

# ADVENTURE SEEDS

mactavish

02-18-2001 06:43 AM

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## Adventure Seeds

All right, I said that I was going to do this some time ago but then never got around to it.

This topic is for the posting of adventure seeds only. Please do not detail full campaigns, but rather single-shot adventures that can be thrown into an existing Series.

Please follow the format presented hereafter:

Adventure Seed Title

Recommended Series Type [i.e. *Exploration, Defense, Space Station, etc.*]

Description [*Note: Be concise; one to three paragraphs please. No more.*]

If you post more than one, please separate them with a break between.

mactavish out.

mactavish

02-18-2001 06:49 AM

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**Title:** *The Enemy Within*

**Recommended Series Type:** Exploration

**Description:** The PCs' vessel is sent to investigate some strange behavior from a Federation colony. After reporting a strange object crashing near the colony, communication ended roughly two hours later.

The crashed object was actually an "egg" carrying a sentient, psionically-active virus that quickly infected the colonists. The goal of this lifeform is to spread itself as widely as possible and take over entire civilizations before it is discovered.

The crew must not only deal with the "invasion," but perhaps also learn its origin (and true motivation) as well.

This is the kind of seed that I am speaking of. Please put your adventure seed ideas up, too.

mactavish out.

qerlin

02-18-2001 10:47 PM

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EPISODE NAME: Hospitality

Campaign Type: All

Your ship happens to be near a starbase where a bunch of colonists are stranded when their colony ship suffers some problem. The local admiral decides you guys are just the fellows to help get them, their livestock, and their equipment out to the planet in question.

Lots of annoyance factors: livestock on the decks, fights between colonists and crew due to very cramped condition, the usual bureaucratic arguments between their leader and your characters. Big fun I used: the ship is suffering all sorts of breakdowns and power constraints due to being overloaded; have a waste reclamation pipe blow out on your engineers.

This one was mondo popular with the players.

qerlin

02-18-2001 10:52 PM

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EPISODE NAME: Exegencies of Evolution

CAMPAIGN TYPE: Exploration

Ship follows a sensor signature of a transwarp gate being opened & find a hulk floating in an uninhabited system. The ship is huge, ornate, and deserted.

Go for the Event Horizon scare factor & steal: some kind of weird drive system that cause the ship and crew to merge. It's now sentient, living, and quite mad.

It sees your ship as something to network to so it can 'grow', or wants to take the crew and ship with it to wherever, or just pain wants to kill stuff.

I went really spooky and metaphysical on this one. My wife actually jumped out of her seat when the phone rang at one point.

EPISODE NAME: Points of Contention

CAMPAIGN TYPE: Defense, diplomatic, intelligence.

ABAN KOT is a world along the Cardassian border that was invaded during the war, then liberated.

Problem: there are still a sizeable contingent of Cardies on the world. The local government (not a UFP member, but the races are UFP colonists) wants rid of them. The Cardies don't want to go because of fears of some kind of retaliation from the Cardassian government.

Find a way to negotiate a peace between two really intransigent sides, but watch out...the Cardassian Union is peeved about perceived sentient rights abuses!

EPISODE NAME: Matters of Faith

CAMPAIGN TYPE: Exploration

On a distant world the characters find a missing expedition from the late 2200s. Caroline Palamas, former Starfleet officer, has led a bunch of people on a quest to find the Greek gods...and they did.

The world is a miniature of the Greek world, with the Gods lording it over the mortals and demigod half-breeds running around.

And the gods are NOT happy to see Starfleet come in and ruin it all.

Shake well and serve in your own personal style.

**Title:** *Wayward Children*

**Recommended Series Type:** Exploration

**Description:** A routine pre-First Contact investigation of an out of the way world within the region of Cardassian space reveals a people very knowledgeable about modern technologies and intergalactic politics, although their information is out of date. Technically the Starfleet personnel could 'let down their guises' since it is obvious they are aware of other cultures already.

The planet is somewhat harsh and after a cave in harms one of the natives near the away team, anybody scanning the native with a medical tricorder gets an interesting reading (Human DNA, 85%, Klingon DNA, 15%). It becomes obvious that these people are a colony of some sort, but the dilemma then becomes do they report this to Starfleet, who will then submit a report to the Klingon Empire. The natives have reasons within their written past to not want to be 'reunited' with the Klingon Empire, exactly what those reasons are should be decided by the GM.

If this adventure is set before the Dominion War, the threat of a cardassian vessel coming to find out what the Federation has found on the edge of their territory only increases the tension of what to do.

Adventure Seed Title: Derelict

Recommended Series Type: Exploration

Description: While on a charting mission in the frontier (or closer to your game) the PCs ship comes across the USS Nostromo, a Nelson Class Scout (From FASA, TOS Era)adrift in space. She has been missing for over 100 years.

Once the players beam on-board they begin to piece together a mystery of what happened to the crew and why they sabotaged the Warp drive to prevent the Nostromo from reaching a inhabited planet.

By arriving on the ship they have awoken something that has been asleep for over 100 years and wants the PC's ship so it can reach civilization.

This can be a very creepy and action packed adventure, with something for each crewman to do. I will modify my FASA write up and submit it to the Tactical section.

## Dan Gurden

02-19-2001 10:58 AM

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Quote:

Originally posted by AslanC:  
**Adventure Seed Title: Derelict**

I like this one... Although I would either change the xenomorph or lifeboat name so as to not give too many clues away...

As a side note, the Nostromos lifeboat was called Narciscus.

## AslanC

02-19-2001 11:57 AM

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Quote:

Originally posted by Dan Gurden:  
**I like this one... Although I would either change the xenomorph or lifeboat name so as to not give too many clues away...**

Actually the aliens in this are reminiscent of the ones from Denevia(sp), you know the flying pancakes Well they are more gelatinous and were inspired by the Vang series of books.

## Capt. K. Vaughn

02-20-2001 12:06 AM

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Title: Mirrors of the Mind

Recommended Series Type: Any where the characters can come across a special drive unit that is malfunctioning. (I plan to use it for a Romulan game when they investigate what appears to be a derelict Taurhai vessel.)

Description: The PCs ship comes across a vessel alien or otherwise that is adrift in space. It's drive system appears to have malfunctioned and the ship abandoned.

As the PCs explore they are forced to relive painful moments of their past except this time the other PCs are along for the ride as they have to successfully negotiate these events which seem to have very real effects. They must find out what's causing the events to be brought forth & find a way to put an end to it. Furthermore, shortly after they enter the derelict, contact with their own ship is lost due to the malfunctions within the drive system.

This scenario requires decent development of the characters' background so that the GM can prepare a few things ahead of time and the player will clue in when the scene/event begins to unfold.

As an added twist, you could add the PCs mirror universe counterparts to further explore the differences of character, personality and ethics as the two groups must find a way to overcome their prejudices and work together to free themselves from the ship.

One last twist, for those that don't mind playing with a little time travel to really freak your players out, let some of the NPCs relive their own history but due to how it plays out, it somehow changes their past...leaving the PCs not knowing whether or not that will happen to them if they must relive one of their own memories...

## Julius

02-21-2001 04:28 AM

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Title: 'Dangerous Find'

Series Type: Exploration/Space Station

Description: The PC's are contacted by a Ferengi ship which offers to sell them salvaged vessel. Questions as to the type are answered with an automated message piped over from the Ferengi ship. It's in ancient Andorian and is an automated call for help.

From there the PCs must aquire the ship (possibly with the help of the Andorian government) and then discover that it is a centuries old sleeper ship. Later as the investigate the ship they find that the passengers are dissidents, called 'Preservers' who have a record of the times durring the Age of Lament. Information that could distabilze the peace Andoria has had for centuries. The Andorians having heard of the ship's recovery through Starfleet and knowing who it carries will send ships to take it into custody, and plan to destroy the records and wipe the minds of the crew. Unfortunately the crew of the sleeper ship ask for asylum forcing the PCs to defend them from the Andorians.

**Title:** *Self Awareness*

**Recommended Series Type:** Any

**Description:**

One of the players awakens (or is konked on the head, or is exposed to a [TECH] field, take your pick) and suddenly realizes they weren't who they thought they were.

They slowly begin to remember details of their 'past life' as a Tal'Shiar operative on Romulus many years back. Certain details will come quickly, such as their name, family, while others will come over time, such as their mission, etc. The narrator can give the player handouts filled with any relevant information as he/she sees fit.

The main catch to the old story being that the reactivation was unintended. The accident or [TECH] phenomenon brought about a premature psychological resurfacing and now both set of memories exist. The down side is, both personalities do too. How this effects their life from then on is up to them.

## Capt. K. Vaughn

02-23-2001 09:32 AM

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Title: Bar Essentials.

Type: Any, Shore Leave Episode.

Description: While on Shore Leave on a frontier planet, the PCs enter a Bar to get a drink and relax.

As the night progresses they notice several pranks take place but eventually a prank is pulled on a tourist (perhaps a Klingon or a Nausicaan) and a fight breaks out.

The PCs help the bouncers settle things down and eventually learn that these pranks have been an ongoing rivalry with another bar that the local authorities a long time ago gave up on trying to quell.

The narrator can give the PCs an opportunity to join in the fun and help the owner of the bar pull a few pranks on his rival (as an added point of fun) or not (if they are too straight-laced).

Let this go on for a couple of days so that the PCs get to know the owner of the bar either helping him with his own private little war with his rival or trying to stop all the pranks to prevent customers from possibly getting hurt.

But then things turn serious as the rival's bar burns down and arson is the cause. The owner is the prime suspect as the rival pulled a spectacular prank the night before that caused a disruption in the owner's business for several hours.

He turns to the PCs for help and presumably they agree to help their new friend. Eventually, they find enough clues to point to a third party (Orion Syndicate, Ferengi, Someone Else) that wants to disrupt all entertainment facilities here so they can muscle their way in and take over...in fact there are clues that at least one local authority may be on their pay roll.

Unfortunately as this unfolds the PCs only have 48 hours to uncover the truth because their ship must make an important rendezvous before proceeding to their next mission or some other reason that limits the time frame.

Will they prove the owner's innocence and prevent the takeover in time?

## ComaBoy

02-23-2001 06:46 PM

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Title: Honor Bound

Recommended Type: Any

Description: The Crew comes across a Ferengi D'Kora class marauder drifting just off the spacelanes.

There is no response to any hails despite the clear presence of Ferengi life signs and a fully functional ship. When an Away Team is dispatched to investigate, its finds all of the Ferengi on-board are either in shock or comatose with one exception. That exception is a junior crew member who keeps repeating "Don't nibble my toes" over and over. Further investigation reveals a strange glowing object in a strongroom. When the hatch is opened and a tricorder used, an energy pulse flows through the ship and each member of the Team is subjected to a vision. The object is the Bajoran Orb of Honor which proceeds to test the characters' sense of honor. Tests can be individual specific or involve the entire team as the Narrator wishes.

The Orb of Honor is one of the Bajoran Orbs which has been missing since the Cardassian withdrawl from Bajor. It was stolen from a Cardassian lab in the aftermath of the Dominion War by an enterprising DaiMon; the captain of the D'Kora in fact. All of the Ferengi on board were subjected to tests of honor by the Orb but failed almost to a being, which is why they are in their current condition. They will all eventually recover.

Here are a group for a Romulan campaign. The general series type is just "Romulan", maybe with a subtext of military or exploration. A number of them explore classic Trek themes from a Romulan perspective. One warning, I tend to still be emotionally tied to TOS-type "honorable Romulans", so there aren't too many intrigue or treachery themed seeds here.

*Title: The Ancient*

Description: Our Heroes are patrolling the Neutral Zone when they come across a ship drifting in space. They check their computers to try to identify it, and find in some history/archaeology database that it is an old pre-Renunciation Vulcan sublight vessel.

When they board it, having had their Romulan curiosity and sense of heritage piqued, they find that it is, naturally, a sleeper ship. Unlike in "Space Seed" all the passengers are dead save one. This one is revived, and in very archaic Vulcan identifies himself as T'lahr, a simple monk and priest of Ket-cheleb. Needless to say, things aren't nearly that simple. T'lahr, unlike Kahn, is not famous, but neither is he a simple monk. He is in fact an Akhkinahru, which is to say a Vulcan mindlord, with more nasty psi skills than anyone Our Heroes have ever dealt with. He is not a worshipper of Ket-Cheleb, but is, in fact, a follower of some previously lost group of dark deities with a taste for green blood. His agenda will be to use his powers of persuasion, his psi skills, and his knowledge of the "true ancient heritage" to take control of the ship, and maybe the Empire. Good luck, dudes.

*Title: Predator*

Description: The title here is meant to be misleading, as this episode has nothing to do with the Arnold movie of the same name. It also is an episode which gets to showcase the ship's Tal Shiar or Tal Diann op in a rare, positive light.

The episode starts with the ship putting in at a very isolated colony/research station to deliver supplies. Our Heroes have a couple of days of rather boring shore leave while this is going on.

This is interrupted when the colony's Tal Shiar op contacts the ship's spook, er, legate, with a problem. It seems that a body has turned up, killed in some grisly way, and sexually assaulted. If this was a Human colony, the body would unquestionably be female, so it might be more interesting to make it male. The ship has the labs needed to analyze the crime scene, and the killer might conceivably be one of the crew, so the ship is stuck until the mystery is solved.

How it develops after this is up to the Narrator. I would avoid using a Romulan version of Redjac, or directly implicating any of the crew. Instead, make it a police procedural, with the major Crew helping the investigation in various ways. The killer could be almost anyone, but I would favor a female sexual serial killer among the colonists, something almost unknown among Humans, but not, apparently among Vulcanoids. This is a chance to delve into the deep recesses of Romulan psychology, and what makes them different from Humans.

*Title: Wilderness*

Description: This is a simple combat plot. Our Heroes have stopped to deliver supplies to another isolated research colony, this one on a planet surrounded by some kind of natural ionized barrier which prevents transport, and makes shuttle travel a bit dangerous.

On their way through the barrier, the PCs' shuttle is struck by an electrical discharge, and forced to crash in the woods, about 50 miles across a low mountain range from their goal. The ionized barrier has lapsed into a kind of low-intensity ion storm which makes rescue impossible.

The only way out for Our Heroes is to cross the heavily forested mountains. One problem: the mountains are inhabited by a semi-intelligent race of Neanderthal-like super predators, who are determined to protect their territory at any cost.

This isn't the "Galileo 7"; these beasties are smart. They throw spears, sure, but they also set traps, attack by night, pick off people who go into the woods to piss, and generally wage guerilla war. Our Heroes will have to keep going for two to three days in a cool, beautiful, forested hell.

*Title: Sudoc*

Description: The title says it all. Our Heroes are investigating a temporal anomaly of some kind, when they are pulled into a weird type of wormhole. They emerge many light years away and two thousand years in the past, in orbit around ancient Vulcan, at the time of the warlord Sudoc of Jaleyl, when Surak is still a decadent teenager.

The ship's engines are damaged, but they can get dilithium or trilithium, or whatever else they need on the continent of Xir-Tan. Of course, the mining party runs into a bunch of Sudoc's soldiers and is taken prisoner. Now, the PCs must rescue their friends, fix their engines, and get outta Dodge without changing history. Of course some of the PCs may want to try changing history.

And then, the cruel and mighty mindlord Sanshiin, of the warlike Kolinahru, detects the orbiting ship with his vast psionic power....

Spoiler about the novel "The Badlands" by Susan Wright.

Adventure Seed Title- The Booby Trap

Recommended Series Type- Frontier Exploration (Science & Medical)

Description-

While exploring the edges of the Badlands (Insert any reason here, the novel contains some espionage stuff), our crew finds two ships approaching at high warp. The nearer/smaller ship seems to be pursued by a Romulan ship, the type of craft is unknown. The smaller ship is heading towards the Badlands in an apparent desperate attempt to hide. The Romulan ship is giving off strange energy readings and explodes suddenly.

Narrator fun begins-

The Romulan ship was using an experimental drive that, upon destruction, gives off a Gravition Pulse (Or any other Treknobabble reason) that causes any ships' warp core in the immediate area to go off-line and leaving these ships dead in space. However, the drive also floods the area with Graviton (Or any other Treknobabble) radiation that infects the crew. To make matters worse, the radiation pulses at random intervals and re-infects the crew. Crewmembers are start dropping like flies... Is it the Badlands that are causing the radiation... you get the picture.

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## Dan Gurden

09-10-2001 10:25 AM

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Adventure Seed Title; Here be Dragons

Recommended Series Type; Deep Space Exploration

Setting; DS9 Era - Romulan Border

Description;

On a fairly mundane and routine exploration and mapping mission, the crew discover a long lost Federation starship, Circa early 24th century. Aboard is an scientist assigned to the vessel looking for a new colony worlds (albeit 50 years ago).

Since that time he has begun a solo crusade against the Borg (he lost his family to the Borg), having developed a planet busting weapon, he has lured cubes in to destroy planets and orbiting cubes. To do this he is creating fake Omega particles to show up on their sensors.

However the Borg have begun adapting and the last 2 cubes were lured to heavily populated planets which he then destroyed. Now thouroughly insane he sets the players ship as a lure for the borg and will attempt to crash the vessel and destroy a planet and Borg Cube along with the crew and their ship.

With the Borg on their way, can the crew see the REAL threat and save the day, or will their fears lead to their own destruction...

NOTE: The Borg should NEVER become anything other than a long range sensor reading in this case, if the borg show up, say bye bye and create a new ship and crew...

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## StyroFoam Man

09-10-2001 11:48 AM

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Adventure Seed Title: Star Trek: The Musical!

(Or is it Star Trek: Whose Line Is It Anyway?)

Recommended Series Type: Combat

Description

This is a concept for a fun and silly RPG session. Take your standard run-of-the-mill Heros Vs. Evil mission. Set a timer, and when it dings, the person who is currently talking has to deliver his/her lines in song. Music supplied by either MIDI files or in our case piano.

That's what we did last night. And it was great!

Borg Rap:

Word Up!

We Are Borg,

And We're Here To Stay

Resistance Is Futile

In A Major Way



This adventure needs a little preparation. Have your players explore some nebula or radiation phenomena or other treknobabble thing a few days or weeks in-game time before. Just the PCs and a runabout. Anything will do where they can be exposed to some strange (but not harmful) radiation. And then...

**Title:** A Time for Exploration

**Series Type:** Exploration or Space Station

**Description:**

The PCs finished their shift a few hours ago and relax in the casino or on the holodeck when suddenly a light flashes through the ship as they witness the last half-hour or so replayed. They seem to be the only ones not affected and have no access to any ship systems or equipment that is caught in the time-loop (including about anything related to the ship's computer).

When the PCs make their way to the bridge they witness a ship of an unknown type that suddenly appeared out of nowhere and fired a beam on the PCs' ship that obviously started the time-loop. They can use the sensors of the shuttle they used on the previous mission to discover that this shuttle and they themselves are protected from the temporal distortion by the radiation they encountered, but the effect is fading, plus: There are several aliens of an unknown species aboard, obviously unaffected by the time-loop.

When the PCs confront the aliens they discover that these guys are explorers from another dimension. Their dimension-traveling technology allows them only a limited time in our universe and they put any ship they encounter in a time-loop to give them more time to study the ship and its crew. How this ends depends entirely on the PCs, but you might want to fit this into your series if the PCs think that every unknown alien is a threat that should be shot first and no questions asked later.

## mactavish

09-10-2001 03:26 PM

**Title:** Like Sands Through the Hourglass...

**Recommended Series Type:** Exploration (TNG/DS9/Voy era)

**Description:** The Krenim Imperium - the time-altering aliens from the *Voyager* episodes "Year of Hell, 1 & 2" - have returned with a vengeance.

For some reason, when Annorax's timeship was destroyed, a fleet of Krenim warships in the vicinity of a superdense white dwarf star going through its final stage of existence was caught in the timeship's temporal shockwave and pulled into the collapsing star.

The collapse of the star tore a hole in spacetime, protecting the fleet from the temporal changes brought about by the timeship's destruction. The nine warships and their crews were translocated to the region known as the Badlands.

Using the region's sensor restricting properties to their advantage, the Krenim crews managed to place their ships in orbit of an M-class planet housing an abandoned Maquis base. Though severely damaged, the ships were salvagable and were slowly repaired. The ships' crews used the time and the limited resources at their disposal to prepare for what lay ahead.

After a few long years of repair and rebuilding, the Krenim not only repaired and rearmed their ships, but also managed to build a number of smaller vessels as well. Using the planet as a base of operations, the Krenim began building a new empire.

They have only recently begun their endeavor to create a new Krenim Imperium, hoping that they will one day rejoin with their fellows in the Delta Quadrant, blissfully unaware that the Krenim Imperium that they knew never existed.

The adventure begins when the characters encounter a strange, previously unencountered vehicle in the region just outside the Badlands. They not only refuse hails, but they also attack with weapons capable of ignoring standard shields!

### CRYSTAL CLEAR

**Recommended Series Type:** Starship, exploration based, any Era. Requires one Psionic character, if none are available amongst PCs, then offer an NPC, but make them difficult to work with.

#### Description

While on routine patrol, the player's starship receives an automated distress signal from the Federation Dillithium Mining station on Caleb VII.

Upon arriving they discover that the station is in ruins and none of the miners can be found. A short trip into the mines and they will discover the mining staff all dead, their body fluids crystalized.

As they search for clues as to what happens, they discover (through the station foreman's logs) that recently the miners broke through into a rich crystal cavern that would provide them with years of mining opportunity...from there the logs degenerate into chaos.

Now some "red shirts" are gonna be needed, just so they can show us how the monster works. Said monster being the crystalline entities that were being "mined" for dillithium. Kill some NPCs...almost kill a major PC, with the Psionic there and then have contact made.

If you want to add a hitch, the station commander is still in the mine and quite insane. He could be out for revenge and really mess things up.

## Lt.Khrys Antos

09-13-2001 10:41 PM

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Title: The Hunt for the Cochrane

Recommended Series Type: Defense/Stealth(VOY or after)

#### Description:

During the decommissioning of the Oberth-class starships, the Cochrane comes up for its retirement. Two captains propose a simulated exercise in a sector against an Akira-Class. The Oberth is to make it from one system to another, and simulate a "destruction of a base". The Akira's duty is to capture the Cochrane.

Now the PC's could be on the Cochrane using their wit and skill, making due with technology which is over 50yrs old. Or they could be aboard the Akira trying to hunt down this Oberth, and trying not to be humiliated by this "relic".

One of the PC's could be placed in charge, with cadets assigned to the ship as their "Final Examination".

Picture a futuristic Hunt for Red October, very popular with my players, they absolutely loved it.

## Trinity Zeldis

09-17-2001 01:04 AM

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A society using living technology.

The internal security system is a series of "clones" which are "programmed" to sniff out and eradicate anyone not perceived of as being part of the building's personell.

During a tour, an infant is forgotten by the security agents and the system immediately goes into alert.

During the attack of the monstrous "clones" the parent of the infant is wounded and is no longer considered to be part of building personell (after all, he is partially disembowelled). Also, security, trying to stop the monster are now perceived as a threat force and are attacked.

The pc's are part of this tour during a diplomatic mission and must put their skills to the test to keep the system from going berserk.

(this was effectively my first episode of my series. when they beamed building samples to the ship, the building perceived this as a bigger threat and designated "space clones" to go after the ship. very much like the TNG episode, Arsenal of Freedom)



Title: A Clockwork Empire

Recommended Series Type: Exploration (Any era, use Iconians as godlike aliens if TNG, make up your own for TOS)

Description: A crossover between Star Trek, Space: 1889, and Deadlands

The characters come across a system with two class M planets. Neither one is a united world. The more advanced one has a level of technology and society like late 19th century Earth. They have begun "colonizing" (i.e. conquering) the more primitive planet.

The catch is, they shouldn't even have the technology to reach the other planet - their "Ethereic Skyships" shouldn't work, nor should their Steampunk items of superscience. The crew tries to unravel what is going on. Slowly they learn that these clockwork steampunk devices are powered by Iconian artifacts and for the past century scientific advancement has been "guided" by a mysterious figure who hides in the shadows, providing funding and "guidance" to mad scientists, giving them the intuitive leaps they need to use the Iconian "GhostRock" (from Deadlands - like coal but burns hundreds of times longer and hotter and aids in odd superscience) for things like deflector shields, artificial gravity, etc., all within a 19th century context.

Title: The Men In Black

Recommended Series Type: Exploration, any era

Description: A Federation Runabout/science ship/etc. crashes into a world in the midst of a conflict resembling World War II. The "good guys" in the war are losing badly. But one of their scientists learns much from the starship - he doesn't understand all of it, but enough to begin research on developing an atomic bomb to tilt the balance to the side of the good guys.

Enter the PCs who arrive to see what happened to the Runabout and find themselves taking the role of the Men in Black/spooks/etc. as they try to find out the contamination from the Runabout and how to best resolve the situation within the structure of the Prime Directive. How far have the scientist's notes traveled? Who knows what? Where are all the pieces of the Runabout? Should they shut down the a-bomb project, even knowing the forces of tyranny are on the verge of victory?

