

STAR TREKTM

ADVENTURES



MISSION BRIEFS

LOWER DECKS

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**GENE RODDENBERRY,
JOHN VAN CITTERS,
MARIAN CORDRY &
THE MANY FANS WHO
SUPPORT THIS GAME**



Published by Modiphius Entertainment Ltd.
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Modiphius Entertainment
Product Number: MUH0142220-PDF

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LOWER DECKS

BY MICHAEL DISMUKE



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LOWER DECKS

INTRODUCTION

Ah! Junior officers! Some people might look down on these upstart crewmembers who are so often given the grunt work to perform. But all jobs are essential on a starship and all crew members are valuable. While senior officers might get the spotlight, there is a universe of action for lower deckers. Prepare to get your hands dirty as you take on the menial and transform it into the memorable!

This packet presents ten detailed mission briefs oriented around Starfleet lower decks officers, each of which you can modify for use as adventures in your ***Star Trek Adventures*** campaigns set during the *Lower Decks* era 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 ***Star Trek Adventures*** 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 *Star Trek* time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, *Lower Decks*, etc.).
- **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). This element may also suggest specific NPCs from the core rulebook to use or adapt. Note that any page references listed in this document refer to the Starfleet-oriented ***Star Trek Adventures*** core rulebook.
- **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.

"TRIBBORGS"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Medicine or Science

SYNOPSIS

After a training mission gone awry, the player characters transport a batch of life-forms onto their ship from another universe where the Borg have assimilated tribbles. The characters must avoid assimilation, corral the cybernetic critters, and send them back to their proper universe before a crucial diplomatic ceremony is interrupted.

OPENING LOG ENTRY

Starfleet Command has ordered vessels to provide critical training to all crewmembers to prevent accidental incursions into the Terran parallel universe.

CAPTAIN'S LOG

MAJOR BEATS

CLASS IS IN SESSION

In the transporter room, the ship's chief engineer warns the characters about the dangers of the Terran universe. The characters are tasked to assist with the installation of a subspace reflection buffer as part of their training. This task must be completed before the senior staff arrive with an Aldean delegation that includes many children. The characters are distracted by Mordik, a Benzite technician with a malfunctioning breathing apparatus that causes them to exhibit signs of intoxication due to an unbalanced oxygen/nitrogen mixture.

"DISTANCE IS FUTILE"

A sudden flash from the transporter pad alerts the characters that a tribble with cybernetic enhancements sits on the transporter pad. Upon scanning the ship, the characters learn that several of these creatures have appeared in different parts of the vessel. Characters can establish communication with the creatures and research their origin. They learn that the creatures are from a different universe where the only life-forms are quick-replicating tribbles that have been assimilated by the Borg! They are now the Tribborg, a hybrid species intent on bringing all sentient creatures into an aggregated fluffy mass of continuous cooing.

"YOU WILL BE STIMULATED"

The characters must establish first contact and come up with a plan to stop the fluffy cyborg propagators.

MINOR BEATS

At any time, the gamemaster may introduce the senior staff back to the ship along with the delegation of Aldeans, a species who once had problems conceiving children of their own, but are now quite fertile. Characters may try to hide their transporter blunder, admit their guilt, or come up with another solution.

KEY NON-PLAYER CHARACTERS

Using these as Notable NPCs, adapt the Borg Collective into a softer, cuddlier version of the much-feared species. Change their Special Rules into adorable alterations like Infectious Fluffiness, Coo with Me, or I'd Rather Snuggle.

CONCLUSION

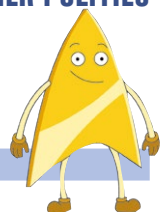
The characters hopefully find a way to tweak the transporters to return the Tribborg to their home dimension. Hopefully, no Tribborg get left behind...or do they?

ADDING THIS MISSION TO YOUR CAMPAIGN

This story can be dropped into any campaign and offers the opportunity to explore a terrifyingly hilarious idea—the power of the Borg combined with the notoriously prolific tribbles.

ADAPTING THIS MISSION TO OTHER POLITIES

This mission can be adapted to any polity – Klingon, Pakled, Vulcan, etc. – by omitting the Aldeans and having the action start with a transporter malfunction.



"SECOND TARG TO THE RIGHT"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Engineering or Security

SYNOPSIS

Player characters are assigned to oversee a terror of targs while senior staff sue for peace after a children's holonovel presents Klingons in a bad light.

