

STAR TREK
60

STAR TREK™ —ADVENTURES—



STAR TREK™
THE MOTION PICTURE

MISSION BRIEFS

STAR TREK ADVENTURES

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Modiphius Entertainment Product Number: MUH0142344-PDF
Manufactured by Modiphius Entertainment in the United Kingdom
Batch number 64437

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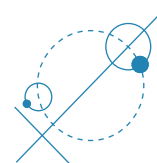


STAR TREK ADVENTURES

STAR TREK: THE MOTION PICTURE

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STAR TREK: THE MOTION PICTURE



COMMODORE NELLA XEN

It was the middle of the 1970s, and Star Trek was over. The series itself had been cancelled in 1969. Even though a passionate fandom had saved it from cancellation the year before, they weren't able to duplicate the feat. It died in 1969.

Clearly, however, there was something more to this Star Trek thing. The fans simply would not let it die.

"FORWARD THRUSTERS, MISTER SULU. TAKE US OUT."

- CAPTAIN JAMES T. KIRK

THE FIRST *STAR TREK* CONVENTION took place in 1972. Aptly named "*Star Trek Lives*," it proved there was still a demand for the show. The studio produced a new series, an animated version of *Star Trek* ostensibly aimed at kids. While children did watch the show, a surprising number of adults did, too. Sadly, *Star Trek: The Animated Series* ultimately fared no better than its live-action predecessor, and it too was canceled. *Star Trek* had gone under for the last time.

They still had not counted on fan demand.

In the mid-1970s, before the advent of cable and streaming services, Paramount Studios decided to make an audacious move and create a fourth television network. Knowing they had a built-in viewer base, the first program they had on the slate for their new endeavor was called *Star Trek: Phase II*. Fandom was ecstatic. They had been heard, and their prayers were finally being answered. Captain Kirk and the *U.S.S. Enterprise* were returning to television in live-action at long last.

Then *Star Wars* happened. In 1977, everyone learned what the fans had known all along: There was a desire, indeed a demand, for science fiction on screens both big and small. With behind-the-scenes issues delaying the launch of their television network, Paramount made the decision that *Phase II*, instead of being a television series, would become a major motion picture.

Thus was born *Star Trek: The Motion Picture*. And it changed everything for the franchise. A reasonable success both with critics and the box office, it became a tipping point for the studio: There really was something to this *Star Trek* thing, and while their idea of a new series wouldn't come about for nearly a decade, and their notion of a new television network wouldn't come to be for nearly a decade after that, their faith in *Star Trek* as the lynchpin of that network had not been unjustified. There was still a hunger for the exploits of Kirk, Spock, and the rest of the *Enterprise* crew.

Star Trek: The Motion Picture was critical mass for the fans of the franchise, giving them a renewed sense of hope that the story wasn't over just yet. It was the final spark that ignited the fuse which lit the *Star Trek* explosion over the next several years, and which continues to burn to this day. Without *The Motion Picture*, there likely wouldn't be the golden age of *Star Trek* in which we find ourselves now, and there almost certainly wouldn't be a ***Star Trek Adventures*** roleplaying game for us to celebrate the franchise with today.

This packet provides four detailed mission briefs set in and around the events of *Star Trek: The Motion Picture*. 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.



LEE STRINGER AND CBS STUDIOS, INC.





MISSION BRIEF

"MAYDAY"

SUGGESTED ERA OF PLAY: During the events of *Star Trek: The Motion Picture*
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The crew receives a priority message regarding the V'ger cloud heading for Earth. Heading back to Earth at maximum warp to render whatever aid they can, they are suddenly interrupted by a distress signal from a civilian vessel under attack.

Stardate 7412.4. We have received a priority distress call from Starfleet Command to all ships regarding an entity of enormous destructive capability on a heading for Earth. While unable to assist U.S.S. Enterprise in intercepting this entity, we should be able to arrive in the Sol system in time to assist in evacuation efforts or render other assistance. We are currently en route to Earth at maximum warp speed.

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MAJOR BEATS

A CRY FOR HELP

While heading back home at high warp speed, the crew receives a priority one distress call from the *Lyran Queen*, a passenger liner with minimal defensive weaponry, on their way to their next port of call in a nearby star system. They are under attack by Nausicaan pirates, who are preparing to board.

This should present the crew with a quandary. On the one hand, Earth is in grave danger. The more immediate threat, though, is to the civilians on that liner. Their oaths to Starfleet require them to respond to both, and helping the *Lyran Queen* is something they can do now.

RENDERING AID

The crew drops out of warp to find the liner being fired upon by a Nausicaan raider. The civilian vessel has taken significant damage; her engines and weapons are both disabled. The Nausicaans turn to face the crew's ship, but after a short skirmish, they warp away, leaving the crew to deal with their handiwork.