The main reason "Mr. Mystery" is there is to give a focal baddie. As to his motivation, it could be left as an exercise to the narrator. I've always been a fan of using ancient empires - Iconians mainly, though I'll probably make use of the Tkon at some point as well, so I personally view Mr. Mystery as someone who understands Iconian tech pretty well (possibly even a cultist who worships them as gods) and wants to use it to forge the more advanced world into the start of an empire, one which he controls in all but name.

(In my game I've given some thought to reusing a former Betazoid PC aboard *H.G. Wells* who went insane when exposed to Iconian technology and wound up passing through an Iconian portal to parts

THE PRIME DIRECTIVE SYNDROME

Recommended Series: Exploration

The PCs are ordered to apprehend a "rogue" ship's captain who is accused of violations of the Prime Directive. Her actions have saved a number of worlds from complete and utter destruction but her actions have violated the Prime Directive. The PCs would be faced with a dilemma of how to deal with her actions as they were obviously the "right thing" to do but in violation of regulations.

During the chase, the PCs are faced with a major Prime Directive conundrum which would force them to choose between saving lives and violating the Prime Directive.

**KNOW YOUR ENEMY**

Type; Early Dominion War

Intelligence reports show that the Arrival of the Dominion in Alliance with Cardassians has also sparked the wholesale slaughter of Maquis forces.

The characters ship, patrolling the borders, detects a small freighter crammed with personnel and a small 'Raider' class escort, both fleeing Cardassian space, even though entering Federation space would mean their arrest.

(If you have an ex-Starfleet Maquis defector, that would make a good mission commander).

The crew face a diplomatic situation with a Trio of Jem Hadar fighters, with an unusually reasonable Vorta leader. And a fanatically determined Cardassian Gul focused on destroying the Maquis terrorists that killed his family in a botched assassination (I used Gul Evek from TNG, DS9 and Voyager; Caretaker).

To complicate matters, one of the Maquis is actually a changeling, who will use the opportunity to switch from the Maquis ship to the crew of the players ship, this should be successful, but depending on your players, its up to you whether its a background event or 3 clues are dropped.

*Leading Too...*

**THE ENEMY WITHIN**

Type; Dominion War

As suspected the Dominion has commenced hostilities against the Federation, in fact the dramatic failure of all Federation actions so far leads many to suspect a spy in the ranks.

Shortly after the accidental discovery of some Well Hidden communications tampering during regular maintenance, there is also a communication from Starfleet Command.

The orders are simple, remain on station and try to discover the identity of the spy.

There follows a cat and mouse game through the ship, as the crew try to determine the identity of their spy and eliminate other crew members from their suspicions.

To make matters worse, once the crew are down to the PC's, Security Detail and Coammand Crew, one of whom will be the Changeling, they find themselves tracked by a squadron of Jem Hadar attack fighters, with their old friend the pleasant Vorta in command.

They now have to find the identity of their spy, and hold off the Jem Hadar, who's purpose is simple, drop the Starships shields, return the Changeling and destroy the Federation ship.

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**mactavish**09-23-2001 08:15 AM

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**Title:** The Collector

**Series Type:** Exploration

**Description:** While exploring a distant system, the PCs encounter an alien vessel many times larger than any they've encountered or read about (Size 50+).

The object captures their vessel and begins to make it part of itself, in effect assimilating their ship.

Though they manage to get shields up, it's only a matter of time before they're forever trapped.

Exploring the alien vessel, they find terrariums constructed for the thousands of other sentient beings captured and their descendants imprisoned. Many familiar and unfamiliar races will be found (including Gamma and Delta Quadrant species).

Further searching reveals the AI responsible for the vessel's mission. The ship is eons old, traveling at very low speed (slower-than-light), capturing and adding aliens from ships and planets to its collection.

The computers are degrading and have lost track of where it came from and why it's collecting.

The PCs must not only escape, but determine the nature of the Collector and help it (?) and/or put an end to its mission and/or relocate the many intelligent beings aboard the vessel.

**Originally posted by Kirok**

Another question to be resolved: are some of these trapped species too dangerous to let loose?

On the opposite end of things, maybe these "colonies" of people in their terrariums have figured out how to communicate with each other, and over time many or all have overcome whatever differences they may have had. When freed, a lot of them want to go back to their respective homeworlds, but many want to form a new colony composed of a wide variety of these alien races, some of whom were once enemies.

#### WHAT PRICE FREEDOM

Type; Deep Space Exploration/Morales

After recent damage, the players ship has laid up for repairs at a Spacestation belonging to a friendly species. This allows many crew (NPC's) to get shore leave, but obviously, even with the local workcrews, many engineers, the senior officers and a security presence will be required to remain aboard.

During the course of the repairs it becomes apparent that the workcrews are actually criminal chain gangs, and that they are being forced to work against their will/are being mistreated...

Plot devices

- Some crew are arrested and put to work.

- Some criminals make a bid for freedom, and try to steal a Federation Shuttle.

- Some criminals are actually innocent, but unfairly imprisoned, and advanced Federation Tech can prove this?

or many, many more...

#### UNDERDOGS

Type; Lower Decks

A weird scientific experiment TM has gone wrong, erasing the senior crew, or putting almost everyone in stasis where they stand. Somehow only a small number of Lower Ranks/ Civilians/Cadets are unaffected, it is up to them to reverse the situation.

To make matters worse they have a hostile ship closing on their position, and their orders are to hold the line, but there are too few of them to put up a fight for long. Do they fight, run or get creative?

#### WHEN THE CHIPS ARE DOWN.

Type; Murder Mystery.

A civilian scientist comes aboard to help upgrade the ships computer at Starfleet Command orders. The upgrade is a simple task and shouldn't even impede the ships operations. This is its mission as normal.

Unfortunately, the scientist has been replaced by a spy/subversive and manages to sabotage the ships computer. Putting the ship at risk. The crew need to shut down the computer.

Without the computer, this saboteur has gone to ground, hiding in the knowledge that scans don't work. Can the crew restore systems to normal and find and stop the saboteur before things get worse?

erhershman

09-23-2001 07:04 PM

Adventure Title: "The Changing Face"

*Recommended Series Type:* Space Station

*Summary:* The crew is assigned by their captain to uncover a traitor on the station who is passing information to the Romulans. The blame is initially placed on a young Vulcan woman, but the spy turns out to be the captain.

Could also be used for an Intelligence series or a Starship series- just put the spy aboard the ship instead of the station.

Dan Gurden

09-24-2001 02:56 PM

#### THE ENEMY OF MY ENEMY...

Type; Early Dominion War.

The crew's ship detects a Borg signature from a nearby planet, soon revealed to be a crashed Borg scout cube. A signal is being sent to the collective. It is a simple matter to mask and shut down the signal.

However things are complicated by the arrival of the Jem'Hadar, led by your series' Vorta regular. It seems that they have had enough second-hand intelligence and plan on discovering all they can about the Borg.

Plot Twist;

The First becomes infected with Nanoprobes, and is assimilated, but the genetically programmed loyalty conflicts with the new Borg systems trying to connect to the collective, which the players cut off.

The resulting drone is dangerously unbalanced and while only partially assimilated, retains the genetic training of the Jem'Hadar, and the unbalanced mentality puts both groups at equal risk...

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**Title:** The Fiendish Plot of Dr. Lao

**Series Type:** Any TNG-era or later

**Description:** Dr. Lao, the brilliant madman from the popular 1930s-style pulp holonovel "The Mysterious Dr. Lao" has undergone an odd transformation at the characters' location due to the installation of an experimental computer system several weeks earlier.

A feedback pulse severed Dr. Lao's program from the holomatrix, instilling him with sentience and true intelligence. Dr. Lao has kept this fact hidden from the organics, however.

Dr. Lao - every time he has been activated over the past several weeks - has been studying the ship/station/base and formulating a fiendish plan. Using the extensive processing capabilities at his disposal (thanks to the experimental computer systems), Dr. Lao has managed to use replicators and transporters throughout the ship/station/whatever to create and secretly install holoprojectors in nearly every accessible area (i.e. engineering, science labs, etc.). Dr. Lao then covered his tracks by selectively altering and deleting data from the computers.

Fiendishly plotting for several weeks, Dr. Lao has scoured the computer's databases and programmed an army with which he plans to take over the ship/station/whatever. Lao's evil army includes various characters from literature, history, and even some of his own creation.

Lao's planning has been so extensive that it is impossible to deactivate the holoprojectors without completely disabling the entire computer system, severing life support, artificial gravity, and several other key systems in the process.

Dr. Lao's ultimate goal is to equip a runabout or other vessel with holoemitters and leave the confines of his "technological prison," eventually discovering or developing an autonomous holoemitter (i.e. the *Voyager* EMH's mobile emitter) that will allow him to travel with relative freedom.

The PCs are unlikely to win a straight fight with Dr. Lao and his minions. Diplomacy might work, but although Dr. Lao is a genius, his program is also that of a madman, thus making negotiations difficult.

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## Dan Gurden

09-24-2001 09:08 PM

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THE BIGGER THE SMILE... Type; Early Dominion War (Will suit a 1 player game)

The character receives a message from Ferenginar, an old academy buddy, one that the character thought had been killed in conflict with the Cardassians. The message is text only and indicates that the other person would like to meet, urgently. Personnel details are included that only the two would know. The character finds themselves called to the Commanders office, which is also shared by a Starfleet Intelligence officer. Apparently the friend was recruited for long term undercover operations in Cardassian space, with the current climate with the Dominion and its Cardie alliance, if this agent needs to come in, it must be urgent. The character is seconded to Intelligence and assigned to the case (A small group may be assigned too)...

On Ferenginar, the non-aggression pact is obvious, and there are even a small number of Dominion ships in orbit, as well as Federation ships.

On the planet the character makes contact, and they catch up, but the trap is sprung and the character is captured by the Dominion, who want to recruit mind controlled agents using Obsidian Order techniques.

Can the character escape, evade further capture and either get back to Federation territory or bust the plot open?

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## mactavish

09-24-2001 11:12 PM

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**Title:** Journey to the Underworld... **Series Type:** Exploration

**Description:** The PCs' captain/commanding officer has disappeared without a trace!

Investigation reveals that he/she was abducted by a member of a strange humanoid race previously unencountered by the UFP. Further exploration reveals that he/she was taken by transport ship through the utterly unnavigable Stygian Nebula, so large that going around would take literally months and involve entering the territory of hostile aliens (i.e. Romulans, Tholians, etc.).

Sources indicate that there is a mysterious figure that is known to have successfully traveled through the hazardous nebula and back again without loss of person or property. Mainly, it seems, he ferries passengers into uncharted territory where his "clients" pay him handsomely.

This individual, Qae'ronn, is a gaunt, pale humanoid with an unusual vessel. If properly motivated (\$\$\$), he will lead the PCs across the nebula to find their captain and then back again to the fringes of Federation space. If threatened, he will lead them into the Stygian Nebula... and then disappear.

The PCs must locate their missing captain, defeat the mysterious aliens, and return home in one piece.

Story Name: The Beyond... Adventure Type: Exploration

The Adventure: The Crew, exploring a Sector that seems to consist mostly of dead stars and empty systems, comes across a leviathan starship. Held in a decaying orbit above a J-class gas giant, this ship has power, yet it is totally empty. The ship was created by a species using an experimental drive to flee their dying system. However, the drive failed stranding them in their system, and a phasic instability generated by the drive accidentally merged the bodies and minds of the crew and 10 000 colonists with the ship. The remaining merged personality that survived in the computer core is totally insane and psychic as a result of the merge. In eternal pain, it tries to drive the Crew to pain and death through hallucinations and manipulation of their environment.

Story Name: The Warrior... Adventure Type: Investigation

The Adventure: Investigating the disappearance of a famed Starfleet Xenoarcheologist, the Crew become involved with a mystery. The Xenoarcheologist has found a prehistoric site in the Valley of Bones [a desolate mesa], which contains a giant [10-foot tall] automaton. This thing is their original God, some kind of device that gave them the trappings of society. When it is discovered, the aliens first of all deny it, and then accepting it, decide to resign from the Federation and follow their old God. However, the God Device was actually designed to train them for a war fought light-years away. The Crew, if they inspect the device when they find it, will find this out by examining its databanks. In this case, overcoming their beliefs and willingness to follow this thing into a war-torn future is a priority – failure is a blow to the federation's ideals, as a member species turns back to war...

Story Name: Hunting Grounds... Adventure Type: War

The Adventure: While relieving a Ground Force unit on the Dominion front line, the Dominion make an offensive, driving Starfleet back, and ending up with the Crew evacuating units and then fleeing as the line breaks. The order is given to regroup at a nearby system, but en route the damage sustained by the warp core makes it to go off-line, causing an emergency-drop out nearby a nebula. Luckily, the nebula contains patches of gaseous-form Isodesium, which can be used to patch the warp core and any other damage. Unfortunately, it and other electro-magnetic inference gases start reflecting sensor ghosts, seriously hampering sensor efficiency. The Jem'hadar also track down the Crew through their warp core emissions into the nebula, where both sides are mostly unable to find each other. What started out as a simple supply mission becomes a life or death struggle of wits as the Crew attempt to repair the system in time, avoid/destroy the Jem'hadar, and escape alive.

Story Name: Personal Morality... Adventure Type: Diplomatic

The Adventure: A new Federation member [an alien race on the border], after having clashes with the Klingons and Cardassians, has split. Nearly one-half of the world's governments wish to leave and pursue a policy of independent expansion rather than suffer the lack of sovereignty that comes with being a Federation member. The debate has become extremely harsh, and the new World Government building being constructed has been levelled with a shaped plasma charge. Naturally, the Federation is worried about this friction and they have dispatched the Crew to resolve the situation peacefully.

The question here is about the idea of surrendering sovereignty, even to a benign entity. The aliens feel that their culture has been swiftly eroded to be replaced with that of the UFP, and want out. However, the problem is exacerbated by the fact that Starfleet Intelligence needs the planet for it's strategic/mineral/other [depending on timeline] value, and a Section 31 member has also come along with the diplomatic team to ensure that it happens one way or another.

If the story is set during the Dominion war, Klingon civil war, or other conflict [Cardassian?], then Starfleet will insist that the resolution benefit the Federation. Section 31 will do whatever to make it happen, including assassination, the alien peoples are falling down a downward spiral of distrust and retaliation, and their leaders just want a few treaty changes to protect their cultural interests. Which interest will the Crew uphold? And to who's benefit? And just how will they enforce it?

Story Name: Long tales... Adventure type: War

The Adventure: A previously unknown species has left its dying Homeworlds and has begun an offensive into Federation territory in order to take and hold new worlds. While there is the question of their methods, and their unannounced attacks without any plea for help, their worlds have come to an end and all they want is a new home. The first the Crew know about this is when colonies report attacks before being cut off. The Borg are suspected, but the Crew are dispatched to find out.

Story Name: One Mind... Adventure type: Exploration

The Adventure: While exploring a baryotronic nebula, the ship's sensors pick up a heavily damaged Borg Cube in the centre of the nebula. Upon investigation they find that the Cube is only at 18% power, with only a hundred or so Drones left alive – fighting against the Cube itself, tearing it slowly apart. A cybernetic virus, holdover from a vicious local war between two now-dead civilisations, has infiltrated that Cube and when it becomes aware of the Crew it tries to do the same to their ship. The Borg, running on now-encrypted common Drone-to-Drone communications and separated from the rest of the Collective are losing the battle against a ship that now seeks to kill its Crew.

Story Name: Coda... Adventure type: War [between either 2367-70 or 2372-75]

The Adventure: While on shore leave on a Federation/Cardassian border world, the Cardassians invade. As an obvious Federation symbol, the Cardassians seek to capture the crew in order to try them as war criminals in order to reduce Federation morale. Their ship is currently in spacedock [either as a result of conflict, or from something else] and without resources they end up teaming up with a Klingon Crew similarly stranded here in order to survive and maybe even strike back until the Federation is able to retake the system. The sub-plot here is that the Klingon Captain is very old, and after he loses his crew in the initial attack, he wishes to die heroically. How the crew decide to help him/keep him alive as long as they need him is up to them.

Story Name: Theories of Expansion... Adventure type: Diplomacy

The Adventure: A historical enemy of another Federation race has requested admission to the Federation. Apart from being enemies [offshoots of the same race with ideological differences], they are pretty typical and meet all the other requirements. Eventually they are accepted, and a cold war begins between the two as the first race [already in the Federation] begin a series of terrorist/pirate attacks designed to provoke the second race into violence, getting them kicked out of the Federation. The second race resists, but some form a "defensive group" of vigilantes that begin causing trouble with anyone they think may be on the other race's side. The Crew are called in to arbitrate before the situation gets out of hand.

Story Name: Dujvogh' mlk'a'... Adventure type: Exploration

The Adventure: A Klingon B'rel turns up at a Starbase with its crew missing. The ship probed a quantum anomaly with its sensor beam, resulting in a strobing pulse, which puts the crew out of quantum phase. Once the ship has been docked, the Klingons end up around the Starbase/ship [whatever the Crew are using] and the crew finds panels being accessed, weird sounds and occasional sightings as they phase in and out. Essentially a gentle ghost story.

Story Name: Premonitions... Adventure type: Exploration

The Adventure: The Crew, making a supply trip to Deep Space 5, is hijacked by Q [or another Q]. He has decided to test the Crew by informing them that a new Borg offensive is coming. He gives them the time and place, and then stays to see what they will do. The Borg do invade, and the Crew are given a chance to stop it by luring it to a sun's corona and causes a solar flare using a graviton beam to destroy it. The point of Q's antics is to test the Directives of the Federation and its high morals by asking if they will violate the Temporal Directive in order to ensure their future.

Story Name: Vector... Adventure type: Diplomacy

The Adventure: A plague is sweeping the Takannis Sector. Extremely slow and efficient, it is passed through body fluids [sweat, spit, etc.], and works by cloaking itself as body tissue [and is therefore invisible to transporter biofilters] removing them of their bodies defensive systems then slowly devours brain tissue. It comes from use of the Genesis device, and was released into the Federation through a Science team that visited the world. It takes over a year for symptoms to show, but it can be detected by a certain tissue-sequencing anomaly. The issue here is about paranoia. While initially it only passed through Bolians [who have a genetic weakness against this virus], it eventually grows to infect most species, especially Humans, except Andorians.

Story Name: Moore's Musketeers... Adventure type: Holodeck Adventure

The Adventure: One of the Engineers has managed to get hold of a new holonovel. However, this version of the Musketeers has one slight change – once halfway through, the characters turn into Borg Drones and the computer will not respond until the original storyline is fulfilled. The Drones are not real – the person who wrote it modified the program did it as a prank in return for the prank pulled in them by the Engineer. Of course, the Crew don't know that...

Story Name: Officer Exchange... Adventure type: Any

The Adventure: As part of a cultural exchange package, the Crew are invited to work on a Klingon or other races' ship. This can be useful in allowing you to tell different kinds of stories for a while.



Two scenarios using Call of Chutulu monsters.

TITLE: The Hound

The ship is asked to investigate the fate of a eccentric temporal physicist whose last reported location was a planet recently hit by an earthquake.

They find the scientist dead in a room that is almost a perfect sphere. A corner was exposed by the earthquake.

Bringing the body back on board, they also unwittingly bring aboard A Hunting Hound of Tinadalos. A creature from a time before time which travels through angles - any angles - and kills the last person who sees it. After a few "red shirts" die gruesomely, the PCs now have a "bug hunt" on their very own ship.

TITLE: The Colour out of Space

The ship is ordered to investigate the destruction to two planets near a nebula cloud. All life on both worlds have had the life force sucked out of them, leaving dead husks.

The nebula cloud is actually a mature Colour out of Space (from the Lovecraft story of the same name).

The solution is fairly simple the creature is repelled by electromagnetic energy. The only problem is that a ship cannot generate such a large charge and with the cloud approaching another inhabited planet, what can the PCs do?

TITLE: The Eden Project

STORY TYPE: Exploration / Prime Directive

The PCs are ordered to investigate a world called Gehanna by its founder. A planet in its first stage of forming.

The arrive to find that the planet has become class-M (in six months) and is already showing signs of a primitive civilization.

As they observe, they begin to see the planet evolve at an incredibly accerlerated rate. Whole centuries of development are compressed into a few short days (or hours) until within a short period they reach space flight and are about to make the breakthrough into warp drive when GOD arrives to destroy the planet. Or rather a GODlike being who had created Gehenna as an experiment to study how a species develops. He's impatient so he built a controlled experiment. But he's made a fatal flaw. He gave his creations free will and they're not prepared to face armageddon and prepare to fight their creator...

I suggest that this scenario be played as a multi-part scenario interspaced by other scenarios with the PCs asked to revisit Gehenna which has become a pet project for them from time to time. The "fight" with GOD may serve as a season finale...

Type: Exploration (Any)

Mission Name: Treasures of Old

Description: An event horizon has a 21st century probe the capt. is interested in.

During a routine space charting mission, the crew comes upon a black hole bearing down on an empty system. When they come near, they detect an old earth probe from the 21st century. Its stayed nearly in perfect condition and stuck in the gravimetric forces.

Reason: A micro-temporal fissure is centered on the probe making it stuck in time near the hole. A side effect is that the ships engines cease to function for some technobabble reason.

As they slowly drift towards the event horizon, they must find a way to close the fissure, restart the warp core and hopefully get the probe out for sentimental reasons.

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**TELLAR BLUES**

ERA: Could be adapted to any period

TYPE: Any

LOCATION: Tellar

The ship is transferring a presidential envoy to Tellar on an important mission concerning Tellarite affairs vis-a-vis the Federation. The envoy is backed by the Tellar ambassador to the Federation Council. Give the characters a chance to get to know them: the envoy is a taciturn, politic REGulan; the Tellarite a boisterous and famed legal mind (he's the equivalent of a superstar on his homeworld.)

While taking the space elevator down to the surface, there will be an attack on the envoy by a terrorist/Maquis/syndicate baddie. The crew should be distracted by the mob of Tellarites looking to get an autograph or shake the hand of the great orator.

At this point eh security guys need to start working with Tellarite Federal Police to find the bad guy. Team them with a jocular, talkative cop...think Joe Peschi from Lethal Weapon, or some such... Give 'em a time limit: the station is closed to all traffic -- space or ground -- for 24 hours, but after that they need to go to the local ombudsman to keep the place closed. The amount of losses for the merchants coming through is staggering, so it's unlikely it will be approved.

Clues: check security monitors to locate and ID bad guy. Try to locate (it's a BIG station, so this'll take at least half the time they have.) Also hit the bars, clubs, etc. Give 'em a taste of Tellarite nightlife: debate clubs, dance clubs with Tellar dancing girls and the ubiquitous Orion or two. They'll find out there's Maquis/terrorist/whatever guy with a ship looking to clear out. He's headed for the Rigel colonies -- the perfect place for a person to drop out of sight.

The captain must replace the envoy for the big speech & has only 24 hours to get familiar with the argument & prepare for the inevitable debate that the Tellarite empor will throw at them after the speech. (Figure the speech is followed by an extended Q&A, House of Commons-style).

Big slam-bang action sequence in the berth of the ship-in-question and catching the bad guy. We threw in a chase sequence through the guts of the elevator, including an attempt by the baddie to escape down the elevator shaft in grav boots. Nothing like a 200 mile fall to keep the characters on their toes.

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**EricB007**

10-01-2001 11:12 PM

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**Security Training Exercises**

Security Officer Training Exercise A001

Recommended Series Type:

Security Procedures (FASA Constitution Class Deck Plans). Helps players familiarize themselves with combat and movement rules, as well as gain extra points in various skills. It's also good for sessions when only one player shows up (!)

Description: Security Officer PC is assigned to a Starfleet Vessel Simulator for Security Procedure Examination (Technical and ethical). He/She can prepare a back-pack with supplies as described in FASA Starfleet Intelligence Manual Source Book (Set a limit with imaginary weight).

He/She is told to receive instructions from an NPC officer to beam aboard in transporter room. The Security Officer PC is literally jumped by that NPC officer to test reaction time; he/she must find a way to get the instructions from the assailant without getting killed (stunned) or imprisoned.

Instructions I created required the Security Officer PC to find a cluster of sonic grenades hidden on another deck. Various obstacles are 4 to 8 other Security Officer NPC's looking to arrest the Security Officer PC, three decoys of the grenades, power outages and misleading information from eavesdropping/intercepted communications.

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**Captain Zymmer**

10-02-2001 06:14 AM

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Adventure Seed Title: Mirror's Edge

Recommended Series Type: Any

Description: A loved one, from the academy or an old tour, of the XO or CO shows up on the ship. He/She has a few eeks shore leave and wants to spend it with the old flame.