OPENING LOG ENTRY

Every lower decker is dying to know what was in the latest installment of "Toby the Targ." The episode sent the Klingon Empire into a rage and was pulled before any of us saw it. Now we have to guard some targs while the top brass tries to clear things up. The captain says that this assignment will show our intent to maintain the peace.

CAPTAIN'S LOG

MAJOR BEATS

THE PITS

Negotiations with Klingon leadership are tense and cannot be interrupted. The characters have to board a Klingon vessel to guard the targ pens while the Klingon delegation travels to the characters' ship. Once there, targ trainer Corporal Klek demands that they assist with cleaning the pens. Characters must overcome nausea, negotiate working conditions, and avoid offending Klek.

MAGNETIC LOCK FAILURE

The Klingon vessel is in disrepair. It isn't long before a magnetic lock fails on a pen, creating a cascade failure throughout the entire vessel. All doors open. Characters have to deal with rampaging targs, electromechanical failures, and irate Klingons. Investigation into the lock failure indicates a hostile subroutine sent from someone within Broht & Forrester, the publishing agency that made the holonovel.

STICKS AND STONES

Hacking B&F's computers will reveal that someone is trying to start a war between the two polities. The holonovel was purposely designed to insult the Klingons. Meanwhile, negotiations break down on the main vessel. Communications go offline. The characters will need to leave

the ship to get more information. The adventure should take them off the Klingon vessel and on to B&F headquarters on Ferenginar.

MINOR BEATS

Gamemasters may provide more details about the offensive "Toby the Targ" content, bearing in mind avoiding a hostile gaming environment. Perhaps allow players to roleplay senior staff members negotiating between the Klingon representatives and the publishing house.

KEY NON-PLAYER CHARACTERS

Different B&F employees could be undercover Tal Shiar agents (page 321). For Klek, adapt Klingon Veteran [Notable] on page 318, add Focus: Husbandry, and swap Security and Science attribute scores.

CONCLUSION

Upon arriving at B&F, the characters will need to access the main computer. They learn that a Tal Shiar agent has infiltrated the publishing company and is the editor-in-chief. How will the cadets gain access, bypass computer systems, and transmit the information back to their vessel?

ADDING THIS MISSION TO YOUR CAMPAIGN

Feel free to swap out the Tal Shiar for other insidious aliens eager to see war between the Federation and the Klingon Empire.

ADAPTING THIS MISSION TO OTHER POLITIES

The Romulans could easily run this smear campaign between any two polities. Select a different entertainment program better suited to your players' polity.



"AND STRAIGHT ON 'TIL MOURNING"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Command or Medicine

SYNOPSIS

The player characters participate in an alien ceremony under the strict eye of a Starfleet admiral, only to uncover a much darker alien agenda.

OPENING LOG ENTRY

We've arrived to make second contact with the kind-hearted Langwish, a bioplasmic species that relate with others by sharing sad stories in a ritual called the Purge Despair. To elicit goodwill with the populace, the captain has put the crew on rotational shore leave to participate.

CAPTAIN'S LOG

MAJOR BEATS

WEeping AND WAiling

"Ultimate happiness can only be achieved through ultimate sadness." So goes the Langwish saying. The characters arrive at a welcoming center for the first part of the Purge Despair. Invite players to create sad stories involving their characters. After one or two characters complete their stories, the captain orders them to meet Starfleet Admiral Smelton's shuttle at the landing pad. Smelton is not easy to please. Any complication creates the trait Nerves Frayed.

STARFLEET SHOULD SHINE

Smelton is clear on one matter: Starfleet should never look bad under any circumstance. Upon returning to the ceremonial hall, the characters learn another part of the ceremony: the tradition of confessing discontent with authority. The Langwish desire to hear complaints that only subordinates could experience. Refusing to participate would be the greatest insult possible. The characters must find a way to not offend Smelton or the Langwish.

A DARKER SIDE

At some point, characters notice vein-like machinery embedded in the floor. Investigation reveals that the Langwish are not just bonding with Starfleet officers; they are feeding on tragedy. The entire population of Langwish is

growing in power as crew members all over the planet vent their discontent with authority and get their bioenergy drained as a result. The Langwish will be evasive if questioned.

MINOR BEATS

What happens if the senior staffers hear about the discontent of their crew? Allow awkward confrontations to abound.