The crew beams aboard the liner to render aid and assist in repairing their engines. Several of her crew, and a few of her passengers, were injured either in the attack itself or during the Nausicaan boarding action.

RETALIATION

Once the liner's engines are repaired, the captain of the defenseless vessel is going to ask the crew to escort her to the next port of call so her damage can be repaired, and the passengers allowed to carry on with their cruise. It's a request the crew should not be able to refuse, the urgency of their mission to Earth notwithstanding.

As they set their course and get underway, the crew's science officer reports that the Nausicaan raider has returned, and he's brought some friends.

MINOR BEATS

Throughout the mission, the players should know that the clock is ticking if they're going to be of any use to Earth should *Enterprise* fail in her mission.

KEY NON-PLAYER CHARACTERS

The crew of the *Lyran Queen* can be represented by Starfleet conn officers if needed.

CONCLUSION

Ideally, the crew should be able to fend off the Nausicaan threat, save the passenger liner, and escort it safely to port.

ADDING THIS MISSION TO YOUR CAMPAIGN

While intended to be used during the V'ger crisis in *Star Trek: The Motion Picture*, "Mayday" can easily be inserted anywhere a rescue mission which requires a hard choice between two obligations is needed.





MISSION BRIEF

"OUR DESTINY, OUR HAND"

SUGGESTED ERA OF PLAY: 2270s, immediately following V'ger's departure
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

A pre-warp planet culture's first attempt at manned spaceflight was destroyed by V'ger and they misidentify the entity as an apocalyptic being from their mythology and, choosing to end their culture on their own terms, intend to commit global suicide. A Federation survey team embedded on the planet has submitted a distress call, requesting the player characters' assistance.

We've received a distress call from a Federation survey team embedded on Jibav III, a pre-warp world whose nascent attempts at space travel the team has been observing. The mysterious cloud that endangered Earth hours ago passed near this world, and I believe these two events may be related.

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MAJOR BEATS

GO TO SLEEP

The Jibava government has announced that they will, in roughly a week's time, order the the atmosphere seeded with a toxin that will painlessly kill all sentient life on the planet. The player characters may attempt to engineer a counteragent to the toxin but will need a sample of it from stores closely guarded by the planet's military.

THE COVER'S BEEN BLOWN

Shortly following beam-down to the survey team's hidden "duck blind," the player characters learn that the survey team has befriended a trio of Jibava adolescents that stumbled upon their operation. Meeting the survey team has caused them to question both their mythology and their government's unilateral suicide plan.

DO YOU SEE WHAT I SEE?

The Jibava's aerospace administration is observing nearby space via telescopes in case the "dark cloud" returns, so the government can be alerted to accelerate their plan to euthanize the planet. The player characters could

use Starfleet Command sensor data of V'ger's dissipation to feed into the Jibava's telescopes to convince the Jibava the threat has passed.

MINOR BEATS

The officer in charge of guarding the euthanasia toxin is a parent of one of the three adolescents. Adhering to the Prime Directive, Starfleet Command is insistent on altering the V'ger to not display Earth or anything non-Jibava, a time-consuming process for a species whose days are numbered.

KEY NON-PLAYER CHARACTERS

The Jibava military officers and scientists can be simulated by the Starfleet Security Officer and the Starfleet Science Officer, respectively. The three youths can be simulated by the Ferengi Menial with the Phaser type-1 attack removed and Greed is Eternal special rule replaced with the Dauntless talent.

CONCLUSION

The player characters have multiple avenues to prevent the Jibava from committing mass suicide, either through subterfuge or, if they want to cast aside the Prime Directive, meeting directly with the government and pleading their case. If unsuccessful, they may be resigned solely to extracting the survey team and, if all parties agree, the three youths.

ADDING THIS MISSION TO YOUR CAMPAIGN

While this brief ties fairly tightly with the arrival of V'ger, it can be adapted for other eras or polities by simply swapping V'ger for another cosmic entity or phenomena.





MISSION BRIEF

"PICKING UP THE PIECES"

SUGGESTED ERA OF PLAY: 2273–2300
SUGGESTED SPOTLIGHT ROLE: Conn

SYNOPSIS

A starship is lost near the Klingon Neutral Zone and Starfleet sends a vessel to find the lost vessel, determine why the ship has broken contact, and render aid if possible. The vessel is found inside the Neutral Zone alongside a Klingon D7, both drifting together. When things can't seem worse, sensors detect another Klingon vessel approaching and hailing the new Starfleet vessel, wondering why Starfleet would enter the Neutral Zone and destroy a Klingon ship.

We've been asked by Starfleet to locate the U.S.S. Sacagawea NCC-598 after contact was lost with the vessel. She was patrolling the Klingon Neutral Zone, and relations with the Klingons have always been shaky, but after V'ger wiped out a wing of Klingon vessels, relations have turned downright frosty.