Have them ask lots of questions, forget little details only to remember them moments later....

the endresult is that this person is from the Mirror Universe and has been sent (against their will) to get certain info from the PC so that they can be killed in the other universe (childhood hiding spot, etc...) Of course they fall for the PC and there should be some sacrafice involved :)

## The Blood of Heroes

Title: The Blood of Heroes

Recommended Series Type: Exploration (Any era)

Description: Superheroes! The characters visit a world with superheroes - use your favorite universe if you wish. The Brotherhood of Evil Mutants (or other baddie group) detects the characters' vessel and tries to take it over. It is important to be careful to not allow the world's superheroes to overshadow the characters.

Note: One neat idea would be to match the superhero era with that of the game. For example, TOS would be a great use for 1960's style marvel comics. TNG would be neat to capture the 1980's - maybe even Watchmen. Voyager seems well matched for the Image style of comics. And DS9, for some reason, strikes me as good for a retroactive 1930's and 40's universe (i.e. Sandman Mystery Theatre, Justice Society of America, etc.)

ghosty

10-02-2001 03:36 PM

TITLE: Yesterday's War

RECOMENDED: Exploration

The PC ship is asked to investigate why the Forever Planet research station has gone off line. When they arrive they find that the station had been destroyed by Klingon style weapons but the only survivors are an away team (from the PC ship - in fact they should be mirrors of the PCs) who tell of their own universe where the Federation is fighting a death struggle with the Klingons (yes they're from the universe of Yesterday's Enterprise).

The DTI orders the PCs to keep the away team aboard and incommunicado until the DTI can figure out what to do with them.

Anyway, the next mission is one that will take the PCs to Klingon space. A freak mishap takes out the bridge, forcing the mirror crew to take over command just as Chancellor Martok's flagship decloaks...I know it needs a bit of work, anyone want to help?

ghosty

10-02-2001 04:07 PM

Title: Infestation

Series Type: Space Station

This is a pilot episode for a space station story (okay its a bit of a campaign seed too).

Space Station (insert no.) was abandoned a few years ago as it was stuck in the middle of no where and was costing too much to operate especially with a War on. Now with the Dominion War settled, Starfleet is reactivating the station.

When the PCs get there they find that somebody or someone had revamped the station. Systems have been refitted and upgraded and its actually in advance of anything Starfleet has operational.

What had happened was that the station has been infested with a self-replicating nanovirus that is rebuilding the station for its own use...(I'm thinking the replicators from Stargate SG-1) and well the PCs are in its way.

If the PCs pull it off and don't nuke the place, Starfleet could find itself in possession of a very advanced space station.

ghosty

10-03-2001 01:10 AM

Title: Man out of Time (or Time Lost)

Series Type: Any, exploration is preferable

The PCs encounter a Starfleet ship that was listed as missing for almost a hundred years. The only survivor they find onboard is the CO who was put into cryo-freeze. He was a legend in his time and much admired by everyone in Starfleet.

Anyway, due to his deep freeze (or something else that is ripe for medical technobable) he's not completely right in the head (okay he's gaga) but that's not the problem. He begins living out his past triumphs and well makes a nuisance of himself just as the ship have to undertake a tricky mission very similar to his last one...the one which resulted in him becoming a popsicle.

**Title:** Another Man's Shoes

**Series Type:** Exploration, preferably on a smaller ship in the Next Gen era.

**Premise:** The PC ship is scheduled to pick up an Ambassador from a newly discovered civilization on the fringe of explored space, for transport to a nearby Starbase for negotiations. The Ambassador is a rare telepath of the species and ends up effecting the primary crew. At first, only very 'out of the ordinary' mood swings, then, swapping of bodies. The crew realizes that they are not in the "right body", but have access to the new bodies' memories and personalities. Take it from there...

ghosty

10-03-2001 02:37 PM

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TITLE: Civis Federation Sum ("I am a Federation Citizen")

SERIES TYPE: Exploration

This one's a bit tricky so I'll modify it once in a while...

Okay the crew is sent on what is supposed to be a milk run mission to take the new Federation ambassador to his new posting. A relatively backward world that has just achieved warp drive (similar to Earth during First Contact).

What they find when they arrive is a planet in the throes of civil war and the government has taken all Federation citizens hostage in the Federation embassy. The government threatens to kill all the Federation citizens unless the Federation immediately aids them in their civil war with arms and materiel and the use of the PCs ship to hunt down rebel ships in the system. Remember one starship could squash the entire armed forces of the planet in just a few hours. The new ambassador, somewhat of a hothead feeling threatened wants to declare war...an attack on a single Federation citizen is an act of war...

ghosty

10-04-2001 12:49 AM

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TITLE: A Diplomatic Incident

STORY TYPE: Diplomatic

TIME: Dominion War (early)

The Federation are considering the admission of a new world into the Federation. The PCs have been charged with escorting the planet's bigwig (Prince or some such) home and to show him what Starfleet has to offer.

The problem is the Prince is an obnoxious SOB and he travels with a huge entourage of armed guards which pose a danger to everyone on board as they have a tendency not to ask questions first.

Just as things couldn't get worst, the ship gets trapped in some sort of EM storm (nautral disaster) and loses power. The Prince fearing an attack hunkers down in an area of the ship with his guards shooting at anything that comes close.

## Capt Daniel Hunter

10-04-2001 01:55 PM

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Title: Errand of Peace

Story Type: Time Travel

Era: Dominion War, but could be adapted (ie, DS9 Klingon War)

The character's ship detects an unexplained subspace distortion on long range sensors. Recent intelligence reports have suggested that the Dominion may be experimenting with some sort of subspace weaponry, and Dominion vessels have been spotted in the area in recent weeks. Additional scans are unable to determine the presence of any other vessels in the area at this time.

Deciding to investigate, the crew set course for the anomaly. Upon arriving, they discover a large rift in subspace (insert your technobabble of choice here). Sensor scans are unable to penetrate the rift very deeply, and if no one else thinks of it, Astrophysics eventually recommend using a heavily shielded probe. Alternatively, the characters may suggest using a shuttle, or even taking the ship into the rift. Either way it doesn't matter, what they do, because the end result will be the same. Once the probe (or shuttle, or the ship, or even a modified sensor beam) penetrates deep into the anomaly, it will suddenly expand, far too quickly for anyone to react. The ship will be caught in the rift, primary systems will fail, and the crew will lose consciousness.

When they awake, they will find themselves drifting in space, hundreds of light years from where they were. It will take several hours to get primary systems back online, but when they are, sensors will

quickly reveal they are now located only light minutes from the Organian system. It's worth noting that if you have a really sharp group of players, they may be able to determine their location by making visual observations, and comparing them to stargrams, before sensors come back on line.

It will also become quickly apparent by which ever mechanism you wish, be it chronometric readings, variations in stargrams, monitoring subspace chatter, or whatever, that they are no longer in their own time. They have travelled back in time to the year 2266, shortly before the Organian Conflict of that year. For the benefit of any players who may not be familiar with the episode, it may be worth giving a quick briefing on the Organian Peace Treaty, and the incidents that lead to its formation.

Now that the characters are aware of their situation, their first thought should be to avoid contaminating the timeline. During whatever briefing they may be holding, an Organian, who identifies himself as Ayelbourne, will suddenly appear in the room, inviting them to beam an Away Team down to talk. If the characters are reluctant to comply, have Ayelbourne reveal that the Organians have brought them to this time and place, and if they wish to know why they can discuss it in the Council Chambers. With that, Ayelbourne will disappear, leaving the crew to mull over his invitation, and their situation. A situation complicated by the presence of a Klingon Occupation force on Organia.

The Organians detest interfering in the affairs of others. However, they now feel they are caught between a rock and a hard place. Many Organians feel that not intervening would also be a form of interference. The Council is split, and a decision must be made. To this end, they have brought back ship crews from the two different realities that will result depending upon their action or inaction. What the Starfleet crew do not know at this time, is that the organians have also brought back a Romulan crew from the other alternate future.

In this alternate future, the Federation defeated the Klingon Empire. The weakened Klingons were then attacked by the Romulans, who quickly overrun and annexed the Empire. Qo'Nos is now a subject of the Romulan Empire, and Klingon culture is all but dead. However, in this reality, the Federation and the Romulan Empire are allies. Not only that, but the Dominion War has not occurred, and the Galaxy is mostly at peace. What the Federation does not know, is that the Romulans are massing to invade their allies, an invasion that will ultimately succeed, since the Federation is totally unprepared for such an action.

This adventure has several aspects which make it a lot of fun (at least when I ran it). Firstly, it allows your future crew to interact with Kirk and Spock (who will see them as Organians, thanks to Ayelbourne). Secondly, it also gives you as narrator an opportunity to play segments from Errand Of Mercy, as beautiful scene-setting material, and cut scenes.

Secondly, it presents a major moral dilemma for your crew. The Federation they come from is losing the war. The future the Romulans present is likely to seem very appealing to them. Especially if any of them suffered or lost friends during the recent Klingon War.

The adventure can end many ways. The Organians can be swayed by the Starfleet crew's arguments, and act as they did in the original incident (at least from your crew's point of view). Your crew might decide the Romulan's reality is the better one, and may side with the Romulans, arguing for the Organians NOT to interfere. Whatever your crew argue, the Organians may or may not be impressed by their arguments and/or actions. And it is important to remember that the Organians are not stupid. They know exactly what is going on in both timelines. They know the Romulans will betray the Federation, etc, etc. But the Organians will not take sides. They will weigh up both the arguments and actions of both crew, and then decide.

It is entirely possible that your crew could find themselves in an alternate future at the end of the adventure. If they do, they may eventually find that everything is not the way they hoped. And that in itself, could lead to a whole new adventure, as they struggle to restore their original timeline.

ghosty

10-04-2001 03:57 PM

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TITLE: The Veteran

ERA: Post-Dominion War/Shore leave

(recommended for solo play)

One of the PCs friends from the Academy has left Starfleet and one day they meet while the crew's on shoreleave. Secretly the PC's friend is suffering from a bad case of Post Traumatic Stress Disorder which was not picked up due to his aversion to counselors and the fact that he had turned in his resignation papers. So the veteran is a ticking timebomb and almost anything can set him off...the guns have not fallen silent for him and when he goes off...its up to his friend to save him before he goes completely postal.

Title: Strained Alliances  
Story Type: Murder Mystery  
Era: Post Dominion War

The characters are personnel aboard a starship assigned to explore a distant sector. Under orders from Starfleet, they are working closely with a Cardassian Colony, and using the Cardassian mining station as a base of operations. Due to the ravaged Cardassian resources, Cardassia can no longer provide support for this distant colony, hence the Federation aid. Several weeks into their assignment, things have been going smoothly despite some friction between Federation personnel and the Cardassians. This changes when a group of Federation scientists are murdered on the colony. All evidence points to the Cardassian Governor as the guilty party, especially when one of the victims is revealed to have been romantically involved with the Governor's ex-mistress.

The characters must work with the antagonistic Cardassian security officer to unearth the truth. Is the Governor guilty, or is there more to the incident than meets the eye.

## Calcoran

10-04-2001 06:54 PM

### **They say great minds think alike ...**

I ran a very similar episode, where murders were committed on a joint Cardassian/Federation space station, by a Tal Shiar agent. The aim was of course to disrupt the Federation - Cardassian "entente" so that the Romulans could take over the sector.

The crimes were actually committed with a remote mobile (i.e. mounted on a probe) holoemitter which used a subspace narrowband communication device to get its computing power from the station's bar's holocomputer. This added a bit of spice to the adventure, as the murder weapon could appear virtually(:)) anywhere, take any shape, and leave but very few traces behind :).

## Capt Daniel Hunter

10-04-2001 11:15 PM

Title: Race Against Time  
Story Type: Exploration  
Era: Post Dominion War

The character's ship is surveying star systems on the coreward frontier when sensors detect unusual energy emissions from a nearby system. An instant later, all ships systems are locked down, and all monitors display only the Greek letter Omega.

The Captain quickly appears on the Bridge and removes the lockout, ordering everyone back to work, and instructing the helm officer to set a course away from the nearby system. The captain then retires to his Ready Room and establishes a secure comm channel to Starfleet Command.

Several hours later, after everyone has had a chance to gossip about the strange occurrence, a Captain's Eyes only message is received. After taking the transmission, the Captain returns to the Bridge looking extremely concerned, and orders the Senior Staff to report to the Briefing Room, and orders helm to head back towards the mysterious planet.

The Captain informs the crew that he has been cleared to reveal certain information to them. He briefs them on the Omega molecule, and on Starfleet's standing orders regarding Omega. Omega has been detected on the planet they are heading for. Normally a specialised team would be despatched to deal with the situation, but a Borg cube has been detected en route for the same planet. The characters' ship will arrive only 17 hours ahead of the Borg.

The task is to locate and destroy Omega, and all traces of its existence on this world. However, if they do not succeed within the 17 hours, the Borg will arrive, and not only take Omega, but the characters and their ship.

The situation is further complicated by the planets' inhabitants, who live a primitive existence among the ruins of their former civilisation, which was destroyed several hundred years ago by a devastating war.



TITLE: The Road to Romulus... ERA: Any - preferably TNG... STORY TYPE: Exploration

The PCs are ordered to assist a routine survey of a newly discovered planet. Artifacts found suggest that it was settled sometime in the distant past by what appear to be Vulcans from a time well before the Vulcans discovered warp drive.

Part of the artifacts found is primitive astrogation data showing a flight path from Vulcan to this planet and projected astrogation data for an onward leg.

The planet had been settled by part of the proto-Romulan exodus to Romulus and the astrogation data shows the ancient path they took to Romulus.

The Vulcan government is interested in the discovery and sends an archeological team to accompany the PCs as they trace the route onwards towards Romulus. The Vulcans hope that the discovery can lead to some sort of understanding of the Romulan culture and how it developed during the journey to Romulus. At this point, the Tal'Shiar decide to get involved as buried somewhere along the Road to Romulus is an ancient artifact, a weapon of power which could tilt the balance of power in the Alpha/Beta Quadrant.

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## Fortunae

10-07-2001 06:48 AM

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Title: Cowboys and Klingons

Era: TNG+ but not during the cessation of the Khitomer Accords (ie before the Klingons invade Cardassian space as a prelude to the Dominion War or after Gowron reinstates the Treaty during the War)

Story Type: Diplomacy / Action

Useful Books: The Unreleased Texts of the Klingon Box Set, the TOS Era Trek Book.

Premise: A Constitution Class starship hits a temporal anomaly during it's five year mission in the 23rd Century before the Organian Peace treaty is forced on the Federation and the Klingons. It exits the "rift" in the 24th century in the same sector that it disappeared. In the 23rd century this was Federation Space and was being colonized. In the 24th Century this area was long ceded to the Klingons and borders on Old Frontier Federation space. Many of the worlds on both sides of the border have residents of both star powers as an outbranch of the Organian Treaty's guidelines on how the Feds and Klingons could legitimately claim space.

The Constitution starship is handicapped by the excess of various radiations from the trip through the rift, chroniton particles and such impeded readings on long range sensors and scramble sub-space communications except at comparably short range. These affects are annoying for 24th century vessels, but 23rd century tech finds them positively insurmountable and so the vessel is out of communications and has only a 1ly range of lateral sensors at best. Shortly after arrival in the 24th century the Constitution vessel enters a 1 ly range of a uncloaked Klingon vessel traveling in the now Klingon sector. This scout vessel is investigating the odd readings caused by the opening of the temporal rift, but is unconcerned by the presence on an outdated Federation vessel that is failing to answer thier attempts to hail...after all the Federation is currently allied with the Klingons. (Klingons aren't exactly the overly worrying type when faced with such an obvious non-threat, see the racial template Logic rating. ;) )

The Constitution vessel closes with the Klingons, manages to hail them when they are in weapons range, demand the Klingons depart from Federation space or they will be fired on. The Klingons are bellicose as well as confused and before they can reason out what is going on the Federation Vessel fires on them, and with a lucky shots cause a cascade failure of the core that causes the Klingon Scout to go to Stovo'Kor...but not before the automatic "probe" is launched bearing the details of the incident back to Klingon Command.

Which brings us to the PCs....

Act 1: The Crew has been granted entry into Klingon Space through official channels to investigate an chronitonic surge a few light years across the border in Klingon Space. They will be rendezvousing with a Klingon Scout vessel also investigating the anomaly.

Scene 1: The crew has a meeting discussing the mission and possible theories on the readings as well as how they plan on interacting with the Klingons.

Scene 2: Bridge Activities taking readings and trying to come up with methods to work around the inconvenience to sensors and coms as they get closer to the "hot zone".

Scene 3: They discover the "remains" of the destroyed scout vessel, eventually determining that there was weapons fire before the warp core detonated. (yes, I realize there should be no \*wreckage\* after a ship's core blows up, but as the TV show writers would surely ignore this, you can too.) The disturbing factor of this is that the attacking weapons signatures seem to have been Phasers...but surely too unrefined to have been Federation tech...odd. The Crew opts to investigate further and follow the Ion trail of the mysterious 'raiders'.

## Act II:

Scene 1: Garbled incoming message from local Klingon Command, impossible to understand all the details due to interference but the Klingons are clearly furious and terms like "Act of War" and "Romulan like Trechery" come through loud and clear. That the Crew should leave Klingon space immediately comes across in the spirit of the conversation but not the letter. The Klingons are blaming the Federation for the loss of the Scout vessel, for the sake of Interstellar relations the crew should find out the true villains...before the Klingons arrive.

Scene 2: A sensor "window" opens up as they pursue the trail and reveals something that seems unlikely. They are pursuing what looks like a Constitution Class vessel, but they are as yet unable to hail them. The window closes due to interference but there was enough data gained for the crew to research what it looks like they are chasing. Some research reveals that this vessel apparently went missing in the 2250's presumed lost with all hands.

Scene 3: Ready Room meeting where senior staff explore the possibilities of what they have discovered. Analysis shows that the weapons fire back at the wreckage is consistent with the weapons of an old Constitution class vessel, at the time the vessel was lost things were quite hostile with the Klingons, and the Chroniton wake suggest the possibility that this vessel came forward in time and may not realize it as yet as there wasn't much substantial advances in Temporal Mechanics in that period.

## Act III

Scene 1: The PC vessel closes to within 1 ly of the Anachronistic Explorers and finally manages to hail them. The Captain of the vessel is incredulous about the claims he has traveled in time, and he certainly doesn't recognize the Crew's vessel class, not only that, but their "captain" is wearing the wrong color of uniform. He refuses to "stand down" and instead suggests the crew lower \*thier\* shields and allow him to send a team over to examine their claims.

Scene 2: The "Cowboys" are aboard the crew vessel, shown the wonders and majesty of a 24th century vessel, the current star charts and so on...assuming an explanation of what happened is shown with solid data the Captain reluctantly accepts what seems to have occurred...but then decides he will take his vessel back to their re-entry point and try to get his crew home. Of course the Crew's records say the vessel disappeared, the Captain going home would change the timeline...not really something they can afford (besides, this cowboy might cause a war in his own time if he goes back if his current personality indicators are any clue...a war that never occurred.) The Old Captain tries to pull date of rank on the current captain...makes a Kirkian speech about the lives of the 400 souls he is responsible for and is really gearing up for gusto when the Klingons Arrive.

Scene 3: The Klingons arrive with a small task group that should be a challenge but not overwhelming for the Crew's vessel. They are ready to rumble but aren't unwilling to hear the PC's case if they offer it promptly. Time for some diplomacy, and while this is going on the Past Captain will get back to his own vessel. (you can have the Crew Captain keep shields down to show their good intentions to the Klingons or something so transporters aren't inhibited) Just as things are semi-stable with the Klingons...the Constitution ship tears off at it's maximum warp back the way towards the breach. The Klingons say this isn't over but will give the crew a chance to stop the rogue starship, they will head out of the interference zone and inform High Command what is going on before an explosion of violence erupts across the border...for now things are on stand by.

Scene 4: The Crew must chase the Constitution class vessel (shouldn't be that hard to catch up) and stop them from trying to get back to their own time...the problem is the Captain will only respond to hails once long enough to tell them that he is taking his crew home and the PCs can be damned to hell if they don't like it then he will log off and go to coms silence. If the PCs don't disable the vessel, it \*will\* attempt to go home...assuming they do stop it they then must tow it back to Federation space....

This leaves seeds for a few spin off adventures afterwards, even a chance for a player to take on the role of an old era Starfleet Officer transferring to the Crew's ship to serve...this could make for some interesting interaction.

## ghosty

10-11-2001 01:22 AM

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TITLE: A Line in the Stars

ERA: Any - TOS?

TYPE: Military/Diplomatic

Major power with a large military but crumbling economy decides to take what they don't have by invading its small resource rich neighbour. The next state is also resource rich but are a tenuous Federation ally.

The Federation sends the PCs in to negotiate a peaceful settlement but the bad guys are not about to give up forcing the Federation to send a task force to defend its ally. Starfleet draws a line in the stars ready to fight if negotiations fail.

Here it is!

**TITLE: ARRRRRRGGGHH!! IT'S THAT DAMN FISH!**

ERA: Any/All

Type: Long-Term Adversary/Arch-Nemesis

While on Routine Patrol near Wherever, your ship picks up an odd sensor blip. The ship moves in to investigate and finds what seems to be a VERY large Hypostomus Plecostomus catfish amongst some starship-debris. Further scans show that the "fish" is eating life-pods!!!

Your ship moves in to rescue the pods, and if your players are "normal" they will fire a warning shot at the fish. The fish fires back disabling warp-drive and causing massive casualties. At this point, your players should cut into the fish with all available weapons and technobabble tricks.

They do no damage. At all.

The catfish attacks again, disabling the weapons and inflicting more casualties. Then it disappears into cloak.

From this point on, whenever your gang rolls a certain number in regards to Sensor Tests (I chose 8) That Damn Fish will pop out of cloak and cause havoc. No amount of fire-power can destroy it.

The only way to defeat this "menace" is to open the Hailing Frequencies and talk to it. NOTHING else will work. NOTHING.

As a queer twist I had The Fish pop out of subspace during the middle of a Borg Battle and "swallow" a Borg Sphere. Of course, being Purest Evi I had it regurgitate the Sphere later at the WORST possible time.

## Dan Gurden

10-11-2001 02:59 PM

Now to turn THAT DAMN FISH into something useful to anyone that isn't in Styros RPG group... Or in other words, instead of slagging it off, here's how I would have run the same plot to make it more Trek in my mind.

Here be Monsters

Would suit TOS or TNG

OK, a giant spaceborne lifeform is terrorising a spacelane. Several ships have been destroyed and several crews are dead. The local authorities have sent a small fleet to intercept it, all of which was destroyed.

They have turned to Starfleet to help out, and the players have been assigned the mission.

The nature of the creature is up to you, from extreme giant catfish laden with unfeasible torpedos :D or giant space amoeba... Depends on the era, TNG or TOS, the older the cornier (rule of thumb). The motivations should range from a mother protecting her children (Perhaps its near a stellar nursery or asteroid patch where the young are) or simply feeding or territorial protection.

Motivation is the important aspect as that will give the clues that will help the players deal with the situation. Ideally they will protect the creature, discover why it is taking action and either negotiate with the traders to avoid their favourite space lane, or simply learn some form of communication and arrange a truce...

Alternatively they could fight the creature only discovering its motivations when injuring it, and maybe having to take over the creature's role and heal it in the meantime.

For a quirk, perhaps hunters arrive to kill or capture the creature, and the crew have to deal with both sides?

## ghosty

10-12-2001 04:14 PM

TITLE: The Science Project

SERIES TYPE: Exploration

ERA: TNG

During a routine diplomatic mission, the Captain is off the ship with the senior staff to finalise the membership application of a planet so a bunch of junior officers are left in charge of the ship.

Down in the crew quarters, the children are doing their annual science project. One child genius designs a sub-harmonic frequency distortor (?). Unknown to him it's not a study in high frequency dynamics but sends out a subspace wave which tears the fabric of sub-space which drags the ship through the rip into a...well you can see where this is going. To cap it all off, the kid's not Wesley Crusher, it was all a mistake and only the PCs can get the ship out of this one.

## Captain Zymmer

10-14-2001 03:18 AM

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Title: Mind's Eye... Setting: Starship... Time Period: Any

The player's ship comes across the ruins of an ancient civilization...in the centre of the "city" is a large sculptor of somekind, but it turns out to be a computer or machine...psionically pwoered, it activates and the characters are suddenly emboiled in the last days of the civilization, as outsiders? natural disaster? etc claim the planet. While there is nothing to win, or defeat, it may be a good chance to do some serious role-playing as the players interact with the people, who just come out of no where.

## Michael Barratt

10-15-2001 02:04 AM

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Title: "Scars"... Setting: Deep Space Station... Time: Post-Dominion War, or other economically bad time  
Security ensign (half-Napean, or Betazoid), found unconscious in a cargo bay much travelled of late, after an explosion due to some imbalanced geological material that could have been made into a bomb and had no business being there.