KEY NON-PLAYER CHARACTERS

The Langwish are Notable NPCs who resemble giant amoebas with huge eyeballs in the center of their form. They do not possess physical bodies and are invulnerable to physical attacks.

CONCLUSION

The Langwish are consuming bioenergy to power their planet's super weapon. The weapon shoots a beam of negative energy at other planets with sentient populations. Each planet that links with their negative energy network increases Langwish psionic power. Their plan is to spread the network throughout the Galaxy and become gods per a dark prophecy in their obscure religious texts. Will the Galaxy fall to this new threat? Is there a scientific solution?

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can fit any era or region of space. It is designed to allow for deep character development as they explore past life events or deep-set emotions.

ADAPTING THIS MISSION TO OTHER POLITIES

Most polities will have junior officers capable of lodging complaints against superior officers, except for Vulcans. For Vulcans, change "Purge Despair" to "Purge Emotion."



"U.S.S. LAIKA"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Conn or Science

SYNOPSIS

An entire planet dedicated to preserving endangered Federation species comes under assault from a band of Hirogen hunters ejected into the Alpha Quadrant by a thermonuclear wormhole.

OPENING LOG ENTRY

Our ship has been assigned to drop off a new set of endangered species to Alta-Iota, a Federation nature preserve. We are to meet with the *U.S.S. Laika*, a science vessel composed of mostly Caitian and cetacean crew dedicated to the study of zoological life-forms. I have been assigned to coordinate transports to and from the surface.

CAPTAIN'S LOG

MAJOR BEATS

MULTIPLE BIOZONES

Characters are given orders to transport a menagerie of creatures to the surface of Alta-Iota. They have also been asked to help unload specimens from the *Laika*'s shuttles, the *Porthos* and *Spot*. Characters must identify the type of animals, determine the best biozones in which to contain them, and arrange for their transport to the suitable biozones.

ANIMAL HOUSE

A Hirogen vessel suddenly appears in the solar system via a subnuclear wormhole formed from experimental technology they activated in the Delta Quadrant. They crash into the *U.S.S. Laika*. Both vessels are entangled in a magnetic induction field and are unable to separate lest their engines overload. However, shuttles can take off and transporters are operational. The Hirogen decide to make a hunt of it, simultaneously boarding the *Laika* to battle crewmembers while commencing a hunt of the endangered species.

ALTA-IOTA

The Hirogen create chaos of Jurassic proportions on the planet. They are only interested in hunting the most fearsome and lethal creatures, including Starfleet personnel. Chaos ensues. Senior staff are busy trying to save the *Laika*, so

they order the characters to protect the exozoological life-forms of Alta-Iota. An astonishing variety of terrain, terrifying beasts, and faulty containment technology make the task of protecting the animals even more harrowing.

MINOR BEATS

Animal lovers have a chance to cuddle up with the cutest creatures in the quadrant. Medical cadets may busy themselves tending to animal-induced injuries. Engineering and security officers can help build and maintain enclosures.

KEY NON-PLAYER CHARACTERS

Use the Klingon Warrior on page 317 for Hirogen. Adapt creatures from *Chapter 11.10 "Beasts of the Galaxy"* to make animals or create your own.

CONCLUSION

Characters may discover a way to reignite the wormhole that brought the Hirogen to the Alpha Quadrant. Can they send them back after disentangling their vessel from the *Laika*? If not, what will come of the Hirogen in the Alpha Quadrant? Can they be convinced to join Starfleet, or will they end up in a penal colony?

ADDING THIS MISSION TO YOUR CAMPAIGN

This event can happen in any era since Hirogen are assumed to be a civilization that has been in existence for thousands of years.

ADAPTING THIS MISSION TO OTHER POLITIES

For non-Federation campaigns, change the zoo planet into a polity's private collection of exotic animals or a hunting ground. The player characters must protect the animals or compete against the Hirogen.



Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Ship's Cook or Science

SYNOPSIS

While conducting an archeological survey, the player characters discover a being trapped in an elaborate prison. The immortal being calls themselves "A" and claims to be "the conceptual embodiment of truth."

OPENING LOG ENTRY

We have been assigned to excavation duties at an archeological dig while our vessel resupplies at Deep Space Station K-7. They will be back in twelve hours.