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MAJOR BEATS

SEARCH PATTERN

The characters must first determine the last location of the lost vessel along the Klingon Neutral Zone. This is an opportunity for the gamemaster and players to come up with interesting ways to put clues together. Going over transmitted logs to find where they've already been or setting up a search pattern based on talking to civilian merchants in the region who may have seen them. Tasks involving diplomacy, astronavigation, and long-range sensors will all come into play.

OUT OF REACH

Once found, *U.S.S. Sacagawea* is drifting inside the Neutral Zone along with a Klingon D7, out of reach without breaking treaties. Sensor interference from strange anomalies are making it impossible to detect life-signs on either ship. These anomalies are likely what caused a warp plasma overload on the stricken vessels, and it's a miracle the players starship didn't run into them. On the other side of the Neutral Zone, a Klingon D7 approaches, hailing the players starship and wondering why Starfleet has violated the Neutral Zone.

HANG TOGETHER

Diplomacy with the Klingon starship results in both agreeing to approach the wrecks together, using each other's sensors to triangulate the location and trajectory of the anomalies, and avoiding them. Once the two active starships are together with the two drifting wrecks, the characters and Klingons find that the *Sacagawea* impacted an anomaly at warp and spun deep into the Neutral Zone where the Klingon vessel, surprisingly, attempted to render aid before slamming into an anomaly themselves. There are survivors on both ships, though few.

MINOR BEATS

There should be tension between the Starfleet and Klingon crews being so close together. Relations are cold, and at first it does seem that at the least Starfleet broke the treaty. Altercations can occur as Klingons and Starfleet search the ships together, perhaps not trusting the others on their own. The anomalies themselves could have been caused by the passage of the V'ger entity, showing that the mere passage of the being was enough to wreak havoc across light-years of space.

KEY NON-PLAYER CHARACTERS

Adapt the Klingon Veteran to represent the Klingon Commander.

CONCLUSION

It was an accident, and unlikely rescuers may make Starfleet see the Klingons in a more reasonable light. With their stricken ships in tow, both fleets may look forward to meeting again.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission works well if there is a hostile polity that you wish to add some positive interactions with, attempting to paint a more realistic picture of them rather than base villains.





MISSION BRIEF

"EPSILON IX DATA RUN"

SUGGESTED ERA OF PLAY: 2265–2270s
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

The player characters' ship picks up a standard Starfleet distress signal from the outpost Epsilon IX, near the Federation/Klingon border. With no other signals or communication present, the ship goes to investigate only to find Epsilon IX in ruins. Analysis of nearby debris shows additional remnants of Klingon vessels. The crew must figure out what happened and extract any relevant data to share with Starfleet.

The Starfleet emergency comms channel has picked up an automated distress signal, one that typically activates automatically. The signal is emanating close to the Klingon-Federation border and with no other signals, we don't know what waits for us on arrival.

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MAJOR BEATS

EPSILON IX INVESTIGATION

The ship arrives at the location of Epsilon IX to find total destruction. The crew performs analysis on the debris to discover that there are additional remnants of Klingon ships present. Investigating the weapon capabilities of Epsilon IX and the residual energy signatures rule out a mutual destruction between the outpost and the Klingons.

ANALYSIS

The crew must perform a successful analysis of the debris field. Here they discover the "black box" of the Epsilon IX station: a data storage hub which has stored the final moments of Epsilon IX and their encounter with a destructive anomaly. Upon successful extraction of the data, the crew realizes the scope of destruction that occurred and tries to locate this threat.

EARTH'S UNDER THREAT

The crew may perform a search for a massive gravitational presence (through micro-gravitational lensing of nearby sectors) or energy signatures that match those present in the residual debris. Mapping the "proper motion" (the travel vector) of the anomaly shows it is headed directly for the Sol System. The crew must alert Starfleet, relay the data extracted from Epsilon IX, and relevant information on the anomaly (size, speed, intercept course).

MINOR BEATS

Successfully retrieving the "black box" in the **Analysis** major beat may require careful navigation of the ship or extraction from hazardous (radiation and/or electrical) material.

KEY NON-PLAYER CHARACTERS

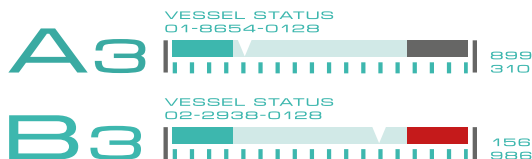
None.

CONCLUSION

The crew is able to alert Starfleet to the threat posed by this anomaly. In the communication, the characters must relay the destructive capabilities and the imminent threat (days/weeks). On this information, Starfleet will assign the closest ship to investigate.

ADDING THIS MISSION TO YOUR CAMPAIGN

Being in the region of the Federation and Klingon border is key for the crew to investigate the destruction of Epsilon IX. Alternatively, the ship may be working on or near a vital subspace comms buoy and discover the data and information mentioned in this mission brief and it becomes their job to relay it on to Starfleet.



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