On board station: Orion Slaver with a male empathic metamorph for sale. Ferengi negotiating deals. Terraformer and his wife from a colony where many died during the war. Other red-herring peoples. Terraformer trading geological material illegally with Orion for industrial grade replicator, but also, his wife, the colony doctor, trading some even more dangerous material (biomimetic gel?) for the male empathic metamorph (since the massive deaths, the terraformer has been totally ignoring her to try and fix the colony).

Crew would have all of the above to uncover, and the explosion was caused by the empathic metamorph who took the opportunity to cause the explosion during the trade by knocking the mineral aside when the empathic ensign "felt" very tense people in the cargo bay.

## Michael Barratt

10-15-2001 02:25 AM

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Title: "Prime Direction..." Setting: Exploration Starship / Testbed or Shakedown... Time: Any

Testbed for warp drive upgrade put on a ship, which, after engaging, thrusts the ship into a subspace maelstrom, overloads, and tosses the ship out of the maelstrom near a planetary system where the maelstrom doesn't reach fully.

The planet has a series of artificial satellites which forms a "calm" spot that the planet natives have increased around their planet. Otherwise, the area is a giant subspace anomaly. The "gate" that the ship fell through (thanks to the malfunctioning drive) opens for only two or three days, then will be gone for a month.

Crew dilemma: the planet's civilization is pre-warp, and capable of sensing the ship if it gets closer. Also, there is an asteroid belt, quite far away (at least three days on current broken impulse engines), where natural minerals seem to repel the subspace maelstrom. Obviously, the planet does the same itself, and the natives used this in the creation of their shielding. Crew can either go to the planet (violating prime directive) and steal/scan how to adapt their shields, or go to the asteroid belt and learn how, likely not leaving for another month - or two - back to their home space.

I used this scenerio as a "Cadet Cruise" one-shot nightly adventure, and killed off or critically wounded many of the officers, leaving junior officers and cadets in charge.

## Michael Barratt

10-15-2001 02:33 AM

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Title: "Brute Orbit"... Setting: Exploratory starship... Time: Any

Ship encounters a hollowed out asteroid fitted with somewhat low-tech engines that launched the asteroid out from its home system. When ship gets close, the people hail them, claiming to be a colony "seed" - they were aiming for a planet, where they'd reverse, set themselves up in orbit, and then land. However, many things went wrong, they're now tumbling at random, and gosh could you tow us back to a nice planet and help us land?

Truth: they're criminals, and their home planet jails people this way: give them basic supplies, put them in a hollow asteroid, and then engage engines built onto the asteroid and shoot them away. The equipment they do have is from another race that already made contact with them (Orions, or maybe Ferengi) and they overthrew, but didn't manage to capture their ship...

Their tech levels, basic bad natures, and the orbit, if plotted, would all be clues that these aren't your average colonists...

## Michael Barratt

10-15-2001 02:40 AM

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Title: "Gang Warfare"... Setting: Starship of any sort... Time: Any

A relatively small peanuts somewhat-warlike race suddenly starts winning battles in their area, and where they're getting supplied ships and weaponry from is under investigation. The crew comes up in battle against one ship, and then another - and the ships seem to be identical - right down to some crew members!

The alien race has decided that it was going to lose, so it has begun using quantum fissures to bring alternate dimension versions of itself through to help fight the battle - from other dimensions where the battle has gone even worse... basically evacuating ships, weapons, and crew from dimensions where they really were losing, to here, where they have a chance - and a slowly growing chance, since new ships are arriving every day.

## Michael Barratt

10-15-2001 02:52 AM

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Title: "Pennies from Heaven,"

Setting: Shuttle-Mission, from Space Station, or a small explorer ship... Time: Any

A system with a fairly large and mineral rich asteroid belt calls in for a Federation shuttle or small team to come take a peek - someone, somehow, is stealing their asteroids. Once the ship arrives, the shuttle weaves in, notices a strange drift pattern, and then vanishes through a small wormhole, along with a big honkin asteroid, and crashes into a planet.

The "Stealing" isn't stealing, it's the wormhole, which has two drifting apexes, but which right now is situated with one end in the asteroid belt, and the other end is close enough to an almost-warp capable society that it has been dropping asteroids on the planet for nearly three months. The planet is in chaos, anarchy, gangs, and the like, and those who have managed to harvest the mineral-rich rocks have all the power. The crew trapped on planet have to fix their shuttle (including getting some dilithium from the asteroids) and then get the hell out before the wormhole moves too far for them to get home...

## Michael Barratt

10-15-2001 02:42 PM

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Title: "The Eight,"

Setting: Exploratory Ship

Time: Any

A la Neville's "The Eight," an archeological series where pieces of an ancient race's "puzzle" or "game" have been scattered among various systems. This puzzle, while archeologically of value in and of itself, also shows how to manipulate organic compounds and create a "fountain of youth" type treatment - something that will slow cellular degradation to almost nil: you'll live a very very very long time.

Players could do battle with rogues trying to find the items for themselves, the guardians of the pieces (all of whom took the treatment before the items were scattered), Klingons, Romulans, renegade S'ona... etc etc etc.

## Michael Barratt

10-16-2001 05:57 AM

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Title: "Reassociation Run,"

Setting: Risa or other vacation setting

Timeline: Any, post Fed awareness of Trill as joined beings

While vacationing on a planet Trill security officers and a trill doctor all are seeking a duo of Trill who have been reassociating - but also kidnapping another trill, who they apparently plan to implant the symbiont into!

The players, if there's a trill with them, could easily be "Drafted" even while on vacation to stop this horrible event from happening. Otherwise, just basic Starfleet Officer on vacation nose-where-it-doesn't-belong might be enough. ;)

Either way, the truth is that these two are indeed reassociating - they're in love, and have been for two lifetimes now, and one of them is dying. The "kidnapped" trill isn't - he's a member of a small underground movement on Trill that thinks the symbionts should be allowed to maintain their partners, and is a willing upcoming host to one of the symbionts - given that the symbiont can't normally gain a new host post-reassociation.

This is very much an ethical/cultural/intellectual game - especially heated if you have a PC joined trill going.



"Big Tribble in Little China"

Type: Exploration, Shipbased.

The small independant colony of New Shanghai has a problem. Over the last few days Tribbles have been appearing all over the colony and have begun eating their crops. In an era of replicators this is hardly a problem for the people, since food is a button's push away. Except these crops are for sale to a neighbouring species who has come to depend on the supply put out by New Shanghai. The money from the sale of these crops will in turn help the New Shanghai colonists pay the Ferengi Alliance for the planet. Enter Starfleet. The colonist facing that with harvest close at hand and the tribbles eating the crops at an alarming rate. That they will miss a payment to their landlords and be forced to relocate under the strict rules of their contract with the Ferengi. Have called in Starfleet's assistance. Their call is very unspecific, due calling their problem a 'Biological catastrophe' and such (local pulsar activity garbles much of the message'. So the players ship should arrive with thoughts of plagues or bioweapons, instead they find a colony covered in tribbles. At this point the players should get working on away to remove the tribbles. They should be succesful for a short time in sucessfully removing the tribbles from the grain at least, before more appear in the feilds and the problems start all over again. The reason for this is Liquidator Molg is in orbit in a cargo shuttle (stats on the Trek RPG page) along with a pair of his flunkies, Dr. Ahrena, an Argellian bioscietist who has been forced by the Ferengi to increase the tribbles rate of reproduction, and a few of these super tribbles in statis. He has hidden his ship in the magnetic feild at the northern pole of the planet and has been quietly beaming the tribbles in from the start. The reason being is that on a recent voyage to New Shanghai his people discovered a high latinum concentration in the planet's crust that had gone unnoticed. But the Ferengi's contract with the colonists was valid for another fifty years and not wanting to wait, he concocted this scheme to force miss a payment to the Alliance and which would allow him to force them from the planet.

Very shortly especially if one studies the tribbles and finds Dr. Ahrena's enhancemnts to them, it will be obvious there is something going on. But before the Ferengi are revealed a Klingon ship decloaks. It too had recieved the transmission from New Shanghai, but upon seeing the tribbles on the colony are in a less than helpful mood. They prepare to fire on the planet and it's up to the players to stop them from destroying the colony. The Klingons will wait for up to 24 hours for Starfleet to remove the Tribbles, (they've called for reinforcments to bomb the planet flat) at which point the investigation should kick into overdrive.

Any inventive plans by the players should work to find the Ferengi and remove the tribbles. GMs discretion of course, it should be suitable to the humours nature of tribble episodes. If the Ferengi are found, they will reveal that they are responsible for the tribbles and one of the Liquidators flunkies will even spill the beans on the latinum. The Klingons will be satisfied if all the tribbles are removed and the destruction of the Ferengi shuttle and the genetically modified samples aboard. In the end if the players are able to save the grain or not, they should be able to tap the latinum in the planet with the ship's phasers giving the people of New Shanghai more than enough to pay their Ferengi landlords.

## Michael Barratt

10-17-2001 04:59 AM

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Title: "Flashforward,"

Setting: Any

This isn't so much an entire episode seed as it is a mini-theme or an idea to try out that I did and the PCs loved:

During a mission, give the crew an exposure to a temporal anomoly of some kind - and for a minute or two, they're all mentally ahead in time a variable amount of time - but not in physical control of their bodies. Basically, they're in thier bodies, seeing what they'll be doing on that particular date, at that particular time, but only for a few minutes, and with no motor control.

In my game, I used it as a way to set a few seeds for other adventures, so that when things started to happen later, each character would suddenly go, "Oh no, this is the part where the warp core overloads... now how did it happen and how can I stop it?" or "Is today the day I end up naked in front of the bridge staff?" That sort of thing. Adds some fun, and gives you a chance to mess with the notion of predestination vs free will.

One thing I did do was to have one character be in the process of being murdered, with enough visual clues that the poor guy had to be in constant alert for the future killer - and he didn't report what he saw. That has been fun. :)



"A Holo-Lot of Tribbles"... Type; Comedy, Ship-based.

Ensign Mulcahay used to breed tribbles for a hobby, but realising the ecological implications and his career in starfleet, breeding real tribbles simply wasn't a sensible option.

And so he uses the advanced realism algorithms of the holodeck to breed holographic tribbles. However one of these holotribbles has managed to get into the circuitry of the holodeck and deactivate the shutdown. Now the program is running permanently... And the reality subroutines leave them hungry and pregnant...

Its a shame that the ship was recently upgraded with Ship-wide holo-emitters, as the Tribbles proceed to get everywhere in the ship causing a myriad of malfunctions.

Its also a shame that while investigating a rogue comet, that the Holo-tribbles manage to disable the ships propulsion systems leaving the ship a sitting duck in the path of the comet...

Can the crew save the day and clean up the mess? And what do they do with the pleasant, calming tribbles aboard the holodecks???

## Michael Barratt

10-17-2001 01:59 PM

Another Tribble Idea: ... Title: "There's no place like home..."

Setting: Post DS9's rescue of Tribbles from Extinction

The Tribbles are back, but wow, they need to be put somewhere where they're not going to destroy the ecology. The crew would be assigned to this delicate scientific mission - where they'd have to find a planet with some pretty ravenous predators who could keep the Tribbles in check. Seeding and testing a small area of the planet would be a beginning step, and move onward from there. You can add many many fun side-stories to this: the tribbles escape their cages - the first planet that the crew tries reacts badly to the Tribble presence and it's time to try and beam them all out or catch them all - Klingons are not happy with this notion and try to sabotage and kill the tribbles...

I never quite got the courage up to run a tribble episode, though we're not at the right time-frame in any of my campaigns... I worry about the silly factor making the game unplayable, but braver narrators than myself will likely triumph.

## ghosty

10-17-2001 05:53 PM

TITLE: Born to be Kings... SETTING: Any... TYPE: Diplomatic

The ship is sent on what is supposed to be a routine port visit/diplomatic mission for the crowning of the new King of planet X (pick your own name). One of the crew is from planet X and is actually in exile because he is the almost identical twin of the crown prince (i'm sure you can see where this is going).

Anyway, evil cousin wants the planet out of the Federation so that he can join up with (villain race) and connives to do away with the crown prince and claim the throne for himself.

As it happens he only manages to wound the crown prince badly (forcing his evacuation to the ship under armed guard). Now if the crown prince doesn't show for the coronation the next day the throne psses to the evil cousin unless of course the crewman who is the King's twin steps in to take his place...can we say PRIME DIRECTIVE VIOLATION here...but do they have a choice. To remove evil cousin forcibly would result in civil war but to let him win would lead to the loss to the Federation of a valuable ally/strategically placed world.

## ghosty

10-18-2001 01:11 AM

EPISODE TITLE: The Great Tribble Hunt

ERA: TNG

I expanded on Sarge's basic idea. Its a bit rough but I think we can develop it from here.

Basically Laxawana Troi is sent on a diplomatic mission to Qonos...Ambassador Worf jumps with joy:) ...Anyway enroute she picks up a tribble...where she got one nobody seems to know but she has one and insists on bringing it to Q'Onos with her and she gets it in her head that it may make an excellent gift for her friend "Woof".

You can guess the effect of one tribble on Q'Onos and after they accidently start breeding (it is a Laxawana Troi episode remember) Chancellor Martok declares the 2nd Great Tribble Hunt and Laxawana tries to stop it...

Title: "Withdrawl Pains..."

Setting: TNG, some point after "Symbiosis."

The Onaran's recover from their "plague" (addiction) and find themselves mightily po'd. They lived, they clue in rather quickly, and being more tech-oriented than the Brekkans, they managed to get themselves back into space, and launch one heck of an offensive on the Brekkans...

The Brekkans mostly lose, but some manage to grab some ships, and make a break for it. Enter your PCs' ship, and some likely interesting dialogue as they learn about what happened here, and the role that Captain Picard played in setting these two worlds to war...

Tangentially, I introduced this sub-plot by having electro-tossing Brekkans start to show up in the Orion Syndicate, as "hired thugs," who function as enforcers for the Syndicate in payment for how the syndicate supplies Brekka with weapons and ships to fight back the Onarans - who are now starting to lose the war because of the Orion influences/shipments - so then the Ferengi step in on the side of the Onarans... etc etc etc.

## Dan Gurden

10-18-2001 11:50 AM

Quote:

*Originally posted by ghosty*

**TITLE: Born to be Kings**

Actually.. . While a good plot (It must be, the number of times this basic plot shows up in classic literature, there are several sub notes;

1 - No Prime Directive Violation. The statement that the evil cousin wants out of the Federation means that there is no meddling in the affairs of a primitive culture... If however its a planet on the *verge* of Federation membership that works better...

2 - This also works better if you can prime a player or get a 'guest star' when reading about the 'Twin'... I was trying to work out how to wedge in the past to an established character... As I feel it would loose effect with an NPC.

However if you have a new character/player, or want to develop the idea later on and are at the beginning of a campaign you can prime the character into your group with a little work...

3 - What if this caharacter more than looks like? This is the 22nd/23rd century, and while the technology exists to disguise an individual both viually and genetically... but what if this exiled character with little knowledge of his own past turns out to be the real twin of the crown prince? What if his/her parents decided to avoid any contention over the throne by revealing the existance of a single child, thus ensuring planetary government and the possibility of Federation membership???

Just some thoughts to develop an excellent idea...

## ghosty

10-18-2001 04:03 PM

TITLE: Saucer Out of Time

ERA: TNG

The crew are ordered to do a survey of a newly discovered class M planet. During their intial survey they find the planet uninhabited but they do find hidden under a thousand years of undergrowth the saucer section of a Galaxy-class starship...with a name and registry number that does not exist. Of course this brings in the DTI and the PCs will have to find out which ship had crashed on the planet and why it crashed there 1000 years before it was built?

The mystery is that no one knows which ship this is. Its name and hull number are completely odd and the still functioning computer is protected by an encryption code which is neigh uncrackable...well Data may be able to do it...

Once the encryption is cracked the information that comes out is completely jumbled almost in the style of crackpot prophecy...hidden in double meanings. Then slowly things begin to happen in line with what the computer is spitting out and the last entry is a prediction of the end of the Federation...so can the PCs stop it from coming to past or do they cause the whole problem by downloading the computer core into their ship's computer...

TITLE: Mission of Mercy (aka Union's Twilight)

ERA: Post-Dominion War

The ship is ordered to deliver relief supplies to a distant Cardassian world which is suffering from the effects of bio-weapon released by the Dominion at the end of the Dominion War.

Along with them are a couple of passengers, an RRT team who is using the mission as a cover to infiltrate a suspected Cardassian weapons facility which they suspect rogue Obsidian Order operatives are using to build themselves weapons to strike back at the Federation and their allies.

After the RRT team leaves on their assault transport enroute, the ship continues on its mercy mission only to find themselves in the path of an onrushing tide of rogue Cardassian warships intent on seizing the planet to get samples of the bio-weapon.

Meanwhile, the RRT unit mission is busted and the Cardassians reveal a new ship, a captured Jem'Hadar battleship...

The PCs have to deliver the supplies, head off the rogue warships and lead a strike on the shipyard and take out the refitting battleship before it can be launched....

The point of the adventure is to show how far Cardassian society, once an orderly police-state has degenerated very much like the last days of the Soviet Union and what could have happened in Russia just a few short years ago...

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## Michael Barratt

10-20-2001 03:43 AM

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Title: "A Matter of Perspective,"

Setting: Exploratory Ship

Time: Any.

The ship encounters a sophisticated probe that starts matching the ship's velocity, and resists scanning attempts while scanning the ship's crew. This can end up with whatever sort of mini-disaster you'd like - the probe seems to be stealing warp energy, for example, and then, when the players' ship retaliates in any real way, the probe is badly damaged, spirals around - and its shields drop and it sends a distress message - with lifesigns aboard.

Really small ones.

From a planetoid where life grew quite small, and not humanoid, the crew has to make this better before another "probe" shows up and tries to take revenge for the attack on the previous crew - who were only trying to siphon off some energy to restore their engines...

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## Michael Barratt

10-20-2001 04:48 PM

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Title: "...The Cradle Will Fall."

Setting: Any ship capable of transporting passengers

Time: Post Dominion War

The crew is called upon to transport a few dozen war orphans who have no families left at all to the planet Aldea, which passed through the war unmolested, and has set up many orphanages to supplement their still sterile race. The orphans are accompanied by a few adults, who act as guardians until the children arrive at Aldea.

In transport, the ship begins to suffer malfunctions that leave the ship exposed, and even potentially self-destructing. An attack? Sabotage? It turns out that one of the adults is an imposter, a Cardassian made out to be human, who lost his children during the war, and is trying to kill two of the human orphans - the sole survivors of the man who killed his children during the war. He can't seem to get them alone, so he's trying to take out the entire ship, himself included.

To empathaths/telepaths, he'll admit, in his human guise, to being in pain from the loss of his own children... etc.

TITLE: It Happened One Mid-Summer's Night

ERA: Post Dominion War

During the Dominion War, the energy discharges of the many battles managed to crack the Faerie Veil and awaken the Fey folk from their eternal sleep. One faerie has slipped through the crack and onto the ship. His name is Puck, the trickster and prankster.

He finds the technology fascinating but his nature is magical which begins to disrupt technology starting with the ship. Since he likes the new world he finds himself in and doesn't want to go back.

Not only do the PCs have to put up with his pranks and tricks (which are more annoying than Q's) and figure out a way to get him back to Faerie before he destroys the ship.

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## Michael Barratt

10-21-2001 07:17 PM

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Title: "The Light of Days Past"

Setting: Archeological Dig - Time: Any

Archeology type mission, where the crew discover an artifact that, when it is translated upon finding, says "This shall be our living record, our key to what once was, once brought into the light of day." Thinking it's just what it seems to be - a rosetta stone - they step outside and Brrzap, the sunlight activates its power, and zot - they're in the distant past and getting back won't be possible until that same device is built - which will happen in a month or so, allowing that much time for the players to meet and interact with their now long-dead race. This is not just a matter of a few hundred years, but so far back that anything they do will likely have no effect on the Federation (though, as always, there's an argument for the opposite to be made - but they can't really screw up your timeline easily).

Since the aliens are building that item, they're waiting for future versions of themselves to come visit and tell them about their future, and boy are they surprised to meet the PC Crew - aliens to them, and even worse, crew that seems to indicate (or even outright say) their own culture is dead and gone... So what's the point of building the memory time-travel item at all? The PCs might have to work hard to convince the aliens to keep going, that they do have a purpose, and that they do become a great people... (and it would definitely have impact to have those past aliens ask one or two PCs to please, please, find out what happened to their people in the future...)

Once the item is built, it will send the characters back (use technobabble for this, but basically, the science officer can posit that the quantum/temporal flux is still open on that moment at the other side, and once the item is built here, it will reflect that temporal stream back to the same point it began, and the crew will be back home.)

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## ghosty

10-23-2001 04:46 PM

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TITLE: The Long Night of Ensign Smith

ERA: Any - TYPE: Starship/starbase

This is a variant of the TNG episode Data's Day which was a day in the life of story...

In this lower decks adventure, we follow the night shift of Ensign Smith, a junior bridge officer during a full night shift. We show what the "night life" is on board a ship from handling the insomniac scientists who tie up lab time and power to the engineers who spend the night shift doing essential maintenance that they can't do during the day so as not to disrupt ship activity.

Of course you can throw in the obligatory crisis but as this is lower decks make it a crisis which the night duty officer and the duty shift personnel can handle...maybe a surprise readiness drill goes wrong...

For a crisis, how about something that stops humanoids from changing the wave-state of their brains? Say the ship passes through some sort of energy wave (or other technobabble sciencey thingy (tm)), and someone reports to Sickbay - they were waking up at the time, and they can't seem to get going - they're groggy, confused, disoriented... they're stuck in that "just before awake" state. When the shift ends, and the junior officer realizes that no one showed up for their shift - and that it seems impossible to wake anyone, he's suddenly in charge of a ship where people are facing some serious troubles: No one awake can fall asleep, and no one asleep can wake up...

Insert aliens who are under the same effect, and think the Player Crew did it to them as a form of weaponry/attack...

I had a similar concept brewing. Similar but different, after all it was a Psi Hallucination episode where the crew all end up in a 1920's asylum as part of a Call of Cthulu tribute adventure. Long time readers will know that this idea has been brewing for several years...

**The Chaka in the Stone**

or, A Federation Away Team in King Krotus's Court

The PCs find themselves transported into Andorian prehistory by (insert technobabble here). They encounter Krotus the Conqueror, from Among the Clans. At least one of the PCs should remember legends about Krotus, his strange advisors, and the impressive surge in scientific advances made during his reign. The PCs realize that Andorian legends remember them as Krotus's advisors and basically play Merlin to Krotus's Arthur.

For groups that like epic D&D games, this could probably be stretched into a short campaign.

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**Michael Barratt**10-24-2001 03:14 PM

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Title: "A Minor Alliance,"

Setting: Any starship

Similar to "The Void," in VOY, a spacial anomaly grabs the players ship and drops it in a system a good six weeks from Federation space, on the upper Z-axis of the galaxy. Other ships show up, some alien, some hostile, some Federation, all with the same story - something opened up near them, dropped them through a spacial hole, and left them here.

The system they are in contains some sort of "experiment" underway, or some other natural phenomenon that has "charged" their ships - if they try to leave, it will only tug them back in the space of a week or so. A sciencey type mission, where only by getting the remarkably different factions to work together will get them free of the effect and allow them to go home...

(Would also be a good seed to get an alien race from the Delta Quadrant or Gamma Quadrant into your game)...

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**ghosty**10-24-2001 03:32 PM

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TITLE: Future Now (May need work) - ERA: Any

One of the PCs is on a shuttle and passes through what appears to be a minor spatial anomaly. He shrugs it off as nothing and nothing seems to be wrong except over the next few days he becomes mildly precognitive. It begins with him predicting people coming into a room or answering questions that haven't been asked but slowly it becomes worst as he begins seeing glimpses of future events, one of which may mean disaster for the ship...

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**Michael Barratt**10-25-2001 04:40 AM

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Title: "When the Captain's Away..."

Setting: Starship in orbit of a resort colony, or in spacedock where there are no other ships...

Era: Any

The ship is up for a minor refit, or an upgrade of some secondary systems, or something similar. The Captain, XO, and whoever else is higher rank than the PCs, take this rare opportunity for shore leave, likely with some pushing and shoving from the Ship's counsellor or CMO.

They're not at hand - either spelunking in a cave where transporters don't work, or they've shuttled to somewhere else, when the ship, in stardock, gets a fairly routine request for assistance from a ship with a failure in its warp drive. The starbase commander OK's the ship going out and tugging the damaged ship into the starbase, as they are the only starship on hand.

Of course, the others are playing possum, and try to take over the PC Crew's ship, which suddenly has junior officers in charge during a very real crisis... overpower them, and then they'll find they're at the hands of a fairly hostile race - but it doesn't want to kill the junior officers, they want to steal something from the Starbase - and now they have a way to do it...

So they have to overpower their invaders, and then retake their ship, and warn the Starbase that the ship they're "tugging" is armed and dangerous!

TITLE: A Board of Inquiry

ERA: Dominion War

At the height of the Kalandra Campaign, reports arrive of a "mutiny" on the USS (insert name) a Meced-class escort.