CAPTAIN'S LOG

MAJOR BEATS

DIGGING FOR TRUTH

The dig team encounters a 200,000-year-old structure. Scans reveal a series of computer-controlled booby traps. The team must circumvent the booby-traps and hack an ancient computer before arriving at a fortified locked door with a viewing hole. Shining a light through the slit reveals a cosmically resplendent creature chained inside. They call themselves "A."

YOU SHALL SET FREE THE TRUTH

"A" claims to be omniscient with "the ability to speak truth about any knowledge possessed by any sentient creature currently alive anywhere in the universe." "A" explains that the Z'mbeezi people imprisoned them because "they could not handle the truth." Any question the characters ask will be answered truthfully. Allow characters to debate whether "A" should be freed. "A" has an affinity for anyone who can provide them with culinary experiences. "A" has a voracious appetite. They say, "Knowing what things taste like is different than actually experiencing culinary ecstasy."

WE FOUND THE "A"

In time, the characters' vessel will return. How will the senior officers react to the characters' find? Will "A" be allowed on the ship? Things become confrontational when the Z'mbeezi arrive and threaten to destroy the Starfleet crew for violating the sanctity of the prison.

MINOR BEATS

Senior staff might order characters to guard "A" until they can figure out what to do with them. Less scrupulous NPC officers could interact with "A," asking it questions pertaining to loved ones back home, mysteries of the universe, or classified information. The Z'mbeezi can be Minor NPCs.

KEY NON-PLAYER CHARACTERS

Design "A"'s appearance as you see fit as a Notable NPC. "A" cannot be killed by any means since "truth is eternal." "A" can only tell a truth that someone currently in existence in the current dimension would know. They cannot talk about past events wherein no witnesses are alive. They cannot tell the future or read data from non-sentient machines.

CONCLUSION

How will the crew manage a being who speaks only the truth? How much damage can the truth really do? Will "A" be welcomed by the Federation, or will clandestine elements like Section 31 want to hide the truth?

ADDING THIS MISSION TO YOUR CAMPAIGN

This could launch into a complete campaign arc with various factions trying to capture or contain "A." Could this be the set up for a campaign called "Q and A", where two cosmic entities meet? Was it the Q Continuum who imprisoned "A" in the first place?

ADAPTING THIS MISSION TO OTHER POLITIES

Each polity will react differently to meeting "A" depending on their species' specific values. For those that want to keep "A" for their own purposes, have the Z'mbeezi be willing to take hostile action. Use Threat to bring in more Z'mbeezi warships as reinforcements or to create a reversal.



"ETERNAL YOUTH"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Medical or Security

SYNOPSIS

Regenerative metaphasic radiation is being traded on the black market. The crew must locate the operation, shut it down, and figure out what to do with the stored radiation.

OPENING LOG ENTRY

We are heading to the non-Federation Nunu Colony with our chief security officer. Our mission: retrieve contraband in the form of canisters of metaphasic radiation stolen from the planet Ba'ku. Ba'ku's rings continually regenerate their population's genetic structures, which stops them from aging once they reach maturity, granting them perfect health, and preventing permanent illness or injury.

CAPTAIN'S LOG

MAJOR BEATS

ESSENTIAL TOILS

While senior staff negotiate with the colony administrators, the characters accompany the chief security officer on the recovery operation. They must infiltrate the underworld, pose as possible buyers of the metaphasic radiation, and set up a meeting with the Orion Syndicate. The away team is in possession of a good amount of latinum for conducting negotiations. The search leads them to an underground auction. Medical tricorders can track people who have been exposed to metaphasic radiation.

ANTI-AGING SCREAM

The Orion gang boss demands more than just latinum to secure the goods. They also require the competitors to engage in a battle royale. Pudgy Pakleds, muscled-out Orions, frenzied Ferengi, and gnarly Nausicaans along with other contenders show up for the cage match located in a well-secured basement. There is one very interesting bidder/competitor, Mr. Homn, the mute valet of Betazoid Ambassador Lwaxana Troi. Before the competition can begin, the team's chief security officer is mysteriously rendered unconscious.

METAPHASIC MOISTURIZER

Characters must see to the welfare of their chief security officer, get through a cage match, and try to keep from

being bamboozled. In the meantime, a couple characters are approached by a Section 31 agent who promises to help them survive this mission...for a price.

