, disobeying direct orders, and theft of Starfleet property. Lacking adequate staff, Nazari enlists the players as the defense council for Harper's hearing.

CARDS ON THE TABLE

Harper confirms they were confined to Starfleet Academy following an altercation with locals who accused him of cheating at a poker game. While confined, they learned fellow cadet, **Quinn Cole**, planned to confront **Glen Morris** to discuss the accusations. Harper awoke the next day with a hangover and no memory of the night's events. Examination of Harper determines their memories have been altered, uncovering evidence to suggest a technique used by **Doctor Donald Cory**. Questioning Morris reveals they were attacked by two Starfleet cadets, including Harper. Computer logs at the Academy show that files were altered.

ON THE RIVER

Using Doctor Cory's research, players can restore Harper's memories, causing them to recall confronting Cole as they stole a shuttle. Attempting to stop Cole and Morris from fighting, Harper was knocked unconscious. Examining and recovering the Academy computer shows the access code of Rear Admiral Lee Cole of Starfleet Academy was used to alter the logs.

MINOR BEATS

As the crew are making ready to disembark, they discuss the different recreational activities at the starbase, which include card games as well as strategy games.

KEY NON-PLAYER CHARACTERS

Captain Kontar Nazari, an Andorian Major NPC. Caden Harper, a non-joined Trill, is a Conn Officer Minor NPC. Doctor Donald Cory and Ensign Quinn Cole, are Human Science Officer Minor NPC's.

CONCLUSION

Faced with new evidence, Nazari dismisses charges against Harper, whose memories had been tampered with. Once confronted, Ensign Cole admits to using their father's access codes, as well as Dr. Cory's research to alter Harper's memories.

ADDING THIS MISSION TO YOUR CAMPAIGN

Consult with your players to decide if any would like to replace their character with Harper; if none wish to do so, run the adventure as written or replace Harper with a supporting character or NPC from your campaign. This also brings the return of a canonical *Star Trek* character, Doctor Donald Cory, who is the Governor of Penal Colony Elba II.





MISSION BRIEF

"BOXED-IN BLUES"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

Following a mission to deliver supplies to a distant Federation colony, the ship is intercepted by another Starfleet vessel for inspection. The inspection uncovers containers of contraband, with the last person signing the manifest being the captain.

We are on course for Starbase 80 after finishing our resupply run to the border colonies. Even with the reputation of the starbase, I am hopeful we may get a break.

300

MAJOR BEATS

WHAT'S IN THE BOX?

Nearing Starbase 80, the ship is intercepted by the Federation starship *U.S.S. Cochise*, who orders it to stop and prepare to be boarded for inspection. The inspection, conducted by JAG officer **Captain Luca Gray**, discovers a container destined for Starbase 80 marked as medical supplies but instead contains cases of Romulan ale. A check of the ship's manifest provided by **Quartermaster Phillis Pixley** showed that the captain was the only person to sign off on the container.

WHERE IS THE BOX?

The container is seized and moved to the *Cochise*, with the crew's captain now the primary suspect in a smuggling operation. The ship's crew are moved to Starbase 80 as a more thorough examination takes place. A successful investigation of the manifest shows slight imperfections in the authorization signature. Investigating further, the player characters discover the seized goods have vanished from the *Cochise*.

WHO HAS THE BOX?

Conducting a search of both ships reveal the container is not on board either, forcing a search of Starbase 80. A detailed search reveals that Pixley served on the *U.S.S. Cochise* before their current posting as quartermaster. The random malfunctions on Starbase 80 grow as the player characters attempt to locate Pixley.

MINOR BEATS

As part of their previous mission, the crew was able to upgrade a faulty computer network. The repair program is still in place on their ship's computer, and has been detecting slight errors in the ship's systems that have been written off as faulty sectors in the main computer core.

KEY NON-PLAYER CHARACTERS

Captain Luca Gray is a Human Notable NPC. Phillis Pixley is a Human Section 31 Operative Notable NPC.

CONCLUSION

Overcoming the computer failures, the players are able to intercept Pixley as they attempt to steal a shuttle during the confusion. Capturing them, they admit to using their post to forge signatures and conduct a smuggling operation for years on Federation ships. Cleared of wrongdoing, the captain is able to resume command of the ship.

ADDING THIS MISSION TO YOUR CAMPAIGN

The *U.S.S. Cochise* is a *Cardenas* class, NCC-530, in the original series era and a *Constellation* class in *The Next Generation* era. This mission can be used to introduce Starbase 80 and the many problems the starbase has with its systems. Starbase 80 can be placed in any remote location of the gamemaster's choice, using the configuration of a Regula I-type starbase.





MISSION BRIEF

"88'D AT 80"

SUGGESTED ERA OF PLAY: (2360s–2370s)

SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

With the ship queued with others orbiting Starbase 80, the lead eyewitness to a murder is attacked by an assassin. With limited functional resources on the station, the players must find a way to capture the assassin before they can escape.

A murder at Starbase 80 has caused us to stay as one of our officers, Casey Darcey, was witness to the event. Darcey has since fallen victim to an attack themselves, which has prompted us to investigate.

30

MAJOR BEATS

ONCE UPON A CRIME...

Arriving at the infirmary of Starbase 80, **Casey Darcey** is currently being treated for an unknown poison. The players can attempt to aid in the treatment or leave the medical staff to the effort, reporting to **JAG officer Siettu**. Talking with Siettu, the player characters learn Darcey was attacked at Gedunk Bar on the starbase, and the would-be assassin escaped in the confusion.

CROOK AND LADDER

Treating Darcey, the player characters learn that they were injected with a fatal poison from the Borgia plant. Darcey is able to recover enough to inform them they were bumped by a maintenance worker before they felt ill. Investigating Gedunk Bar, the player characters find the patrons being held for questioning. None have any useful information, but observing the crowd shows no one in a maintenance uniform. Scanning the canteen reveals a maintenance hatch that opens into a tunnel.

MAINTAINING APPEARANCES

Following the tunnel, it exits into a closed tailor shop aboard the station that is closed for repairs and occupied by three maintenance workers. If the players were able to treat Darcey and learn of the poison, they can scan for traces of the poison among the maintenance team. However, if the players were not part of treating Darcey, they can receive an update from Siettu of the use of the

poison by the assassin. The poison is derived from the Borgia plant native to planet M-113 and is alkaloid based, similar to nightshade found on Earth.

MINOR BEATS

The repeated problems plaguing Starbase 80 cause systems failures, forcing maintenance crews to work in pairs in all areas of the starbase. These work teams may create opportunities for scenes with the player characters.

KEY NON-PLAYER CHARACTERS

Siettu is a Saurian JAG officer Notable NPC. Tidar is an Orion assassin Notable NPC. Ensign Casey Darcey is a Human science officer Minor NPC.

CONCLUSION

Discovering the assassin, disguised as a Bolian maintenance worker, the players must act quickly to prevent them from escaping. Capturing **Tidar**, they reveal they were hired to eliminate Darcey before they could testify, being hired by an unknown client to force a mistrial of the murderer.

ADDING THIS MISSION TO YOUR CAMPAIGN

Starbase 80 uses the configuration of a Regula I-type starbase and can be placed in any remote location. The name of the murderer as well as the organization behind the assassination attempt are left undefined to allow for the gamemaster to customize them to fit their campaigns.



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