Two officers are being charged, the Executive Officer and the Conn Officer. The CO is the accuser. The mutiny occurred during a (insert neutral disaster) when the Captain apparently vacillated and the XO was forced to relieve him of duty under a rather obscure article of regulations and took command.

The Captain has been ordered to head an emergency Board of Inquiry and compile a report for Starfleet JAG. The crew are drafted to assist with the investigations.

It emerges that the Captain of the USS (insert name) may have been "crazy" and has acted like a petty tyrant, punishing the crew for offenses (real or imagined) using the very letter of the regulations causing great discontent among the officers and the crew. Many of the stories told by the crew are fantastical but there is a kernel of truth in everything they say. The key is to sift through all the evidence to determine if the Captain was insane or at least mentally unstable and whether the actions of the XO and Conn were justified. Had they acted in the interest of the ship and crew or did they commit an act of mutiny? That's for the PCs to determine.

The PCs will have to piece all the clues together sift the truth from the lies and embellishment and establish whether the Captain was really crazy or just misunderstood.

TITLE: Codename Omega

ERA: Post Dominion War

The ship detects the use of the Omega particle coming from a world just inside the Cardassian Union. Under the Omega Directives, the Captain summons Team Omega the team of specialists trained to implement the Omega Directive. The leader, Captain Shaun Dupuy is a little on the arrogant side, as are most of his team they are equipped with a souped up Yorkshire-class transport, strikefighters, compression phaser rifles the lot...

Suffice to say the Omega Team gets decimated during the assault on the planet which turns out to be a secret Obsidian Order project to develop a new weapon to restore Cardassian power only Dupuy and one of his junior officers survives. The Captain is forced to disclose details of the Omega Directive to the crew in order to complete the mission.

But before they can do anything complications arrive in the forms of a Romulan Warbird. The Commander demands that the Cardassians turn over the Omega particle research to him and a tense stand off ensues when the Cardassians bring in reinforcements in the form of two Galor-class cruisers and a pair of captured Breen fighters.

It's obvious that neither side wants to surrender. The Cardassians and Romulans are determined to keep the particle and of course Starfleet's orders are to destroy the particle...so let's see how they get out of this one.

Name; Time and Again...

Type; Action/Adventure, Time Travel, Movie Tie-In.

Note; Perfect for a beginning group of non trekkie roleplayers that have watched the films occasionally, but you want to convince...

Dr Sorans old Study Buddy has also studied the nexus, only instead of grief, his driving force is revenge. Now he knows how to direct the Nexus he heads out into borg space 'herding' the Nexus as he goes.

His plan is simple, somehow get the borg absorbed into the Nexus where they will either see their drive for perfection completed, and the rest of the collective will rush in to join this illusion. Or they will be disconnected from the collective and live their fantasy lives as individuals...

His plan backfires and the players arrive just as the Borg cube is absorbed. But the nexus turns Borg green, as the collective mind allows the Borg to see through the illusion... Which could be even worse if they discover the ability to leave at will and at any time they choose.

The players must enter the Nexus and stop the plan from occurring, trying to avoid the Borg within the fantasy, and retaining focus... Can they do it, and in doing so, can they save the universe???



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Title: "Narrow Streets of Cobblestone..."

Setting: Any, really

Time: Any, really

("Roswell," is inspiring this...)

A telepathic crewmember is murdered, and one of the PC Crew is the unfortunate recipient of the last telepathic contact just as the murder victim dies.

In a desperate attempt for help, the murdered crewmember telepathically "downloaded" their personality - which is telepathically there, and visible to the PC Crewmember. The episode becomes a kind of murder investigation, where the personality of the murder victim is present, and trying to figure out why he was murdered in the first place.

The telepathic impression of the victim will fade over time (or just be quieted after solving the crime, s'up to you). Basically the plot requires a "shot in the back" sort of death.

## Flamestrike

10-27-2001 09:16 PM

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Title: Shadowland

Setting: Ship-based

Era: mid Dominion War

Since it's getting near Halloween, I thought I'd dust off this one I posted a year or so back. It's a one shot, possibly leading into a full campaign, depending i your players like it or not:

The PCs are in the midst of a heated battle in the Dominion War when their ship (an illustrious vessel with a long history- an Excelsior or Ambassador would be perfect) gets hit by a stray torpedo. The crew see a brilliant flash of light and then they wake up to find their ship a seemingly ruined hulk with minimal life support.

They find that, unexplainably, the ships systems all work despite the massive damage, and that about over 85% of he crew is missing, even those who were in undamaged areas of the ship, while those who should have NEVER made it (They were in sections that are now exposed to space) woke up in their quarters or at duty stations.

Sensors then detect an Olympic-class medical ship coming ou of warp nearly on top of them. It scans the ship for a while, as if searchig for survivors, and then warps out.

Just as the crew is piecing all this together, the turbolift door opens and a famous former captain of their ship from 50 years ago steps out. He/She convinces the crew to calm down and then explains the situation: They didn't make it through the fight at all. They are dead, stuck between our universe and whatever afterlife exists....

Bare seconds before a TOS era Roulan BoP sends a plasma blast across their bow and somehow sends a transmission over their ship's PA, demanding that they surrender their shp and bodies over to the Stygian Federation.

## Flamestrike

10-27-2001 09:47 PM

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Title: In the Belly of the Beast

Setting: Ship-board

Era: TNG and beyond

Type: Mystery

A mysterious event is occurring in Federation space: Starships re becoming self-aware, ejecting their crews near starbases (in lifepods), and are heading off towards some common destination somewhere in the delta quadrant

The only link between the renegade starships is that they possess computers of the type developed for the Galaxy-class project or better. Smaller vessels, such as runabouts seem to be unaffected, and garbled reports seem to be coming from the Romulan Empire of similar occurrences. The Klingon empire mysteriously cut off all communications a week ago and all attempting to enter have been met with a bockade of B'rel and T'Kinga class vessels.

The PCs are assigned an older vessel, possibly a museum piece or Centaur type, and ordered to find out exactly what the hell is going on.

## Captain Zymmer

10-28-2001 12:57 AM

Title: Snow Job

Setting: Starship or Starbase Crew

Era: Any

Type: Rescue

Description: The players are called upon to perform a rescue mission of a downed diplomatic shuttle. Add in some pirates and you have your reasoning. Because the ship has gone down in a neutral territory the Federation has received permission to send in one shuttle.

As the shuttle approaches the snow bound planet, they come under attack by superior pirate forces and are forced down, crashing on a mountain in a blizzard.

As they get a reading on the pirate camp near the bottom of this mountain, they come under attack by a bunch of Mountain Primates, every bit as scary as a Mugato or Gorn ;)

Either the players will think of it, or have an NPC suggest it, the only way to reach the pirate camp before they leave with the prisoners, is to use plating panels from the crashed shuttle/runabout as sleds to slide down the mountain in record time, avoiding the "snow monsters" etc...

With a nice fire fight at the bottom and having to steal a pirate ship, this one could be great fun.

Treat the slide like a video game with loads of rolls to avoid shooting off into crevasses etc...with the players always having an option to ditch off instead of fall to their deaths :)

## Michael Barratt

10-28-2001 02:59 PM

Title: "Corridors,"

Setting: Starbase, Starship, either will do

Era: Any

This one takes a bit of a deft touch, and is based on "House of Leaves," which is an awesome little novel... Start with one PC taking a little longer than he or she thought they'd need to get to the bridge, and over the next little while, have the same occur. As time goes by, the crew starts to notice that sometimes, corridors and rooms are larger on the inside than they are in their external measurements. :confused: Something has gone a little bit confused in space/time in their ship/station, and it's only getting worse. Then new corridors and rooms appear where they've no business being, and NPCs start to go missing. They went down a new corridor, and when the PCs get there, the corridor isn't there anymore. Where are they?

You could play with this however you'd like: temporal/spatial anomaly mixing this ship and a future version of this ship once it is refitted and upgraded, with living material only going forward, not backwards. Alien race playing with the crew telepathically, they're actually still in their own ship, but if they wander too far from the "real" ship, they just pass out into comaville, having pushed the alien 'telepathic cage' too far. Etc etc.

Or...for potential crossover effect, what if The Master has discovered the player's universe and is trying to convert their starship into a Tardis?

Then the good Doctor could arrive to help them out :)

## Michael Barratt

10-29-2001 12:29 AM

Title: "Infinity's Children,"

Setting: Any

Era: Any

The crew in any setting (maybe Risa or the like), witness a man being attacked and brutally killed, then robbed of something. The thieves race off, and despite a good chase, make it to their warp ship. The body, however, vanishes.

The crew run into the body a little later, alive and well. He's terrified at first, but eventually learns to trust the crew. He's an immortal, like Flint and Robin Lefler's mother - and he is also a trained geneticist.

Through interaction with the very few others of his kind, he has learned - and isolated - the genetic sequences that grant him his ability to survive death, and live forever.

The item stolen from him has this information in it, and he realizes that it may be possible, with genetic resequencing, to mimic this ability to at least some level of effect. This cannot fall into wrong hands (and already has - that of Section 31).

A few double-crosses and some intrigue on this trip. Often the PCs will ask, "Why the hell did you write it down at all, moron!" and at the end the immortal uses the information in the way he had always intended: to resequence himself and allow himself to die.

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**The Ethics of Armageddon**

Type: Exploration

Era: Any

The PCs are observing a pre-warp civilization with roughly late 20th Century tech. One of the planets superpower nations test-launches a nuclear missile, but the test goes awry and the missile heads for a rival nation. If it hits, they will launch their own missiles and wipe out the planet's civilization.

Start a stopwatch and tell the PCs they have ten minutes to decide what to do. Some options would be

a) Strictly follow the Prime Directive and watch as billions of innocent people die.

b) Screw the Prime Directive, phaser the missile out of space, and tell the nations to make love, not war.

c) Nudge the missile off course with a tractor beam so that it falls in a desolate area, let the natives think it malfunctioned, try to keep alien involvement hidden, and hope for the best.

d) Whatever bizarre scheme a typical group of players dreams up. :)

Whatever happens, there will definitely be an investigation by Federation VIPs. The players will have to justify their actions in a courtroom/interrogation scene. Whatever position the players took, the investigators should take an opposing view.

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**Sho-sa Kurita**

10-30-2001 06:09 AM

Title: Phase Two

Style: Exploration

Era: 24 Century

Needed: One unstable singularity and one unexpecting ship just passing by. For some technobabble reason, the ship causes the singularity to destabilize. The succeeding explosion results in the entire ship being thrown out of phase (like Geordi and Ro in "The Next Phase").

Key systems such as propulsion are down for a while -- this is important because you want other ships to come to the scene of the accident. Communications are up, but no-one can hear them. Because the whole ship is out of phase they don't realise it until other vessels arrive on the scene of the accident, obviously searching for the "missing" ship.

I would try to keep the players from figuring out what's up until something really scary happens, like a Galaxy-class ship flying through them. In addition incidents like that, the real key is that the singularity was unseen until too late because it was inside a pocket of space-time that was also out of phase. It became unstable when deprived of it's normal source of incoming matter/energy. The ship passed into the pocket (insert odd effect of choice, if any) due to an interaction of it's warp field with the pocket. After the explosion the singularity and pocket are destroyed, but luckily the ship escaped.

Like Geordi and Ro, whenever they touch something, a chroniton signature is left. You would think with the ship's tech, they could reverse the process, so I'm thinking the deflector should be damaged in some way that prevents them from using it. Also, to dephase a ship, it would probably take something as big as the Remmler Array (from "Starship Mine") or perhaps directed beams from multiple other ships.

On the other hand, imagine the missions you could carry out in enemy territory in such a condition...:rolleyes: Might be good for a couple adventures.

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**ghosty**

10-30-2001 03:02 PM

EPISODE TITLE: Empire of Blood and Iron

ERA: Any

The crew encounter a new world run very much in the form of the Prussian Empire of Bismarck. A strong military with universal conscription and the budding of a powerful fleet.

This vest pocket "empire" is preparing to expand at the expense of neighbouring worlds some of whom are Federation allies, some of whom are primitive worlds which have yet to go beyond carbon burning engines and brute force rocketry.

The Empire also controls a important mineral that the Federation requires...dilithium or some sort and the Empire is willing to trade if the Federation will turn a blind eye to their "expansionism".

The Empire is into diplomatic hardball, they will deliberately provoke a neighbour into declaring war so they can "annex" them to maintain peace and order.

Will the Federation shut them down? Remembering that their navy is the most powerful in the local area and the only way the minor powers in the area can survive is if the Federation intervenes. But as usual there are just not enough ships to do anything.

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EPISODE TITLE: Broken Spear

The ship is put on high alert and the captain receives a coded message...Broken Spear...a very dangerous weapon has been stolen from the Federation and all available resources must be dedicated to its recovery. The item stolen are the complete data plans for the Genesis device from where it was stored in the old Regula I space station...someone forgot to erase the data when Marcus Labs was taken over by the Science Council.

Anyway the thieves are a band of ex-Maquis/mercenaries who have also acquired the Bird of Prey Kirk captured in STIII. It has since been renovated by Starfleet Intelligence some years ago and hidden away for a rainy day.

Anyway the thieves have hidden themselves in the Mutara Nebula to rendezvous with the USS Outreach, an experimental ship carrying the latest in Federation non-cloak stealth technology. The Outreach has been "hijacked" by Section 31 to carry the Genesis device into Romulan space to launch a pre-emptive strike on Romulus where it is learnt that the Romulans are building a new type of Warbird carrying weapons the Romulans salvaged during the Dominion War...can the PCs stop them in time or will a new war envelope the galaxy...

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STORY TITLE: The Morale Dilemma - ERA: TNG

The PCs have been ordered to help in the recovery of the crew in the saucer section of the USS (insert name of Galaxy-class starship) which has crash landed on a distant planet.

When they arrive they find two things...one the stardrive section had somehow entered the atmosphere before blowing up scattering the warp core and enough radioactive material in the upper atmosphere to contaminate large sections of the planet.

Now the problem is that the world the saucer has crash landed on is a world whose development is approximately mid-20th century Terra with two superpowers suspicious of each other. The crash of a mystery ship and a planetwide radioactive contamination has brought the world on the brink of war...does the Prime Directive apply? Can the PCs save the world from armageddon? and can they repair the damage done by the crashing starship? To add to the mix, the CO of the Galaxy and most of his senior staff were injured or killed in the crash...just in case the PCs want to pass the buck:)

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EPISODE TITLE: Halo

The PCs encounter a Ringworld, a first stage in the construction of a Dyson Sphere. The outer planets of the system have already been broken down to create a ring around the sun.

The architect of the Ringworld is your usual mad scientist who wants his great vision to be completed and he has created a series of bio-organic machines that can rip planets apart to provide the raw materials to finish his ring. The only problem is that the next planet in his agenda is a planet which contains a dangerous radioactive isotope. If unleashed can damage the very fabric of subspace rendering warp travel impossible in vast areas of space. The PCs have to stop him but it may cost the galaxy a genius who has created an incredible technological marvel called a Ringworld.

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Title: "Hollow Worlds" - Setting: Exploration - Era: Any

The crew come across a system with a nasty subspace effect (warp fields suck/collapse, for example, and so forth). It looks like the effect was caused by the destruction of an outer planet, and the isotopes/whatever made the inner worlds inhospitable also! As the effect happened over time, the colonists on said planets took their "ringworld" technology and used it on large asteroidal chunks in the asteroid belt - and hollowed them out to make their little worlds.

When the player crew arrive, they're hailed, and the asteroid city-state-governments (and unified council via holographic transmissions) request a form of aid: they have a plan to neutralize the effect (and thereby be able to continue their plans to build the ringworld), but they need a powerful ship such as the crew's ship to start the anti-radiogenic effect...

Of course, mad scientist, on the semi-shielded dome on the partially completed ringworld, has other plans. He thinks he can use all that floating radiation to conquer all the asteroid bases...

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Title: "The Farseekers."

Setting: Any, really

Era: Any

The crew starts to feel semi-paranoid - like someone is following them, or someone is watching them, and even some of the NPC crews start to feel that way. The telepathic crew, however, note nothing, sense no one other than other crewmembers, and have nothing to report that is out of the ordinary.

The paranoia gets worse, to the point where people can't sleep, can't function, and it soon becomes clear that something is up. Telepathic aliens who use a form of projective psionic travel are visiting, and they're riding the perceptions of the telepathic crewmembers - but not intruding. Unfortunately, there's telepathic leakage, and contact with the visiting aliens must be established before the paranoia gets totally out of hand...

Would likely be more interesting on a starbase setting, where you can have many cultures getting more paranoid about the others...

## Captain Zymmer

11-04-2001 12:48 AM

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Name: Captain X and the Pirate Princess

Setting: Starship

Era: Any

Idea: The adventure starts with the players responding to a distress call from a merchant ship besieged by pirates. Arriving on the scene, Orion pirates are hard at work. A warning shot should send them scurrying, but not before the Pirate Captain has one communication with the Captain.

The Pirate Captain is a liberated Green Orion Woman, she is taken by the dashing Starfleet Captain and has developed a bit of a crush on him.

She is captured by the crew and taken into custody for transfer to a local Starbase. While on the way she will do everything she can to spend time with the Captain, seducing him as best she can.

The hook is that her former Lieutenant has taken over now as Pirate Lord and needs to get her back, before the dreaded Starfleet Vulcans pilfer her mind and learn all their secrets. A daring plan has been concocted, involving an attack by two obviously ships, while one pirate vessel with a cloak (old style TOS Romulan Cloak if in TNG) slips in behind the ship and beams a boarding party on board.

How it goes from there is up to you. But could be loads of fun.

She should escape, despite her feelings for the Captain and return to cameo another day in your campaign :)

## ghosty

11-06-2001 02:42 PM

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EPISODE TITLE: The Light of Prometheus

ERA: Any

TYPE: Exploration

Not the starship you shmuck...this is a adventure based on the legend of Prometheus.

The PCs encounter a Godlike being who gives them a technology which would advance the tech base of the Federation exponentially. Unlike Q and other Godlike beings this one is a sincere good guy who actually wants the Federation to advance.

However, fellows of his race aren't so keen and they come down on him in full force intent on punishing him for disclosing the secrets to "undeserving" inferior beings. They also wish to punish the PCs by releasing a virus into their ship which begins to shut down the whole ship bit by bit. The PCs have to convince the other "gods" that they are peaceful and worthy of the advancement that is offered.

Unlike Q these "gods" are ultimately not capricious so they will listen and will give the PCs a fair hearing but they are also determined to make sure that they don't make the same mistake they did several millennia before when they did help a race to advance only to have that race challenge them for power instead of peaceful co-existence.

EPISODE TITLE: The Great Game

ERA: TOS

Between the Federation and the Klingon Empire lies a planet which is strategically placed cluster of planets which are ruled by a loose confederation of tribal leaders each of whom control one planet or another.

The PCs have been ordered to make contact with the most powerful of the chiefs who controls the tribal council and get him to allow the Federation to use the cluster as a strategic location for a possible war with the Klingons.

The Klingons are also on the diplomatic offensive and their ambassadors arrive at the same time as the PCs. So its a game of political and diplomatic maneuvering and to the winner goes the prize of the cluster. Just remember the Klingons are not above assassinations to get their way.

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## Michael Barratt

11-11-2001 12:29 AM

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Title: "Dead Inside"

Setting: Planetary

Era: Any

The crew are out to rescue a Napean ship that for some reason violated traffic regulations and went near a restricted planet that was known to be, a generation ago, dabbling with warp-drives, but suddenly dropped into anarchy. It's a planet of tribes/gangs, urban ruins, and rough disposition, and for some unknown reason the Napean ship got near - and then got shot out of the sky by one of the more technologically advanced gangs. Hence, rescue.

The thing that dropped the race into anarchy? They were a telepathic people who thought they could "Evolve" their minds to a new plane of existence - and it worked - but it left their bodies behind. Those people, now neurologically damaged from the "evolution," are psi-blank (unreadable), have no telepathic capabilities, and feel their very souls have left their bodies. New children born have the same lack of soul, no new people have developed the gift, and the place is a mess.

The truth is that the "Evolution" separated the telepathic consciousness of the race, which exists in a presence form only of telepathic energy, able to watch, but since the physical race is now psi-blank, they can't communicate. They've been "pulling" the telepathic consciousness out of newborns to raise them instead of leaving them behind in this horrible world. The telepathic beings sent out a telepathic "help!" to the Napean ship, and when it was shot down, some of the aliens possessed the Napean survivors and have since been trying to make things right...

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## ghosty

11-11-2001 12:37 AM

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TITLE: Captain for a Day

ERA: Any

This one's suited for a comedic lower decks adventure. Its Boxing Day and since the ship is not performing any vital missions, the Captain decides to honour an ancient tradition and the senior staff switches places with a group of junior officers.

Thrust into the job of Captain as a day the young command officer has to handle all the emergencies that crop up and well some of them border on the downright ridiculous and to teach the junior officers a lesson in responsibility the senior officers act as if they were junior officers forcing the young officers to take the decisions.

Well of course everything goes well until the ship encounters a "natural disaster" which leaves the junior officers in charge of the ship and the senior staff in precarious positions which require quick thinking by the junior officers to save the CO and the ship.



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**An IDIC story-** Title: Embrace Diversity

Era: any

The crew on a planetary exploration mission encounters the Xichians, a race modeled after Christianity. After suffering persecution in their long ago past at the hands of the Magna Romans (or any other race you care to mention), they manage to escape find an M-class planet to inhabit. Problem: their system neighbors the Pagali, a race modeled after Paganism.

The crew's mission: find a way to help one, the other, or possibly both planets peacefully co-exist, despite intolerance on the part of one party (either the Xichians or the Pagali, Narrator's choice) and help both civilizations move toward UFP membership. (As I type this, I realize it might fit better into the "series" thread

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## ghosty

11-11-2001 01:31 PM

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TITLE: Event Horizon (no relation to the movie of the same name)

ERA: Any

The ship while hurrying to bring relief supplies to a devastated colony world accidentally pass through the event horizon of a black hole (it was a navigational error caused by the the black hole's interference with the navigational instruments).

Damaged the ship is being dragged into the black hole and due to the time dilation associated with black holes, different parts of the ship are running at different passages of time with the forward section running at several times faster than the rear section with gradations in between. The PCs are split up and as they pass from point to point on the ship find themselves at different time periods its as if the ship has been turned into multiple time zones. Messages to Starfleet and other ships are also running at a different rate so its not very clear when a rescue ship will arrive to save them.

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## AllenS

11-12-2001 07:48 AM

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TITLE: Return To the Cage

ERA; Next Generation

TYPE: Exploration/Counter-Espionage

Starfleet has decided to send a ship and crew to Talos IV, since all signs of intelligent life on the planet seem to have ceased; if there is no need to maintain General Order 7, they will rescind it, as the ships used to maintain the Talos Blockade can be used elsewhere. When they arrive, however, they find they are not alone on the world after all...Romulans are already there, seeking any remnant technology they can use to battle the Federation..and they also are greeted by Captain Christopher Pike... looking healthy and young!

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## Michael Barratt

11-14-2001 01:34 AM

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Title: "Miracle Strain" (idea outright stolen from book of same name)

Setting: Any, really

Timeframe: Any

A "faith healer" is murdered, and upon autopsy by the crew's CMO, it seems he had a strange genetic quirk. Even stranger, the faith healer seems to have done real good while he was alive, including healing two or three people with otherwise incurable illnesses - until they start being murdered, too. The only connection is that they were all treated by the faith healer, and as the crew investigates, they learn that one of the ones being murdered had the strange genetic quirk - a quirk that hadn't been there before they were healed, and developed after.

Truth? If someone is healed by a powerful enough person with this genetic quirk, there's a small chance that you develop the same ability (ie: PSI 1, Range -2, Psionic Healing skill) over a period of the next few weeks/months. The murderer is one of the faith healer's previous patients, who developed this ability, who wants this gift all for himself - a member of Section 31 who feels that these abilities belong only in the Federation - and the Faith healer was healing anyone who truly needed it. To make absolute sure, he's embarked on a "scorched earth" campaign against previous patients of the faith healer. There's a potentially interesting twist here if you have the faith healer having cured one of the crew - and later give that crewmember a latent healing ability.

**Title:** Choices

**Setting:** Bajor, DS9

**Timeframe:** Post Dominion War

The players head on over to a meeting with First Minister Shakaar Edon and learn that he is consulting the Orb of Choice. It is apparently capable of showing someone a life that they would have lived had they made different choices, and in historical context, was rarely used, most often by leaders of Bajor, to remind them that there are worlds of decisions, and to remain humble, etc.