MINOR BEATS

Allow characters to explore shadowy back alleys, dance in a throbbing underground club, consort with underworld characters, and engage in a variety of gambling opportunities. Cadets with fighting skills might get a chance to shine.

KEY NON-PLAYER CHARACTERS

Scour the core rulebook for a menagerie of character profiles to meet your gaming needs. Refer to page 315 for a Section 31 Operative.

CONCLUSION

Each group of characters have their own goal for wanting the metaphasic radiation, but Starfleet wants to restore the stolen material back to the Ba'ku. Is Mr. Homn working on behalf of Ambassador Troi or is this a secret side mission to please his flirtatious Betazoid boss? The Section 31 agent claims to want to secure one canister for "a clandestine Starfleet research group."

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission could easily be adapted to any campaign by swapping out the alien species. Use the mission brief "Triple Agents" to continue the cadet's interactions with Section 31.

ADAPTING THIS MISSION TO OTHER POLITIES

Depending on your group, be clear on what their mission objective is before launching the campaign. For example, Pakleds may merely want the radiation as a trade good while Klingons might want to destroy what they view as a dishonorable way to extend life.



"TOSK 2.0"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Conn or Medical

SYNOPSIS

The player characters must keep an iron-willed Tosk from destroying their ship during one of the greatest escapes of all time.

OPENING LOG ENTRY

We are currently docked at subspace relay station 1914 to drop off waste management supplies. The station's commander, Ares Amondola, has been nice enough to tour us through the station's advanced waste facility, 'the diamond of all latrines'.

CAPTAIN'S LOG

MAJOR BEATS

WHAT'S IN THAT TANK?

Tosk 2.0 has been hiding for five years in the waste management area. They are revealed when gruff Lieutenant Carson, the station's operations manager, decides to show off the polytitanium output baffle. Out comes Tosk 2.0, an elusive creature designed to outsmart the craftiest Hunters. The Hunters' goal: to make the hunt as thrilling and exciting as possible. Long-term exposure to certain fluids has affected Tosk 2.0 mentally and genetically, so much so that they see everyone as a Hunter. As such, Tosk 2.0 causes chaos in the waste management facility as they escape. Characters must contain the fecal maelstrom and rescue trapped technicians.

SILENT BUT DEADLY

The amazingly agile and nearly indefatigable Tosk 2.0 can make themselves invisible to the naked eye. It was even designed to attack and kill Hunters to effect escape. They are allowed to use whatever weapons are used against them. Armed with significant knowledge of engineering, repair, and computers, Tosk 2.0 will do everything in their power to evade capture, running through every nook and cranny of the station to succeed.

THIS IDEA STINKS

Tosk 2.0 has devised a strategy to outwit the Hunters with definite finality. They want to travel to the Hunter's homeworld and destroy it by flying a ship into the planet

while traveling at high warp. To do that, they need a ship. And the characters' ship seems like the perfect vehicle. Tosk 2.0 chooses to hijack their vessel.

MINOR BEATS

Characters might try to engage in social conflict to persuade Tosk 2.0 to stand down or come up with a medical solution to counteract their misperceptions.

KEY NON-PLAYER CHARACTERS

Tosk 2.0 is the next generation of Hunted. Adapt the Jem'Hadar (page 330). Eliminate all Special Rules and add the Focuses: Evasion, Hiding Spots, Improvisational Engineering, Subterfuge, and Strategic Apnea along with the Talents: Constantly Watching and Martial Arts. Any Hunters that appear can be Minor NPCs.

CONCLUSION

Tosk 2.0 will gladly use subterfuge to get aboard the characters' vessel, even convincing the characters that they want amnesty aboard the ship. Of course, the real goal is to gain access to the bridge and commandeer the ship. Can the characters stop and capture Tosk 2.0? And what happens if they do capture Tosk 2.0? Will they turn them over to the Hunters when they show up looking to finish the hunt?

ADDING THIS MISSION TO YOUR CAMPAIGN

If this is pre-*The Next Generation* era, gamemasters might substitute Tosk 2.0 for some other hunted species, such as a Cheron from "Let That Be Your Last Battlefield."

ADAPTING THIS MISSION TO OTHER POLITIES

Any one of the established polities might be visiting subspace relay station 1914 for a variety of reasons. Perhaps Commander Amondola offers Pakleds or Klingons a bounty or trade to help capture Tosk 2.0.



"INTRODUCING THE [INSERT BURP AND INHALE HERE]"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Science or Ship's Cook

SYNOPSIS

The characters are confounded when senior staff assign them the exhausting task to master the language of the [Insert Burp and Inhale Here], a species that communicates through a series of complex eructation (burps) and breathing sounds.

OPENING LOG ENTRY

All those classes on cultural studies and exolinguistics are finally about to pay off. Starfleet has ordered us to make second contact with the [Insert Burp and Inhale Here]. Wait? Did I get that right?

CAPTAIN'S LOG

MAJOR BEATS

GUT INSTINCT

Comprehending and emulating the strange new language is the primary mission. This includes working out the fine points of second contact, diplomacy, and programming the universal translator to understand intricately complex esophageal and guttural linguistics. Carbonated drinks or raffinose-replete foods (like beans) may be needed for success. Have one of the [Insert Burp and Inhale Here] be available as a team member to the working group. The ship's chief science officer might supervise.

"WELL, THAT CAME OUT WRONG"

Senior staff decides to check in on the cadets' progress. However, a misplaced guttural inflection creates great offense, causing the [Insert Burp and Inhale Here] to declare war on the Federation. The [Insert Burp and Inhale Here] transport the senior staff and cadets back to their ship and into holding pods. Escaping the electrostatically charged pods might be possible.

IN THE BELLY OF THE BEAST

Characters must make their way through the labyrinthine interior of the alien vessel. The ship boasts amazing defenses that emulate a digestive system. Cadets must discover a way to rescue senior staff. Getting everyone safely back to their ship or restoring diplomatic relations with the [Insert Burp and Inhale Here] will likely be goals. Characters might get a better understanding of the aliens while aboard their ship.

and Inhale Here] will likely be goals. Characters might get a better understanding of the aliens while aboard their ship.

MINOR BEATS

Not all species communicate in the same way. Will characters come up with ingenious ways to simulate the alien language?

KEY NON-PLAYER CHARACTERS

The alien ship will be a key character. Use stats for Borg Sphere (page 266) and rename attacks to Acidic Energy, Digestive Draining, and Sticky Membranes. Change Advanced Transporters to Intestinal Tubule Transport.

CONCLUSION

Rescuing captured senior staff members might prove a challenge. Allow players to come up with creative solutions. Can they cobble together a functioning universal translator? Failure indicates that the characters may have created a new enemy for the United Federation of Planets. They may have lost their command crew, necessitating a rescue from the only characters on board the ship with some working knowledge of the language – the player characters. Success could mean special commendations for junior officers.

ADDING THIS MISSION TO YOUR CAMPAIGN

This could be a mission for any crew in any era. Allow your players to practice the [Insert Burp and Inhale Here] language, maybe even coming up with their own vocabulary.

ADAPTING THIS MISSION TO OTHER POLITIES

Whereas Federation ships have benevolent reasons for establishing relations with the [Insert Burp and Inhale Here], other polities might only be interested in fostering diplomatic or trade relations if there is some benefit from doing so. The gamemaster should determine what that incentive is before launching the adventure.



"TRIPLE AGENTS"

Suggested Era of Play: Early 2380s

Suggested Spotlight Role: Command or Security

SYNOPSIS

Agents from Section 31 recruit the player characters for a deep cover mission as Obsidian Order agents infiltrating the Tal Shiar.

OPENING LOG ENTRY

What do you do when Starfleet asks you to keep a secret from Starfleet?

CAPTAIN'S LOG

MAJOR BEATS

SECTION 31

A new first officer, Commander Castro, has come temporarily onboard. Castro meets the characters during "routine inspections" and hands them each encoded Cardassian data devices that only respond to the characters' touch. Castro assigns them to a Starfleet special mission to destroy illegal weapon plans. Senior staff members must stay unaware of the arrangement or else peace negotiations with Cardassia will unravel. If asked, they are to say they were asked to throw Castro a Cardassian-themed party. Castro informs them that they are now agents of Section 31 and this meeting never happened, then exits. Cadets may research Castro's credentials, which will confirm that they're a legitimate officer with an exhaustive list of accomplishments, though no mention of Section 31. Give characters a chance to mull over why they have been chosen for such an assignment.