As the crew walks into the room where Shakaar is looking at the orb - there is a flash and they have a sense of falling - and the world around them changes. Shakaar regretted not pursuing a relationship with Kira, and the orb showed him a life with her, married to her, and he chose that world over the real one. The crew, close enough to the orb, have come along with him, re-writing everything from that point onward. Only they are aware of the changes, everyone else believes this to be the way it always was: Kira and Shakaar married, and as such, Odo fell to the sway of the female changeling, and it was only the Section-31 disease that finally won the war for the Federation - with a few more months of hostilities before the Founders died, but with a horrible fallout: the Jem'Hadar, Founderless, went rogue, slaying many of the Vorta that controlled them, and while most went insane, some secured White factories of their own. The raids, battles, disasters and destruction was grand, in both sides of the wormhole. But this is the world Shakaar prefers. The crew would have to convince him that this isn't right, and then use the orb to set things right.

As an added twist, bring someone the PCs cared about deeply, but died in the regular timeline, and have them alive and well due to some glitch (the new security officer of DS9 knew emergency first aid or something), and role-play out that particular pain: what if *they* like this world, too?

**Title:** A Clone of One's Own

**Setting:** Any

**Timeframe:** Any

A "sworn enemy" of one of the crew manages to get a genetic sample from the crewmember somehow (maybe by hiring someone to pick a fight with the crewmember and stab them nonlethally), and from that point on, people the crewmember cares about deeply keep finding his dead body - killed in ruthless ways. The enemy is cloning the character, not really bothering to implant memories or personality, just slaughtering the clones and leaving them behind as a way to mess with the minds of those the crewmember cares about (this is especially horrible and cruel if said crewmember has young people in his life who could discover the bodies).

Chasing down the villain in this one could be difficult, and involve backtracking from the barfight, and then upon breaking into the villain's bad-guy hideout, having the crewmember trigger a genetically coded sensor and having him beamed away - leaving the other crewmembers to chase after him, and find him among other clones who have been given personalities/memories like the crewmembers - a veritable torture chamber, with clones - and the original - all strung out on display. The inevitable "which one is he?" moment.

What might also be of interest is what to do with any surviving clones - under Federation law, as we saw in that one ep where the guy tried to frame Odo for murder by killing his own clone, clones are considered sentient beings.

**TITLE:** Code of Silence

**ERA:** Any

**TYPE:** Exploration

A routine away team is left on planet while their ship is ordered to take part in a rescue mission. Left alone the away team finds a strange machine. When they touch it they release an ancient weapon which knocks out their tricorders and phasers and neural feedback strikes them dumb.

As they ponder how to get out the pickle, a group of (insert enemy race) arrive on planet and begins to hunt down the away team. They have to survive without their weapons, tricorders and the ability to communicate except in sign language for as long as it will take the ship to return to dig them out of the mess.

TITLE: All My Tomorrows

The PC is confronted one night by his future self, a darker version of himself who suffered some great tragedy which changed his life forever.

The future self tells the PC that he has a chance to change his own destiny...all he has to do is...at this point agents of the DTI arrive to take the future self into custody. They are DTI operatives from the future and they're here to prevent the timeline from being polluted. As the future self is taken away, he shouts out a coded phrase that gives the PC an idea of the destiny he must change. The phrase is obscurely worded and could mean a dozen different things (hey its an adventure seed, you figure it out:) ) and its up to the PC to find out what he has to change or can he actually change it...can you change your own destiny?

## Captain Zymmer

11-21-2001 06:26 AM

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Name: Warpin' With the Doctor

Style: Starship

Era: Any

Okay so this adventure involves a crossover between Dr. Who and Star Trek. For me I use the most current Doctor (the 8th?) Paul McGann.

A pair of 29th Century Timefleet Agents show up on the player's ship, claiming that a rogue time-traveller is going to try and shang-hi the player's ship. With them is another man, all dressed in Black, who claims to be a time cop from the far future (post 30th). He has enlisted the help of these two agents, and now want the help of the crew to detain this man and his allies.

It seems he is going to stop a warp drive test on the planet Skaro. By doing so he will prevent them from becoming a major threat to him in the future.

Despite the 29th Century guys being nice, they are thick headed and constantly tell the players that they (the players) are over their heads and let them handle things. The time cop (who has a nice beard BTW) is cold and slightly dark around his edges, play this up.

Then the Police Call Box arrives in the Engine Room or Cargo Bay of the Player's Ship. Out steps the elaborate man, with two companions. Say one is a version of one of the PCs, or a dead crewmate from the apst, who knows nothing about Starfleet or the other players. As the players confront him, they learn that his name is The Doctor, and he is from another time and dimension and is following the Master (time cop). The Master should dispatch of the 29th Century Time guys and steal their ship. Something really clever here, worthy of the Master.

Now the Doctor can let them in that the Master has taken control of a sect of Daleks (explain daleks to players as well) and that they are going to try and used the warp test to rip open a dimensional portal. Then the Master's Daleks will invade Skaro and take it over. From there the rest of the Galaxy awaits. Also the daleks will be the enhanced Spider Dalek kind (anyone have stats on these guys?)

## StyroFoam Man

11-23-2001 08:29 PM

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**Name: This Is Why We Don't Name Ships "TITAINC" Anymore!**

Style: Starship

Era: Post Dominion

A large civilian cruise-liner full of the upper-crust of Federation Society is on it's maiden voyage. During the cruise, it collides with a cloaked Romulan war-bird near Andor. The player's ship is dispatched to rescue the civvies and find out just why the Romulans are so far into Federation Space.

After the crew rescues the civvies either by evacuating the liner or sealing the breaches/repairing the damage, the Romulan's singularity core explodes driving the player's ship forward/backwards through time or into the Mirror Universe. Now you have a starship in a really bad situation, full of unhappy civvies!

ghosty

11-25-2001 01:55 PM

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EPISODE: Out of Time or Out of Mind?

ERA: TNG

The PCs wake up on what appears to be an advanced starship. They are met by a familiar face, a junior officer on their last ship, but who is now older and an Admiral. He informs them that they had just been recovered after been listed as missing more than twenty years ago.

The last thing the PCs remember is being on a runabout going to an important meeting with the Romulans to settle a long standing border dispute. The Admiral tells them that their mission had failed but they had disappeared before they could report back on the meeting. The admiral questions them about how they negotiated the dispute to find out why the meeting went awry.

The truth is that the PCs are the prisoners of the Tal'Shiar who are trying to find out the PCs position in advance of the meeting in the hope of gaining an advantage. Sort of a Mission Impossible sting operation in reverse.

ghosty

11-26-2001 12:10 PM

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EPISODE TITLE: The Constructs

ERA: Any

EPISODE TYPE: Exploration

The PCs receive an SOS signal from a cruise ship (or other civilian type ship). They arrive to find most of the hull had been eaten away and the crew and passengers are trapped in a forward section besieged by metallic spider like "things" which are using the ship's hull and other parts to replicate themselves. They manage to get the civilians off but unbeknown to them, one of the constructs has attached itself to the hull of the ship and begins replicating itself using hull material.

The problem is that energy weapons have no effect on the constructs and in fact only makes them stronger. They do not seem to have any form of sentience just an "urge" to replicate by absorbing the technology around them.

The PCs mission...survive and prevent similiar infestation of ships, planets, starbases etc...

ghosty

11-26-2001 12:38 PM

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EPISODE: An Error of Judgment

ERA: Any

SCENARIO TYPE: Prime Directive

The CO decides to violate the Prime Directive in a situation where it seems like a good idea. However, once the PD is broken, things go completely to hell and the situation on the planet gets worst than before. The CO is arrested and charged with violating the PD. The scenario is actually set up as a PD scenario but ends with the CO's court martial.:)

Perrryyy

11-28-2001 11:08 PM

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Title: Terror in a small world

Era: Any, but works better Post-TOS (thought you could include Mudd's Androids)

Type: Horror

Mudd or Soong create an android that unfortunately has an unstable personality subroutine or positronic matrix. Said Android escapes his creator, boards a shuttle. Unfortunately, due to his instability, he navigates into an ion storm and is forced to crash land on a mideval-level tech world. The crew is called in to retrieve the android & ease the fears of the locals, who've never seen an android, let alone a crazed one.

Frankenstein, in short.

**EPISODE: The Leash: ERA: Post TNG**

**SCENARIO TYPE: Adventure(?)**

The PC's encounter a damaged Borg scout that, while easily defeated, manages to transport some tech onboard the PC's ship that begins to assimilate systems. There are no drones, just a hardware virus of sorts. The assimilated vessel begins to travel towards a dangerous phenomenon/wormhole that probably damaged the scout, but may also lead to more Borg. Time for the PC's to figure out how to "flush" the system."

**EPISODE: Duplicant: ERA: Any**

**SCENARIO TYPE: Phenomenon**

Upon the discovery of a rogue comet the PC's scan a ship buried beneath the surface. They begin to cut it out (ala TNG's "Masks") even though they are drawing dangerously near a temporal phenomenon. To the PC's horror they discover that the ship is their ship with a few million years of history (the comet head kept it somewhat "preserved"). They find themselves trapped in said phenomenon and their only hope of escape seems to be cannibalizing parts from their current ship to fix up the duplicant (surprisingly missing those parts), transport everyone on board, and get outa there. (this scenario needs a bit of work, such as why the duplicant can escape and not the original, but I really like the idea).

**EPISODE: Dark City: ERA: Any**

**SCENARIO TYPE: Away Team**

Based loosely on the movie of the same name, the PC's ship discovers an apparently uninhabited city on an otherwise barren world. An away team gets stuck inside a holographic "experiment" in the city that slowly degrades their memory. Finding the source/"scientists" that started the experiment would be their primary concern, but messing with their memories will make it very difficult (perhaps even start the session off already in the Dark City with "generic" characters without personalities for the PC's to play. They would later discover that they are just playing each others' characters without any personality). Anyone still on the ship has to try and get them out with a nasty forcefield in the way.

**EPISODE: Plague: ERA: Any**

**SCENARIO TYPE: Prime Directive**

Sorta based on other ideas I've seen on the boards, but this one deals with a Cardassian crash on a pre-warp world. Biochemicals spill from the site infecting the locals, and as the world falls within Federation space, Starfleet decides to pick up the pieces and try and fix the deadly infection (ebola on steroids? with medieval tech? nasty!).

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ghosty

12-04-2001 12:12 AM

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EPISODE TITLE: Gunboat Diplomacy

ERA: Any

A newly admitted Federation member has a somewhat militant culture and maintains a fairly big standing navy...while no match for Starfleet vessels these ships are relatively powerful.

A neighbouring world is a non-Federation member, due to the anarchy in its government, it can't even apply. Anyway, in one incident merchants from the new member are killed.

Invoking the right to protect its own citizens, the new member deploys a small squadron of ships to the non-member world and threatens retaliatory strikes if the perpetrators are not handed over.

The Federation reacts and sends to PCs to mediate. They have to prevent a possible war but may have to fight against a member world to do so.

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ghosty

12-08-2001 09:20 AM

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EPISODE TITLE: The Sleeper

ERA: Post Dominion War

After the end of the Dominion War, the Cardassians and Federation conduct an exchange of prisoners.

One of the prisoners is a Starfleet officer listed as MIA from the days of the Cardassian Wars. Apparently he was not exchanged after the War due to a "bureaucratic oversight". EVIL GRIN.

Anyway, after being debriefed by Starfleet Intelligence he is cleared to return to duty. However he is really a Obsidian Order sleeper agent. During a delicate mission to negotiate the return of occupied Cardassian worlds back to the Union he is activated by the Obsidian Order to disrupt the talks. He begins acting strangely and his crewmates have to find out why and stop him...

Title: "Sufficiently Advanced": Era: TNG: Setting: Exploration of a planet

The crew, exploring a planet with a mythology much like the Klingon's (ie: we overthrew and killed/drove off our Gods), stumble into the "last battle temple" and then - whoosh - they're on another planet, having accidentally stumbled through a gate! Once there, they find the Gods are alive and well, lording it over a different race (though some of the race that was on the planet of origin is also there, and much interspecies mixing has occurred). Though it shouldn't take the crew long to realize these "Gods" are just people with high technology, using the Iconian gate to get back home is another story...

Who the 'Gods' are I leave to you - remnants of Iconians, perhaps - people like either of the races, with a slight DNA trace of something different that could be Iconian DNA - the ancestors of a long-ago Iconian outpost, perhaps, who stayed behind on this planet as one of the few places where the inhabitants weren't rebellious enough, and no one came and blasted them from space...

Title: "Missing, presumed Destroyed": Setting: Starship: Era: TNG onward

In testing a new impulse drive that could theoretically garner the Federation a bit of an advantage in combat, an impulse drive that actually uses a fraction of a power injection from the warp engines, the ship that the crew are on (the testbed ship) apparently explodes in a subspace fire and is gone, all hands lost.

Actually, a cloaked pseudo-Fed ship built by the Romulans was specifically made, got nearby, beamed the Rommies over to the testbed ship, and disrupted the engines in a way they figured would shoot the Fed testbed ship off at high warp to a location where they could meet up with other Rommies and reverse engineer the new engines. The pseudo-Fed ship was set to self-destruct at that moment: to look like the Fed ship just blew up.

Alas, the Rommie tampering has had a rather unfortunate effect: the warp/impulse mix got a little shaky, and the warp-sling effect the Romulans were going for didn't work out right, and now they're behind enemy lines in a really bad way: they're in the Taurhai Unity. Oops. First the Fed have to take their ship back, but with some Romulans aboard, and they're the only ones who've been where they are now...

Title: "The Engines of God," (Stolen from the Jack McDevitt novel, which is a great read BTW)

Era: Any

Setting: Exploration Starship

The ship arrives in an area where living civilizations have been wiped out in many systems, and in systems that are low-tech, been left untouched. Borg? No, not their style, and the planets that have been hit were hit in a strange way, destruction of geometric shapes that are unnatural to the environment (ie: a tree left alive, a skyscraper blown to bits). On some of these worlds' moons, there are large geometric "stonehenges" set up - a lure for whatever seemed to come along and destroy the systems?

Just as the crew are about to give up, they find records on a planet whose inhabitants lived inside mountains as a holy tradition - the mountainous habitats were safe during the "Firing of the Engines of God," and some survived: they noticed, over the generations, that there was a cycle to the destruction: say, every 138 years or something. And from the various ruins' bits and pieces of sculpture and records, there's a place in the sky from which the destruction comes: a black nebula. And gosh, it's coming up right about... now... Too bad the ship is a geometric shape.

*Originally posted by Dan Gurden*

A valid idea... But this statement is not 'technically' correct... this is exactly the Borgs style, take the technology but not bother about Low Tech... Always had been from TNG through to Voyager... At least not without ulterior motive ie; low tech earth was as a result of high tech earth, etc.

Of course that simply throws in a red herring to scare the players before they hit the real plot... (and get scared again).

*Originally posted by Michael Barratt*

Oops, that's my error: I meant that the total destruction of the planets isn't Borg-like in style: it's more scorch-the-planet than assimilate and steal: no big square scoops out of the planet, just crumbling ruins. Nothing was \*taken\*. But the order of the sentences I put should have left the "low-tech" sentence until after I said "nada" on the Borg Style. Oops.



## Michael Barratt

12-11-2001 06:54 AM

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Title: "Searching through the Ruins..."

Era: Any TNG or later

Setting: Exploration, Defense, Starship

After a Metagenic weapon goes off on a colony world, the place is left dead, and the metagenic effect leaves sensors nearly useless. The crew go down in a shuttle to investigate the attack: to find out who attacked, and what it is they took from the planet after the attack ended. Unfortunately, whatever the thing was the planet was attacked for, the colonists hid it well, and the bad guys are still here looking for it: they're not going to play nice, either.

This'd be a really creepy adventure: sort of a ruins under dark metagenic-affected rainclouds, colony empty, no power running, like exploring a dark, cold, damp giant city/mall with the vague feeling that someone is following you.

## Dan Gurden

12-11-2001 01:40 PM

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Title: Return to Reunification

Era: Post DS9/Guest Appearance.

Setting: Starship, probably a Romulan One.

In the warm post war alliance between the Romulans and Federation the moderates have taken hold in the Romulan Empire, and while they are unwilling to return to Vulcan themselves they are far more open to exploring their cultural history and allowing the dissidents to re-unify... Cutting the dead wood so to speak...

And so Ambassador Spock finds himself rendezvousing along the neutral zone in a Romulan transport with the players.

The players are assigned to take the ship to Vulcan, replacing the Star Navy crew at the border. The freighter is old and no secrets can be had from it, but would be good for some Romulan 'Culture Shock'...

As would Spock for the old 'Cowboy Fleet' way of doing things...

The players also have a secondary mission. To vet the dissidents and Romulan cultural exchange scientists for potential spies and infiltrators (just because theres an alliance trust is not total)... Play up the Paranoia...

Complications...

- Maybe theres an extremist dissident among the group on the run from crimes committed in the name of freedom, maybe an undercover Tal Shiar guy trying to find him...

- The obligitary agent trying to find a nice easy way into the Federation.

- For a change. How about 'Federation First' a political movement within the Federation steeled by war and firm in the belief that the Romulans are using and abusing the good relationships... Maybe they have extremists of their own who have access to a starship and want to stop the influx...

## Pope

12-11-2001 07:35 PM

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Title: ?

Era: Post TNG/Guest Appearance.

Type: Starship Hunt

The Enterprise-E is stolen (shock, horror) and the PC's ship plays host to Picard et al in a massive hunt for the perps (probably Rommies or very well funded mercs). The trick is to play the "established" characters in such a way that they rub your crew the wrong way, and then give your crew the better clues so they end up saving the day.

I had this idea a while ago as an "intro" adventure that would be loads of fun as an investigative hunt.

However it also makes a great "guest appearance" and in the end allows the PC's to believe they're just as good if not better than the "Enterprise" crew.

## Lt.Khrys Antos

12-11-2001 10:59 PM

Title: Holo Hell

Era: Post VOY

Setting: Ship Hunt

I got this idea while looking at the Prometheus ship(I'm not fond of it, but I like it more than I used to).

Since VOY return many more have been built as experimental ships, now one vanishes mysteriously near the Romulan Border. The crew's ship is sent on a rescue mission to find this very valuable craft.

They discover the ship inside a nebula, heading slowly towards the Romulan border. Inside the nebula the sensors cease to function but visual confirmation is possible. When they contact it the NPC crew responds and excuses themselves for having not reported back to SC. When the PC's beam aboard, everything seems ok and their failure to report to SC seems unusual.

What is actually happening is the original crew has replaced by holograms. The exact reason is up to the narrator; a Romulan attack? Holodeck goes nuts? or maybe an experiment gone wrong?

Either way, the holograms like what they've become and refuse to be deactivated when confronted with this information. Instead they wish to enter the RNZ and confront the Romulans on certain dubious charges.(could be anything as long as they cross the line)

It boils down to a confrontation with both ships and possibly the Romulans involved. This is obviously meant for a more militant crew and a good ship. You can either have a ship to ship combat OR a technobabble de-activation of the holodecks (they are photonic):rolleyes: .

PC's could take part in the ship battle or be on the Prometheus and duke it out with crazed holo crewmen. A virtual hell...

## Captain Zymmer

12-12-2001 04:40 AM

Title: Differnce of Opinion

Era: TOS

Setting: Planetary

In regards with the Organia treaty, Harridan's World is ready to decide if it wants to join either the UFP or the Klingon Empire. A team from both sides has been sent in to present their case.

But Harridan's World has an ancient secret, one which the Romulans don't want either side to learn about. Can both sides come together to expose the Romulan Tal'Shiar agent and discover what the secret of Harridan's world really is?

## StyroFoam Man

12-12-2001 12:19 PM

**TITLE: MISSILE COMMAND**

ERA: DS9

SETTING: STARSHIP

(Hehehehe... uses data found within the Cardassian Source-book)

In the closing hours of the Dominion War, a fanatical Cardassian Dominion supporter launched a brace of DREADNOUGHT-type super-missiles towards the heart of the Federation. With most of the Alliance Fleet tied up with the invasion effort, it falls upon the players to stop the missiles before they hit their targets. To make matters really bad, the crew is stationed aboard an older starship which is out classed by just one DREADNOUGHT missile, let alone 12 of them.

Fortunately, a lone Romulan Heavy Escort is also in position to help, if the crew can convince the Old-Guard-mentality captain to help out.

All twelve missiles are in a formation, and will be until they reach the Cardassian border, where they will split up. If not stopped before then, it is up to the players to spread the warning!

Make it really nasty by substituting biogenic warheads instead of the Anti-Matter warhead.

Dan G suggests a Norway or a Saber for this mission, as well as his most awesome Romulan Heavy Escort.

To stop the missiles, you'd need to fly up to them and disrupt their warp fields and blast them at sublight.

If you don't manage to stop them, the Escape Clause is they fail to detonate at their targets. (oops!

Crappy Cardie Tech Strikes Again!)

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**Title:** Do you see what I see?: **Era:** Pre-Dominion War, TNG/DS9 era:

**Setting:** Starship, near Neutral Zone

The Romulans contact the Federation and ask for help, and once the stun effect passes, the Federation sends the crew to help the Romulans look for a trading ship that has stolen something of value (make something up) from the Romulans, and is also, by happenstance, someone who has a criminal record in the Federation as well. They're playing it as a "clean up your own mess, then hand him over," since he entered Romulan space from Federation space in an area they claim to patrol and keep safe.

While the investigation is underway, some of the crew start to see someone, always vague and in shadows, asking for help. What's going on? The trader hasn't stolen something valuable, he stole *someone* valuable, a telepathic Romulan, someone the Romulans don't want out of their sphere of influence, and someone they're willing to kill if necessary. The crew need to uncover it, make contact, rescue the telepathic Romulan, and somehow decide if the criminal-trader should still be turned over to the Romulans, as they were asked and accepted in the original deal.

**Originally posted by Captain Zymmer**

But given the Romulans wouldn't ask for help if they could avoid it, have the guy be in Federation space, and a "team" of Romulans sent to work on the PCs ship to find the "criminal".

Of course following their every move is a cloaked Warbird :)

**Originally posted by Michael Barratt**

That's a very slimmed down version, with an alternate twist, of an adventure I did with Romulan psychic defectors. That went over really well with the group, and they ended up picking up a young Romulan telepath who stayed on board the ship from that point on. :) She's a favourite NPC Civvie.

Good call on putting the criminal/defector in the Fed space, though - just having the Romulans willing to come across the border should put the crew on "Yellow Alert" suspicious mode...

**Originally posted by Captain Zymmer**

I am curious as to what kind of mental power you gave the Romulan...Just projective telepathy, or was there more?

**Originally posted by Michael Barratt**

She was a projective and receptive telepath, and that's all, but she had a high PSI rating, and began with a Focus -2 and Range +2 - she had a lot of raw power, but no control. She was born on Romulus, after all, and had had no training.

Since then she's shown signs of Mind-Meld ability, empathic abilities, and keeps on growing. Methinks she'll eventually make some big mistakes from being too free with her power, and that'll pave the way to some introspective episodes. :)

## Lt.Khrys Antos

12-13-2001 05:36 AM

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**Title:** A wormhole ago...: **Era:** Post-VOY: **Setting:** Barzan wormhole, Barzans and crew's ship

The Barzans have finally created wormhole stabilizing technology and have invited the Federation to see their new creation at work. The PC's ship is sent, a Klingon vessel and a Romulan vessel also arrive (each invited by the Barzans; who intend to sell it to the highest bidder).

The Barzan freighters fly about the wormhole shot some technobabble waves at it and it seems to stabilize. The opening on the other side is in unknown space and probes reveal very little information. Suddenly a Borg Cube(yes a cube) exits the wormhole, heavily damaged and trailing debris. It fires on everyone outside, when the ships receive a proper trashing it suddenly stops tractors the Barzans and heads back.

Why they do this you ask? Well after Mrs.Janeway's actions the Borg aren't feeling to well and their arrival is purely accidental. The tech accidentally intercepted a transwarp conduit so it "fell out", the Borg do not know why but realize that the Barzans may know.

The PC's will realize that the Borg cannot be allowed to assimilate this tech so they must follow, maybe with some help from the Romulans and Klingons if they are still alive. Once on the other side, the Borg ship will stop for no reason.(They are again having trouble connecting to the hive). This gives the crew time to extract the tech, the Barzans and head back to their side to close the wormhole.

For those narrators who believe that the TNG Borg should be used, I recommend against it. It would be suicide for you PC crews. The only explanation you need to give on what the Borg drones are doing aboard the ship is that they stare blankly in front and sometimes move forward.(They get a busy signal back home and must do a technobabble redial:D )

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**Title:** Pages: **Era:** Any:

**Setting:** Any, though easiest on a Colony or Starbase setting where baddies come and go often and easily.

Someone is murdered, and the investigating crew have one major clue to go through: the individual was an avid writer, published holonovelist, and.. get this.. kept an interactive holographic diary. So the crew gets to walk through the victim's life diary: where they learn he was having an affair with a Klingon's wife, was blackmailing the local Ferengi, and might just have plagiarized his latest novel from a quiet, shy, unjoined Trill before dumping her for the Klingon's wife. Oh dear. Who killed the author? The Trill, the Klingon, or the Ferengi? Answer: the Klingon's wife - the author was going through round two of stealing a novel, hers, a romance set on Qonos.

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**Title:** Duped: **Era:** Any

**Setting:** Any, tho a Starbase would likely work best

This one plays a little on the player's likely thinking the Narrator has ripped off an idea from Will/Tom Riker.

Have a transporter get hit by some wonky interference whilst someone with a Sworn Enemy is trying to transport. The original signal is lost, and a re-initialized signal occurs, and the beam-out works. Cries of *Phew!* all around. La de da.

About fifteen minutes later, duplicate beams in. Looks like the character, talks like the character, acts like the character, and says, "Phew, I can't believe I survived all that time in a transport buffer... why are you all staring at me like that?"

Now, as a bit of set up: make sure some ruffians in an earlier episode break into the Infirmary and steal an item or two. Just a segue moment, or as a plot device in an earlier episode: the break-in maybe distracted the crew from something they needed to pay attention to, or it was really bad timing, they need the supplies that were stolen, etc.

So, because of this break in - which allowed the Sworn Enemy to play with the medical scanners - the "duplicate" scans as the original character did, right down to brainwave patterns. In fact, since he was in the transport buffer from the beginning, he has a legal claim that he could very well be the "first/original." Eep. In reality, he's the sworn enemy, medically disguised, and with a little chip inside him that sends out a signal that confuses the previously hacked infirmary computers to spit out the same readings as the original crewman.

This gives the "duplicate" access to the crewman's life. Wreck it at will, including, of course, switching with the original, trying to screw up his career, etc etc etc. What would be hardest would be keeping up the appearance of the crewman's knowledge...

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**Title:** Rainmaker: **Setting:** Starship.

**Era:** Post / During Voyager's last few years on screen, or just at the moment of the finale.

Kes returned to her planet, and found that the Ocompa city was running out of time: the energy that the Caretaker stored there is running low, the security shields are failing, and the Kazon are swarming around like little sharks waiting to strike the raw underbelly of so soft and gentle a species.

Her solution? Bring friends to help. By studying the Ocompan city's technology (and files that appeared in the Ocompan computers post-Caretaker's death), Kes has learned a way to use her temporal/spacial abilities - and most of the reserves of the Ocompan planet, to create a kind of wormhole slingshot effect like the one she used while evolving. She reaches out with her mind, and reaches for the Starship Voyager, which has just entered orbit of Earth with a convoy of ships sent to stop the Borg, and then... slips and grabs the wrong ship.

So, the player crew and their ship end up in the Delta Quadrant, in orbit of Ocompa, sensing that whatever spacial anomaly snagged them here, it's currently "rubber banding" backwards, and will create an equal and opposite effect in the other direction in, oh, say, 3 days.

They are hailed from the surface, people calling for Voyager. Oops. Crew then has to help the poor Ocompa - including a semi-lucid, exhausted Kes - in restoring their world in a very significant way: bringing back rain. The reintroduction of whatever it was that the Caretaker accidentally wiped from the planet will be tough enough, let alone with the resources of one ship, Kazon aggression, and a 3-day time limit... :)

Title: Smoke & Mirrors: Location: Starship: Era: Post Dominion War

Okay so the player's ship is asked to try out a new holographic module that can fill any roll of any crewman on the ship.

The module is very arrogant and superior in attitude (think the Doctor before he was humanized.)

The idea is that through simulations they will test the usefulness of the program.

But there is a catch. The program is sentient and has been making copies of itself in the holodeck buffer.

During a warp core breach simulation, the hologram will trigger a real response, forcing the live crew to evacuate the vessel and then activate its copies and take the ship to the Delta Quadrant to aid it's holographic brother and sisters there in making a holographic homeworld.

***Originally posted by Michael Barratt***

Hrm. Perhaps a lab where Section-31 was testing an EMH or an EEH that had a few "tweaks" to it to make them useful tools of Section-31 on ships where assigning a full-time agent isn't a viable option. Complete with auto-decompile failsafes. :)

The lab itself ended up abandoned when testing one of the EEH's put the thing off its nut and it loosed a radiation toxic to biological lifeforms - which also makes it now a little slice of heaven for photonic life...

## Dan Gurden

12-14-2001 11:42 AM

### **Do Holograms Dream of Electric People**

Type; Break from Standard/Comedy: Location; Anywhere with a holodeck...

Preparation Required; assign everyone a character sheet. Its the same name/physique as their standards but are all based around various Emergency Hologram concepts of their traditional roles... This will mean that superflous skills outside of their function will be absent temporarily.

The players come online and almost immediatly are ordered into a dangerous situation and time after time are ordered about or treated like lesser beings by crew and friends... The stuation gets repetative and degrades rapidly from there... Until the players are all either decompiled for malfunctioning too much, or until they begin to question their existence and sanity...

Whats going on; The photonic beings from 'Bride of Chaotica' have analysed their data and it appears that the weird aliens (Starfleet) were right, that a world of matter populated by many species exists out there. So they find ways to scan the 'real world' finding that not only are material beings populous, but holographic beings too, although the latter seem to be kept in 'cages' (holodecks)...

The few they have managed to contact have seemed less than intelligent, rather like Dr Chaotica, but less violent, so they have developed an experiment. The players ship has been caught in a 'crossover area' and the characters are put into a soined hallucination of life as an Emergency Hologram, to test responses and capabilities? Will they try to develop outside their 'program'? will they blindly follow orders? and any other sociological question you might want to apply. Simply put they have realised that the vast majority of holodeck characters are simply that - characters. Now they are attempting to find out if that is a universal norm or whatever...

At the end, its no harm, no foul, but if the players make good they could end up making contact with some very interesting people indeed...

Note; play it up for what you can, go Matrix style with agents everywhere if you like or camp it up for comedy value...

## Michael Barratt

12-15-2001 09:08 PM

**Title:** Cadet Cruise: **Era:** Any: **Setting:** Smaller starship

A mission of a "one-shot" nature, the crew are temporarily assigned to a smaller ship (Merced, Oberth, Nova, etc) and given a crew of mostly Cadets - ie: the senior staff is officers, the rest are Cadets just finishing their last year before being assigned. Their mission is a routine patrol of some Federation Space, but a somewhat backward area, nowhere near anything of real importance.

Which is, of course, where the trouble starts. The ship is attacked by someone who seems to have a real vengeance goin on for someone on the ship: one of the cadets is the son or daughter of a Starfleet Officer who wiped out the attacker's son or daughter in battle a while back.

Confounding issues include being in a little ship, having a mostly untested crew, and the cadet deciding on his own to sacrifice himself into the custody of the attackers to save the rest of the ship (he can quote Spock, even!).

Can the crew recover the Cadet, beat the baddies, and get the hell out of there before the baddies blow them out of the sky?

**Title:** Missions of Mercy

**Era:** During or Post-Dominion War, or other major battle era

**Setting:** Medical Ship

For whatever reason your twisted little narrator head comes up with, the crew are being ferried/passengered on an Olympic Class ship, the *USS Galen*. A character-driven plot, with a shadow of what Nog went through in "It's Only a Paper Moon," the player crew would be interacting with officers and enlisted who are convalescing or recovering (or trying to) from their various wounds, traumas, and psychological pains and scars. Ideally, including some people the crew have previously served with is a good idea.

The idea here is to drive home the effects of war: perhaps a soldier deciding he can't - absolutely *cannot* - go back to the front and trying to steal a shuttle and go AWOL - taking a player crew hostage to boot to do this.

Meanwhile, an apparently pretty well-recovered engineer who was one of the few survivors of his ship that was blown out of space is spiralling down towards suicide, but keeping it hidden. He feels he should have done more, shouldn't have run to the escape pods when the order to abandon ship was given, etc etc.

Finally, we have a tortured betazoid doctor on board who is over loading on the pain and suffering of all the people on the ship, and who is unwittingly starting to project some of his own stress on others, at random...

**Title:** The Opaka

**Era:** Post-Dominion War

**Setting:** Starship

There are two ways to play this, at least: but I figure you could come up with more. First is that Bajor has entered the federation, second that it isn't a full member, but has really allied with the Federation since the Dominion War's end, and is working with the Federation as a Protectorate Status world?

Either way: we've seen that many ships have crews of mostly one race (I think Geordi's mom was on a mostly Vulcan ship, as was that Captain that Sisko didn't like, and I imagine Andorian ships, etc). The Federation, in a move symbolic for the people of Bajor, commission the *USS Opaka*: a ship that is to be mostly Bajoran in staff, with the possible exception of the Captain, as there were no Bajoran Captains about (I know there are quite a few Bajorans in Starfleet, and I imagine more joined up once the Dominion War was over, but I can't picture, yet, a Bajoran captain having made it up through the ranks... I dunno, just me, your mileage may vary).

The episode here is the commissioning of said ship, and it's first mission: since the launch happens out of DS9 (in a very symbolic way, like I said), it's taking supplies and relief efforts to Cardassia (even more symbolic a mission). En route, they're attacked by unknown assailants, who want the supplies for themselves... The ship is Breen, but the crew is mostly renegade Jem'Hadar - they disagree with the Founders' peace treaty (they were raised and told to fight this war to the death, the change of mind of the Founders has them very confused) want the supplies to set up a White Factory of their own... Defeat the Jem'Hadar, get the supplies to Cardassia, and be the first in a long happy series, perhaps, on the Bajoran ship.



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**Title:** Sleep, Perchance to Dream

**Era:** Any

**Setting:** Any

Perhaps best as a solo episode where you can run the other normal players as NPCs, say one night where not enough people show up... Exposed to a field via sabotage, one of your crew loses consciousness, and wakes up X days later. Everyone else seems to think it has been business as normal, and routine medical scans show that there is memory loss alright, but no real permanent damage seems to have happened. It's unfortunate, though, because the crewman affected learned something valuable shortly after the act of sabotage, and the intelligence agent that was on board working with him has just been killed, and under Starfleet Regs, the crewman hadn't told anyone else who the saboteur was - because the agent was undercover, and there was a sting going on to find out the bigger picture about the saboteur and who was supplying him/her.

So: day 1 has the crewman being found with the dead agent, and likely framed for it, investigation long into the day, and being tossed in the brig. But whe he wakes up... it's the day before this, and he wakes up in his quarters...

Moving backwards, the intelligence agent is killed again, until the crewman figures out that (a) it's an intelligence agent, and (b) the crewman has been working with him to figure out who did the sabotage. From the backwards information, the crewman, each day, will get a little closer to uncovering the act of sabotage, and who the saboteur is, and then, waking up the day of the actual incident, stopping it from happening in the first place, which ends the cycle, and leaves only him the wiser, the agent with his man, and the saboteur in gaol with the greater organization exposed.

## Michael Barratt

12-16-2001 03:59 PM

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**Title:** The Man Who Brings a Sun

**Era:** Post Dominion War

**Setting:** Starship

A Starfleet officer was buried in Starfleet Headquarters and nearly starved to death while awaiting rescue from beneath rubble so deep the transporters couldn't get to him. He recovered, though he needed a few replacement organs and a new arm, and even ended up ship-bound for the final attack of the Dominion War (he was a former Starship Captain who had been transferred to SF Command to teach and in administrative duties, and was returned to active starship captaincy due to the lack of said officers). He has a fairly small, but fast ship (pick one of the defense ships, like the Norway or something), and has suddenly gone missing.

Having hand-picked his crew, he selected many people who were hurt in the Breen attack on Earth, as well as others who lost ships or loved ones to the Chintoka attack. He has on board his ship a device capable of starting a low, but destructive, reaction in a small planetary body: basically, a device mannered after terraforming "star reignition" devices. And he's going to slam it into the single moon of the Breen homeworld: the equivalent of adding a burning moon to their sky. This would raise temps on Breen a lot, as well as ambient radiation, and ruin the place. A very good portion of his crew is in on this, and willing to die for this, and it would be a diplomatic nightmare, not to mention an atrocity.

The crew comes into this as one of the few ships in the immediate area, and the only one that manages to catch a stray signal. A lower-ranked officer on the ship that has gone rogue has done his best to send out a disguised signal. He's an ensign, a science officer, and terrified of getting caught, but he knows that what his Captain is doing is wrong, and he's trying to stop it. Irregular contact with the ensign will be the only "inside" help the crew have in stopping a captain bent on revenge...

**Title:** The Story

**Setting:** Starship or Starbase

**Era:** High tension period (war, for example)

A member of the Federation Associated Press arrives and generally makes himself a bit of a nuisance to the crew, though he's only doing his job, he's not unethical, and he's not going to "Get in the Way" or "Mess up Big." What will happen, however, is he'll start getting fed bits of information from a "source" - real information about upcoming battles or attacks, usually just in time to begin evac, not enough time in advance to make a real difference, though some lives are saved every time. Pressed, he won't reveal his sources, and it's up to the crew to figure out who his source is, how they're contacting him, and what's going on exactly...

His contact? A psion gifted with the ability to see into the future. The method of this source? Telepathy.

Why she's contacting the press agent? She's sick to death of watching bad things in her visions come to pass, and wants to change them: but she's terrified of the repercussions, and the potential fallout of enemies (and allies) who would want to 'use' her to predict the future to their own advantage.

That should be a real concern: imagine Section 31, or Dominion Agents in possession of someone who can see bits of the future. Yikes. This should turn into a bit of a morality play: is it really ethical to turn in her identity - even to the Federation - knowing that she'd likely never live a "normal" life again?

## Michael Barratt

12-21-2001 04:40 PM

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**Title:** Aiming for Perfection

**Era:** Any

**Setting:** Starship

A society that embraces genetic engineering in order to improve itself is in its final stages of potential entry into the Federation, and the crew's ship is assigned to put forth the final visit before the "hearing" about whether or not the planet can enter. It's a rough choice: the Federation itself is so very anti-genetic tampering, but the society here has it so integrated that it is a culturally central part of their society. Everyone is genetically resequenced to the area of life they wish to pursue, once they've chosen, and as such everyone is quite happy with where they are.

Of course, what's really going on is that a smaller faction of elites and nobles is genesequencing children at birth so they'll "choose" what they need them to choose, and then further resequencing them once they've reached "Adult" choice-making status - not that they ever really made a choice.

The Federation Ambassador and his aide who remained on the planet have likewise been tampered with - both are now quite "loyal" to the culture, and have only good things to say about the upcoming admittance into the Federation. It is only a few of their records made pre-resequencing that the crew uncovers that will begin the misgivings that could lead to discovering what has happened - and is happening.

The Prime Directive still applies in that the crew shouldn't bring this culture down to its knees: but what is being done is a horrible thing. It would be an interesting character development moment.

## Robbert Raets

12-24-2001 10:34 PM

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episode X: 'tomorrow's yesterday'

The PC's ship encounters the Nemesis; a Federation battleship from the future. The Nemesis was drawn into the past when two colliding Romulan Warbirds caused a quantum rift. That same rift could collapse in the present, unless the two crews come up with something.

episode X+2: 'Big Sister, part I'

The Crew's current orders are quickly forgotten when it is announced that there suddenly is a priority one message in the communication databank. It states that the PC's ship should immediately report to DS9.

The correct command codes are given, but the logs don't show any incoming messages or hails. Cmdr N.N. doesn't trust this matter, but cpt N.N. overrules him. After all, stranger things have been known to happen.

No sooner than the ships' arrival at DS9 the distress calls start coming in: Cardassian refugees (fleeing from Klingon invaders) are being attacked - by a Starfleet vessel! The Gemini follows the ship's warp trail to find the Nemesis, waiting in ambush!

To be continued....

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**Title:** Goldmine

**Setting:** Starship

**Era:** Any time between TNG and VOY, or any era with a little work

Along a well-travelled paths, merchant vessels are disappearing. Assigned to investigate, the crew uncover a strange reading on their sensors, and when they get close, a subspace siphon opens up, and the ship slides inside a kind of subspace bubble.

Inside, most of the merchant ships are operating on low-to-no power, and survivors of repeated attacks are huddled together on the ships still functioning, their cargo gone. The inside of the subspace bubble wrecks havoc with sensors, and on the merchant ships, they were nearly blind (the starship does a little better).

The subspace bubble is unstable, and each new ship entering it threatens to destroy the whole shebang (and likely dump the contents into subspace soup or merely blow them up). With a little work, the starship can uncover that (a) the bubble is unnatural, and (b) it would need a significant power source internally to function.

Tracking down the power source (a series of artificial quantum singularities) makes one think Romulan, but the real villains of the tale are merely pirates, who got the singularities from illicit sources. They have a cloak, and lie in wait until their confederates on the other side of the subspace bubble send in a merchant ship defenseless and loaded with cargo. The interior ship is confused: why did the outside ship send in a starship?

The truth is that the exterior ship knows the subspace bubble won't last much longer. They have their half of the goods, and they've cut and run. The interior ship won't be able to open the doorway without them: they don't have enough power, they've been duped, and now they're screwed.

Can the crew rescue the merchants, uncover the pirates, and rig a way to open the bubble from within before it blows them to bits or drops them at random somewhere else in the galaxy?

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**Title:** Shadows of Ourselves

**Era:** TNG or later, better with post VOY "Doctor" type EMH

**Setting:** Starship, Holodeck

Start the story normally as a "Day in the life of Starfleet people," and then have the ship receive a very tangential, weak, distress call from a planet along the border with the Romulans. They go in, and see that the Romulans have attacked the colony, and they did so lightning fast and quickly eradicated the civilian's abilities to call for help. More importantly, they've set up dampening fields around the system - loud static-makers so that a signal isn't possible until the ship leaves the system - which would be abandoning the colonists, many of whom are about to be killed en masse.

Likely, the captain would be OK with sending an away team, and make that the players, specializing their skills to why they were sent to this particular planet. Once the undercover stuff starts, all is good...

...except they start to get odd bits of intuition. They suddenly "know" things, like: there's a Romulan around the corner. I need to go into that particular building (where they find the Romulan plans), etc. And suddenly, the Romulans are frantically looking for them, even though the crew haven't done anything to be "spotted" yet. More information falls magically into the minds of the crew to keep them one step ahead - what is going on?!

Well, the ship has been boarded by Romulans, and the players aren't playing their characters - they're playing holodeck simulations of their characters. Indeed, the Romulans downloaded the psych profiles from their very own ship into the holodeck simulation they're now running, complete with their plans for takeover of the nearby colony world.

The "help" they're getting in the form of intuition is information the Holodoc (or ship's engineer somehow) is downloading into their holomatrices, in an effort to get the simulations sentient enough to clue in that they're simulations, and that they've for more going for them than they think: the trapped crew (or the Holodoc) have given them command codes.

Then it gets fun: holocharacters need to defeat the Romulans from within the Holodeck and sickbay (or shipwide if they can on their ship - ie: holoemitters), with the full knowledge that they're not who they believe they are... Might be fun if one or more of the engineer/science types just download themselves into the ships computer to play havoc with the Romulans.. :D

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**Title** : Strange Shipmates

**Era** : Any

**Setting** : Starship (new assignment)

The Crew takes his new assignment on their starship, that was exploring a previously uncharted nebula. As they get to know their shipmates, they realise that the crew act strangely : some are becoming increasingly violent, others are completely demotivated, some are paranoid or completely fanatical about their jobs or hobbies. In fact, the nebula emits strange radiations that affects humanoid brains by amplifying the predominant aspect of people's personalities... and of course, nobody but the players notice something (since they have not been exposed as long as the rest of the crew), and the Captain is affected as well and doesn't intent to leave the nebula before the mission is over. How will the players manage to save their crewmates against themselves?

**Note** : This could be a good starting point a new series. It's important to roleplay the changes of behaviour gradually, so that the players won't realise instantly that something weird is happening.

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**Title** : Fantasy planet

**Era** : Any (not ENT)

**Setting** : Planet exploration

**Genre** : Parody

The Crew picks up a very faint signal coming from a planet. Homing on it, they discover the planet is inhabited, and seems to be on the medieval era. Beaming down to find the source of the signal, they discover the remains of a sleeper ship from the *Botany Bay* type... and are soon captured by the locals. The Crew soon discovers that they seem to come straight from some Earth's fantasy chronicle... there are dwarfs, elves, orcs, along with humans, and some of them possess high Psi powers.

In fact, the sleeper ship that landed here didn't carry eugenic supermen like Khan, but some of the scientists that made eugenics possible, and they decided to use their science to reproduce a world of medieval fantasy by altering humans and animals to create every fantasy races and mimicking some of the magical powers.

Depending on your tastes, you could either have your players ending exploring dungeons and fighting some others monsters, or having to help some locals to destroy some strange and powerful ring-shaped artifact (nothing to do with the fact I saw LOTR yesterday ;)), or whatever fantasy classic you'd like to parody.

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**Title**: Hunger

**Era**: Any

**Setting**: Starship

A telepathic member of the crew sees a gaunt, nearly starved figure appear in the midst of their early morning routine, and the figure, wearing a merchant marine uniform, reaches out a hand and says, "Please... help us," then vanishes.

The crew check the computer to see if any merchant marine ships are nearby, and none are. Scans, nothing. Hrm. Lunch comes and goes, and something strange happens: first, more telepaths start seeing the figure, and the crewman who saw the first figure sees another: this time a Romulan, also seeking help, also gaunt and undernourished.

And no one feels full from lunch. Indeed, as the day progresses, everyone still feels hungry, eats more, but there's no satisfaction to it. Scans show no ship nearby.

An alien entity that feeds on the neural energy of crew is fast at work. They are hallucinating as a group telepathic experience, which the entity maintains while gorging on their neural energies. They can't break the daze by themselves, but with a large group effort it might be possible: especially by making contact with the other two ships currently caught by the entity: the merchant marine and the romulan scout ship. With telepaths shaking control of the hallucination long enough to wake some of the others up (who appear fallen where they were first thing that morning), some sort of attack must be launched before they fall back under its sway...

Hrm. Too similar to those sleepy-aliens from VOY... :(

**Title:** From the Waters We Came...

**Era:** Any

**Setting:** Starship

The crew are sent into a class M world that is undergoing a type of terraforming. It is a planet that is nothing much more than a sphere of water, with small series of island achipeligoes (sp?), and a major project underway.

Using genetically modified Coral, and other terraforming techniques, the colonists have created a new landmass, a large equatorial continent, the point of which is to see if it'll work or not, and thereby do the same elsewhere. The depth of the waters make typical landmass creation less than possible, so the use of the specially bred coral to grow in colonies that form a kind of "bed" for the continent to function is the main experiment.

However, strangely over the past while, wherever the colonists try to build shelters and buildings, the coral below seems to start growing irregularly, and the building ends up unstable, collapsing, and then the coral grows back. They can't find a scientific reason for this.

Basically, as the crew arrives, have things get worse: where people go, the coral seems to shrink and fall back, or collapse, or break apart. Most of the crew and those of us who've watched the show will likely think "Wow, it's alive and reacting to us in a sentient way!"

Which is exactly what the scientist who has an alternate theory of creating a landmass on the ocean planet wants everyone to think. He's using various temporary viruses, genetic resequencing, and the like to make the coral seem to act like a living being in response to the actions of the colonist, so that the island will be abandoned and his theory can be tested. Simple scientific rivalry that will go all the worse when one of his tamperings starts to destabilize the entire mini-continent, and a lot of peoples lives are put in great risk...

## ghosty

12-30-2001 02:42 PM

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EPISODE TITLE: Shuttle Down!

ERA: Any

The planet Somal is going up in flames of revolution. Federation attempts to mediate the situation have failed and the government has fallen. Anarchy rules as various tribes vie for power.

A small Starfleet Ground Forces detachment had been on planet at the invitation of the old planetary government to train the local defence force but now they are powerless to do anything as the situation deteriorates.

One powerful tribal chief blames the Federation for the ills of Somal and he gains many supporters especially after an incident at the gates of the Federation embassy when an excited young trooper opens fire on demonstrators.

The PCs are ordered to assist in the evacuation of all Federation personnel and citizens from the planet.

Due to atmospheric conditions, the evacuation has to be performed by shuttlecraft. There are not enough shuttles to carry everyone in one lift, so it will have to be a phased withdrawal culminating in the withdrawal of the GF unit.

The initial withdrawal goes off without a hitch, but then rival factions begin an intense firefight over an abandoned armoury filled with weapons. During the fighting a stray burst of fire hits one of the shuttles and it crashes into a densely populated slum which is the stronghold of the anti-Federation faction...a shuttle is down in hostile territory, the Federation Ambassador an influential Tellarite is among the passengers, the mission is simple, perform a rescue operation under fire of the shuttle, its crew and its passengers.

**Title:** Thirteen Psions

**Era:** Any

**Setting:** Planet based / Starship to get there

When one of the Betazoid "gifted" children who was born telepathically "switched on" is kidnapped from the rehab centre where he's learning to control his abilities, the federation sends a team to investigate. When a member of the crew's ship also goes missing - someone noted for their high telepathic abilities - a line is finally drawn between those two and eleven other kidnappings across Napea, Betazed, Vulcan, Hali, and other psionically active species. The crew's ship, the latest site of kidnaping, use forensics to determine the method of kidnapping (a very intense transporter using a kind of energy matrix previously unexperienced), and trace the source of said transport to a barely class-M planet that was once the site of a Vulcan offshoot colony.