THE OBSIDIAN ORDER

The datapads give cadets high-level clearance throughout the ship. Their orders – according to the devices – are to modify themselves to look like Cardassians, fabricate identifications as members of Flint, a subsection of the Obsidian Order, and secure a shuttle. They are given a contact on Cardassia, Salaman Madrek, who explains that they are to replace a cadre of Obsidian Order agents, rendezvous with Romulan Tal Shiar agents, and exchange components needed to construct a superweapon. Data regarding their Cardassian identities are contained on their devices.

TAL SHIAR

The cadets meet up with the Tal Shiar on Zupper Prime, a

non-aligned colony of troglodyte-looking weapons designers. The Tal Shiar share weapon plans and invite the Flint to join them in their mission to destroy the Federation. The Tal Shiar look for anything suspicious. Characters can refer to their data devices that seem to have all the right answers...until they don't.

MINOR BEATS

Uncomfortable run-ins with their ship's senior staff make for tense encounters where the player characters must explain their actions, like the Cardassian costume party. There are many opportunities for social conflict.

KEY NON-PLAYER CHARACTERS

Use Section 31 Operative (page 315) for Castro. Use Major Verohk (page 321) for Tal Shiar, and Gul Tremak (page 329) for Salaman Madrek.

CONCLUSION

Did Castro choose the characters for this intense mission as scapegoats, or did they really think that they could succeed? Will the characters find a way to destroy the weapon design? What if they discover there are no plans? What was Section 31's real goal...that is, if it really was Section 31?

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be set in any era; the gamemaster can swap out different clandestine organizations that are a better fit.

ADAPTING THIS MISSION TO OTHER POLITIES

The different clandestine organizations can be mixed and matched since every advanced civilization seems to have an espionage division, even Pakleds, potentially. All of them have different reasons for wanting access to the super-weapon.



"THE LAST NINE MISSIONS"

Suggested Era of Play: Early 2380s
Suggested Spotlight Role: Any Role

SYNOPSIS

After encountering a new life-form, the characters must travel through their past nine missions to arrive in the present and save the universe.

OPENING LOG ENTRY

I traded my classic stembolt collection for something called a chrono-fish. Palnok, the person I purchased the creature from, said the chrono-fish will help me remember the path that brought me to the present so that I can experience the joy that is my life. Now, how could I pass that up?

CAPTAIN'S LOG

MAJOR BEATS

ONE THRU THREE

The character who obtained the chrono-fish should select an area in their quarters to show off their find. As the characters gather around, nine scales fall off the chrono-fish, float into the air, create a spinning vortex, and push the characters back through time. As they travel through the temporal tunnel, the creature warns, "Follow my instructions or the universe will collapse." They then receive a second set of telepathic instructions about the first three missions they will relive: "Touch that which saved the day and give thanks, but do not reveal your presence to your past selves." Allow them to acclimate to the fact that they have really gone back in time. Once they fulfill one mission, they are instantaneously sent to the next.

FOUR THRU SIX

Once the third mission is complete, characters are transported again but with a new set of instructions. They are told, "Do not wait. Destroy the danger before it is realized." In each instance, senior staff members may not be able to comprehend the characters' seemingly rash actions and might attempt to take disciplinary action against them. Once these three missions are complete, they continue to...

THE LAST THREE MISSIONS

"Time is a fickle thing that needs balance," the chrono-fish says. "This time, you must wreak havoc and destroy the solutions to satiate the appetite of the unknown and alternate

universes." The characters must create temporal divergences by blocking the solution from their last three missions. Each time they manage to destroy the solution, they go on to the next mission.

MINOR BEATS

Characters can explore alternate solutions, correct mistakes, and relieve past experiences in this temporal adventure. Allow players to perceive the results of the alternative universes created by their actions.

KEY NON-PLAYER CHARACTERS

Be prepared to bring back the huge host of characters from your previous adventures.

CONCLUSION

Once the ninth mission is complete, the characters are transported back to their starting location. The chrono-fish is floating upside down. Is it dead? Does the Department of Temporal Investigations show up to question them about the strange chronometric fluctuations?

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission may make for a great season or campaign finale. Adapt this adventure to your group's last nine adventures or your favorite missions of all time. You can even adapt the number of missions your group revisits.

ADAPTING THIS MISSION TO OTHER POLITIES

Different polities might have different plot devices that send them on this fantastic mission. Klingons might have come across a time crystal. Vulcans might have communed with a temporal telepath. Pakleds might have stumbled across the Guardian of Forever.



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