The away team finds a complex, an old ruin of a site made of crystalline rocks, rare minerals and the like. Inside, they come under telepathic assault from the kidnapped people, but in a random, confused way: all of them have been separated from their bodies, which are held in chambers below the ruins, and they're mostly under the control of the "master" of the ruins: a Section 31 trained Human Telepath.

The ruins are a foci, that, with the psionic energies of the minds of telepaths, allows a great extension of power to the individual in the "centre focus." Telekinetic Transportation, Clairvoyant Far-Seeing spying and eavesdropping, there's little limit to the abilities that can be garnered by the use of the ruins. They're old Pre-Awakening Vulcan in design, and runes of an ancient Vulcan dialect cover the place.

The crew have to both manage to handle the uber-psion, rejoin the psionic essences back into their bodies, and sabotage the machinery/ruins/crystals and ruin the place for real.

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## ghosty

01-01-2002 11:32 PM

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EPISODE TITLE: The Terraformers

The ship is ordered to deliver supplies to a Terraforming colony on a planet just on the sunny side of the Tholian border. The planet is a bit of a mess, heavy metal atmosphere poisoned water but good enough if the terraforming work can be done.

However, just as the ship arrives they are confronted by a alien vessel which fires on the ship. A signal is received telling "the claim jumpers" to leave or be destroyed.

The alien vessel is extremely archaic and its weapons just bounce off the shields. Any of the ship's weapons would cripple the alien vessel in one salvo.

The PCs beam over to the alien vessel to find it to be a sleeper ship with a number of aliens encased in cryogenic freezers. They manage to access the computers and discover that the aliens had left their homeworld some 354 years previously for this planet which is perfect for their physiology. According to the computers, they have enough power for about three days after which the ship was supposed to make landfall.

Obviously the Federation has inadvertently "claim jumped" so the PCs are ordered to evacuate the colonists so that the planet can be restored to its original state and the aliens allowed to make landfall...only probelm is...you guessed it...the settlers don't want to leave...



**Title:** The Children of Soyuz: **Era:** TNG or so: **Setting:** Starship

The prototype *Soyuz* class ship, the *USS Soyuz*, was listed as destroyed during a far-reaching patrol of the Federation border in 2277. A threat vessel of a space-faring race in that region was uncovered by the *USS Copernicus* on a deep planet exploration mission. In that vessel's ship records was a record of a space-battle with the *Soyuz* that listed it as destroyed, all hands. Carefully falsified, those records were the result of intended espionage by the threat species, called the Amarix.

The Amarix had indeed attempted to subdue and board the *Soyuz*, but they failed. They did, however, manage to deal some severe blows to the ship, including knocking out the warp drive of the *Soyuz* before being destroyed by the Federation ship. Some of the Amarix boarding party were still on board during the attack, and they were subdued.

The *Soyuz*, lacking communications gear, with no warp drive, and an impulse engine that was falling apart, managed to lodge itself into planetary orbit of a Class M world on the wrong side of Amarix space, where the Chief Engineer rigged up a solar collection device, to keep the ship operating.

There, the 184 survivors of the attack (and their 21 Amarix boarders) debated. The Warp Drive was unsalvageable - the crystals had shattered and broken, the nacelles were fused. The impulse engine was also on its way down, and fusion wasn't going to get them anywhere. After long discussion, the only real choice was made: land. Using shuttlepods and shuttlecraft, the crew (and Amarix) were all on the planet, and the *Soyuz* was stripped down for everything of worth. A small, but serviceable, "colony" was made on the planet below, which they named "Solace.": Time passed.

In current times, the Amarix have suffered a recent catastrophe in their home world. A passing comet rich in rocky materials clipped the atmosphere of the planet, dumped the minerals into the atmosphere - minerals that have become radioactive with the thermal activity. People are dying, and the planet will soon become inhospitable. The Federation has offered aid, and for the first time, the Amarix are willing to accept it. This could be a diplomatic coup for the Federation, as the people of Amarix ended hostility, but never opened positive relations either.

The stargates of the Amarix show a class-M world quite far from their home that would be a worthy place for refugees and rebuilding. Unfortunately, it's Solace. The crew's ship proceeds the large number of one-way caravan ships the Amarix have built to evacuate their planet, to scout out the "New Amari" planet, and find the Solace inhabitants.

Can the crew get the Amarix council to accept that the planet they're heading to is now populated by a small colony of human descendants, and uncover the reason they're there in the first place (In order to end internal hostilities, the *Soyuz* crew erased their historical records of the Amarix attack and decided never to speak of it to their new generation of children). The fact that many now have human/Amarix cross-bred DNA might help ease the incoming Amarix refugees.

Play this is mostly diplomatic, with Amarix (a rather xenophobic lot) distrust and fear of those different than themselves, and the promise of future peace that might be represented in the Solace inhabitants. It has been nearly a hundred years, and their colony is doing well, but the Amarix council would be in their "sovereign rites" to kick the people off and take the colony for themselves... the Solace inhabitants aren't willing to accept that, though. Solace has no natural dilithium deposits, the reason that, though they're warp-aware, the Solace inhabitants have never left their world. They're educated to a high level, but held back by lack of materials sometimes...

## ghosty

01-01-2002 11:39 PM

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EPISODE TITLE: The Eternal Struggle: ERA: TNG

During a scouting mission the crew pick up a distress signal from the *USS Mannerhiem* a TOS-era light cruiser listed as missing presumed destroyed. According to the signal it had wandered far far far from its original course and is actually two years travel outside of what was then Federation space.

The ship arrives to find the descendants of the crew of the *Mannerhiem* are locked in a war with the descendants of the crew of the Klingon destroyer *IKS Rerv'okav*.

According to the leader of the Federation survivors the two ships had blundered into each other during a routine patrol and started shooting. During the battle, they stumbled into an unstable mini-wormhole and were propelled here where the two ships had crashed but the war continued.

The Klingons (who appear to be TOS Klingons) are even meaner and nastier than they were before and refuse to negotiate and refuse to believe that the Federation and Klingons are allies and in fact they fight even harder. Assistance from a passing Klingon ship is sought but the CO is a hardliner exiled to the outback by Chancellor Martok in the wake of an attempted coup so he quickly falls in with his fellows in an effort to wipe out the Federation presence and thus gaining new allies in his war with Martok and his moderate faction.

Name: **Ghosts of the Past**

Type: Mystery / Horror

Era: TNG/DS9/VOY/+

This is an adventure that I ran for my group last Summer when we were needing a change of pace type adventure.

What you need:

One Psionic Character or one character whose player has been making noises about wishing they were Psionic.

*Prelude: The MacGuffin*

It's a courtesy call away mission, Perfect chance for your PC captain to get off the ship if you have one, but this works well regardless as long as you use your highest ranking Command Branch PC or Line Officer if you lack one of those. The Gam'C Uffins are a pleasant minor member world of the Federation near the bend of the neutral zone that heads for the Black Cluster in the Alpha Quadrant. Aside from sending cultural arts and the occasional representative to the Federation Council, the Gam'C Uffins really don't interact too much with the rest of the Federation. Their planet supplies them well with their material needs still, and there isn't anything so dramatically viable that they offer that can't be had somewhere closer in the Federation. Due to this, Starfleet has directed the crew's vessel to send a courtesy stop by the planet which is about to celebrate its 15th anniversary of Fed Membership.

The problem is, the ship is already carrying time sensitive materials to yet another planet, so the solution is to launch a warp shuttle to carry the envoy team on 7-8 day flight (better if your ship packs runabouts) and then will return to pick them up enroute back the way they came.

Let your crew talk about the mission, dazzle them with promises of good times to be had, after all, they aren't ever going to make it to the planet anyway, so promise the Moon!

*Act 1 Scene 1*

The team selected they soon leave the ship behind. Let the players do some inter character exchanges and occasionally toss in a nav test or com test as you tell them that time is passing by. Once you are bored with this, go to Scene 2

*Act 2 Scene 2*

The Crew's vessel is nearly a week away at high warp and the destination is still a couple of days away when you have them make a sensors test.

Once successful at a reasonably high diff (don't forget to include sensors bonuses and what not so feel free to make it diff 10) reveal to the sensor operator that they are picking up the clear indications of derelict Starfleet vessel. It is in fact the USS St. Kitts, one of the Merced Class Escorts from the earth 24th century (see The Price of Freedom pp. 126-127 or SRM Federation by Steve Long), which can be revealed by a Starfleet History test or a quick Computers Research Test of diff 4.

The thing about the St.Kitts is that it has been missing for 60 years after disappearing while running a patrol along the Romulan Neutral Zone. (give or take a few based on your era setting, class production started in 2312, my game was in 2374 so 60 years for me)

Sensors detect only the barest traces of continued power, no life signs though there are indicators that the crew is aboard if long dead, the ship does not respond to hails obviously. Sensor scans are difficult due to some Isometallurgical Resonance seeping into the hull. This also applies to tricorder scans onboard, limiting range on those to about 50 feet or so. Later on when the course of the St.Kitts is backtracked they will see that it moved through a Radiant Nebula at sublight speed for 7 years and so it's probably saturated -- a good Borion Sweep in a starbase would fix the problem right up.

The General Orders make it clear that this must be investigated, but if the Players remember to tell the Gam'C Uffins that they will be delayed, remember this for openness later.

*Act I Scene III*

The St.Kitts is moving along at near C speeds, and is spinning along its Y axis making docking a bit more complicated than normal. The crew can't activate the docking hatches, the docking tractor beams, or even the parking lights because they do not possess the Override codes for the St.Kitts on their shuttle and even if their Ship has them, they won't transmit that data so close to the Romulan Neutral Zone without the go ahead from Star Fleet Command. If the players send a message to Starfleet it should take about 22 hours for a return message at their current distance.(about 220 lys) Feel free to adjust the turn around time for your own game.

It will take a moderate task at shuttle piloting to match the spin and land the shuttle on the exterior hull. Then it will take Personnel Equipment Environmental Suits to space walk to a hatch where some or all of

the crew can gain access to the ship. I would recommend just sending two characters, and having them carry emergency power generators from the shuttle -- they will need these to power the air lock, the doors and what not.

On the way from the airlock to the shuttle bay, focus on the darkness...the spooky play of flashlight on frosty corridor plates, the cramped environment of the old model ship...there is still atmosphere if just stale, so let them "hear" the ship groaning metalically through their helmets. As they near the shuttle bay, let them discover a frozen corpse floating the passageway, floating because the artificial gravity is off, but floating none-the-less. It's lifeless eyes will seem to follow them as they carry on with their journey. If they bother to scan, cause of death seems to be elusive without an autopsy, no sign of injury or illness...but definitely dead before the frost set in. If you have an Andorian character, make this corpse an Andorian from the same keth as the player. It will make it creepier later. Have them make a few more test to get the shuttle bay doors open, all of the vessel's shuttles are intact. Oh, a reminder, as they flew up on it they should have seen the dents and micro-meteor fractures indicative of a ship long drifting without shields.

### *Act II Scene I*

Now that whole team is aboard, there are a few likely stops they will want to make, the First Being the Bridge, but also likely are Engineering and Sickbay. All three of these locations have Emergency Shelter rigging, and are important in their own way.

Bridge: Put those power packs onto the terminals and you may have the data of exactly what was going on when the St.Kitts met with disaster.

Engineering: You can bring power back online and make your life easier.

Sickbay: If it was a disease, there should be indications here.

I will assume they all stay together and go the bridge so you will have to adjust if your group doesn't.

The Bridge: The crew's best bet to the bridge is to climb the turbo shaft which should be easy in the micro gravity they have right now. As they head down the corridor to the nearest turbo shaft, they come across that body from above. Have the two who passed it before make a Perception + Search test. If successful they are startled to remember the corpse was facing the other way when they left it, but now it seems to be facing their approach. The rational explanation is that one of the brushed it or the air wake by their passing spun the corpse. But make it seem like there is perhaps another explanation, if they want to hurry away from the corpse or put it somewhere...you are probably on the mark.

After the climb and door rigging (simple Systems Eng tests for that) the crew finds the bridge. All the stations are manned by frozen corpses, none of them have any signs of trauma. Psionic sensitives should get a strong feeling of unwelcome, particularly for species that joined the Federation after 2314. Keep track of how your players treat the corpses that they must move to get their data recovery project online. At this point the Command officer should probably stay and supervise the bridge recovery and send other groups of two to handle various tasks from the aforementioned trips to engineering and sickbay, to getting more power packs from the shuttle.

The easiest way to bring the bridge back online quickly would be to use the still functioning Emergency Shelter functions, but as that would restore heat and gravity, it will be suggestable to move the corpses off the bridge first as they will defrost and begin to rot or stink or whatever. If an Admin test is made to see what is the best course I would recommend this:

Command/Ops Guys: 2 clear bridge of corpses, restore lifesupport, restore systems, recover data.

Engineering and Other: 2 head down to main engineering to see what is what about bringing the core back online to facilitate salvage.

Security and Other: Ferry corpses from bridge down turbo shaft to alternate storage area.

I presume a 6 player group -- bring enough NPCs to make it 6 if your group is smaller, remember 2 person groups is the Starfleet recommended guideline for away missioning.

### *Act II Scene II*

*Scene IIa* -- Engineering: After making it to main engineering the group finds the same corpse situation again, these corpses are not in the shelter but floating near work stations. Still no indication as to what killed them, they will have to be moved to work in the area with any easy. The situation is not as bad as might be expected, though all the Dillithium crystals are slagged as are the reserves in storage, the smaller sized crystals from the shuttle could serve long enough to get the power online and things humming until the PC's vessel gets back. Also the Deutrium (sp) tank is rather full and there are spare fusion rods still in storage, so, alternately Impulse engines could be brought back online and or the back-up generators brought online for basic ships functionality power. As the warp engines are the most powerful, this is the course the engineer will likely choose. Cut Scene...

*Scene IIb* -- Turbo Shaft: If possible, the Psionic or Would be Psionic should be on this team. Trust Me. As they are moving the last batch of bodies down from the bridge so the bridge team can restore life support functions...a door to deck is 5 open. (shuttle bay was on deck 7)

This is odd because the door was certainly \*not\* open during any of the other trips. A quick com check

confirms that no one else opened the door. In surreal slow motion a Basket ball come closer, unseen at first but heard, then bounces out of the corridor falling down the turbo shaft or, if creepier, stoping in the dead unmoving clutches of the bridge officers currently being moved.

If they carry on with their mission, the next pass by the door is closed again. Tricorder scans still reveal there is no power to the door.

*Scene IIc:* About this time, the engineer should be calling in to talk about the power problem. As there has been no sign of actual threat, the Engineer may want to send his or her partner alone back up to the shuttle to pick up the Dillithium while getting the stations brought online to prepare for the warp reignition...or vice versa. Tell the Command officer that it does seem that though creepy, the ship is safe and so it would be okay to split up as long as regular communications are maintained. If it hasn't come up already, this is a good time to have the Command officer suggest the Corpse team check out Sick Bay for any answers.

*Scene IIId:* Whoever goes alone to the shuttle bay disappears and won't show back up until Act III. Don't explain why, that just adds to the growing apprehension, just don't mention it at all. Later on you'll be told when to mention the issue.

### *Act II Scene III*

#### *Scene IIIa: The Bridge*

Finally power somewhat online and corpses removed from the area, the Command officer and (Operations still my suggestion) partner begin powering up the stations from the portable generators.

From the Ops console it can be seen that some sort of irregular power arrangement had been established before whatever disaster struck occured. The entire flow the older EPS conduits could wrangle had been sent to deck 5 to some....object not defined on the Ops console.

Helm: It is determined that the St. Kitts had been moving along at .82 C near the Romulan border at the time the disaster struck. A quick diff 7 Space Sci: Astrogation test would tell the character that the St. Kitts has drifted about 48 Light Years -- more than 2 sectors! -- since the disaster struck.

Sci I: This console record shows that very intensive scans had been conducted all that day across the Romulan Neutral Zone. A Starship Tactics test of diff 8 would tell the player that the scans looks indicative of Cloak Detection tactics of the early part of the century...so it would indicate they were trying to find a cloaked vessel.

Eng: When brought online, perhaps to see what the irregular power arrangement is about, it is found to be Security Locked and requires an authorized command code to gain access.\*

Tactical: Same as Engineering

Command: If the person who sits in the Captain's chair is Psionic or has Alertness or Sixth Sense, they feel a palpable sense of danger which remains until they move. Non-sensitives feel nothing abnormal. This chair is locked out as well.

\*Commanders and Captains have higher security clearances -- but it is unlikely they had them back in 2314 when this ship vanished, so they aren't on file. Sorry.

#### *Scene IIIb -- Sickbay*

The corpse moving team arrives in sickbay to find it confusingly empty except for the staff. It clearly indicates that whatever happened happened very quickly because even the Medic/Triage team is drifting at table near what may once have been cards. If they thought to bring along a power pack to turn on the CMO's station, a Computer (Programming) diff 7 test will allow them to reconstruct the log that was still in progress. The CMO indicates that an increasing number of crewmen from deck 5 had come in complaining of fatigue and bad dreams (there weren't counselors back in those days). The Doctor was attributing the matter to simple stress from proximity to the neutral zone but also indicates it maybe be caused by a non-congruence between the neurofields of the Human and Andorian crew caused by the Debrune Component.

A History Vulcan, or Federation test diff 7 or 10 respectively, or a diff 6 Social Science Archeaology test will tell the character that the Debrune are the Vulcans who left Vulcan during the migration but did not carry on to Romulus OR they are the people from which Vulcan was seeded with what are now known as Vulcans. Debates still fire on this topic, but all known Debrune sites are found in the Beta Quadrant and all in Federation Space are in the supervision if not custody of the Vulcan Science Academy and Daystrom. Since the Stone of Gol incident (if that has occured in your game) the Vulcans have gotten even more vocal about having solitary rights to explore and police these areas as a number of Psionic tools and Weapons of the Pre-Surak era have been discovered in these ruins.

What a "Debrune Component" would be doing on an escort ship in the Alpha Quadrant with a no-vulcan crew back in 2314 is probably a pretty good question.

#### *Scene IIIc -- Engineering*

Tell the person who remained behind that the other person is still not back and has not communicated. Attempts to reach the person with a Com-badge are futile. The Tricorder problem is still existant so not much help. And of course the main computer is not online to do a shipboard internal sweep for the person.

The Engineering person should call the Bridge for help, the Command officer should logically check up on the Sick Bay team (who are fine) and send them to see if they can find the missing crewperson by heading from the turbo shaft to Shuttle bay, then if necessary room by room searching that deck. The Engineer can still bring the impulse power up which would allow the computer to be brought online which would make the search even easier...but will need help. The Bridge Team could easily leave what they were doing for now and help with that as it would remove the need for any more boost pack jumps for the consoles.

While the Command team heads to Engineering to help with the fusion rods, the Corpse team makes for the shuttle bay again. Be sure to accentuate the darkness again, the metal still grinds, the rooms with sealed doors still hide unknown things...when they finally get to the shuttle bay, there is no sign of the missing crewman....but there is something even worse to be seen.

The shuttlebay doors are open and they can just make out the ever dwindling shape of thier shuttle/runabout that has somehow been ejected or made off with....leaving them stranded in the frozen coffin.

(Intermission) Let the players suffer....now is a good time to stop for the night if you have a short session, or to take a dinner break. Refuse to talk about the game's details. Make them think on their own...their imaginations by now should start filling in much more horrible possibilities (and there less rational not starfleet imaginations will be wondering if you have decided to run an actual supernatural zombie horror fest on a haunted ship. Which...as you will see...in a small way...you have...

### *Act III Scene I*

They are obviously going to most perplexed by the lack of a viable shuttle craft, if they check the others in the bay they still work, but none of them are warp capable, so aren't carrying Dilithium and won't be much good for escaping. The group in engineering should probably continue the search for the missing crewman. In engineering, once the rods are in place, they will discover they will need more power to bring the system online so they will need to go and collect the power packs from the bridge to link together to jump the system like a capacitor. They journey back up the shaft to the bridge, and find that all the bridge corpses are back at their stations. They don't move, they are still quite dead and frozen, but they are still back at their stations.

They can easily collect their needed booster packs and head back for engineering.

#### *Scene 1a*

The Corpse team continues the search for the missing crewman, if the engineer was left back in engineering while the command team went to collect the power packs, the engineer will be missing when they return.

#### *Scene 1b*

The Corpse team hears the basketball sound again and see it bouncing lazily down the passage. If they follow it falls into the turbo shaft then goes up. If they follow again the doors to deck 5 are once again open. The ball is stopped before the door to a junior officer. If they go inside they see that lifesupport and other systems are online in there...the room's LCARs is online and there is a Log entered on it for the current stardate.

"6 came aboard, but the Captain says none will leave. They may claim to be Starfleet but their uniforms are unfamiliar and regardless there has been no indication that they are cleared for this project. The XO argues but it seems unlikely the Captain will change her mind."

If they try to communicate with the other personnel they find they have lost coms and, worse still, the doors to the turbo shaft are closed again and won't open.

### *Act III Scene II*

The engineering/command team are back enroute to Main Engineering when they spot two frozen Andorian Corpses floating the corridor. The corpses float at them, still quite dead. If they phaser them they are destroyed easily, but if they run have them make Athletics contests...the two fastest get away in the maze of passages, but the one in the rear finds themself grabbed by the corpses and drug up into a jeffries tube. Coms are still down.

If someone is captured, the way behind them is sealed back up and they are deposited in a storage room on deck 9 where they discover any other missing crewmembers. A similar capture is related. Why the Andorian corpses have put them here is unknown, but if they try to leave those two plus up to 8 other corpses try to non-violently keep them in place...phasers of course will win the arguement convincingly.

### *Act III Scene III*

The Corpse team, detects an unusual power spike on any tricorder scan used to try to find the missing crewman and this leads them finally to the Special Projects room. Inside they see a host of power conduits and computer interfaces linked into what seems to be a tall sculpture with glyphs upon it. A culture test will indicate the style is Vulcan, a Language Vulcan test will indicate the language is Ancient Vulcan. As they investigate it, a bright light will emit from the tower and strike the Psionic or hoping to be

Psionic character.

After a burning pain the character finds himself/herself in the same room but without the companion and now with the persons whose bodies littered it. A voice that sounds like a Ship's computer speaks directly into his mind and reveals that it is the One Mind of the Ship's Computer, the Artifact, and the Crew. There is an argument in the Parliament of the One Mind, but the Andorian faction led by the XO insists they reveal what is going on. The Artifact was found by a Starfleet mission and the glyphs translated. It was originally an amplifier that enabled a Vulcan Mind Lord to rule an entire city, and to pick up stray thoughts of dissent from anyone within. Starfleet Intelligence and Strategic Operations special projects kept the discover secret from the Vulcans despite the normal guidelines and were attempting a project Far Sight. The project hoped to link an Andorian telepath to the device, the device to the computer and the amplifiers of the Navigational Deflector to detect the Minds of Romulans in cloaked vessels and thus track them despite cloaking. Something went wrong in the interface and when it was activated it sucked the minds of all the crew out of their bodies and into the computer consciousness. They are one, but still individuals as well. After such a long drifting in space the one mind had lulled into slumber, but the presence of the crew had awakened it slowly. It took them a while to be able to control systems or even their corpses telekinetically again. The dilemma they faced though is that the project was Ultra Secret Compartmentalized clearance and the Captain, following her orders, insists that the crew be detained indefinitely until proper clearance is given. Or, if they try to interfere they be dealt with under Captain's Mast for treason and executed. (Death penalty still existed in 2314)

The XO feels that the circumstances modify the orders and that some attempt should be made for the crew to get and give proper clearance. He had the other crewmembers detained for their own protection. It is here the PC gets to argue the case and plight of her crew with the Crew of the St. Kitts -- roleplay it and enjoy flitting from voice to voice personality to personality as you both support and argue against the character. Once you feel they have made a convincingly argument, the St. Kitt's captain agrees to release the character back to his/her body and gives her 72 hours to submit the proper clearance.

The crew is reunited and can communicate with Starfleet Command -- Contacts in the Command or Admiralty would be appropriate to call in here -- Only one person on Project Far Sight is still alive, a retired Admiral who was but an Ensign on the project at the time.

Rather than tell you how to end it as it is your series and you can best think how to tie up the details, I give you instead these points:

*A)* The Vulcans, if they find out, will be "angry" about the entire matter and demand the Artifact be turned over to them immediately. It will provide serious fodder for the VIM that the Federation can't be trusted.

*B)* If the Romulans catch wind of it they will want it for themselves and their own psionic projects and will take great steps to secure it.

*C)* The thing works..the St. Kitts one mind can detect Romulan thoughts (or other psionic susceptible race species) at a range of 17 ly. It is a unreproducible but certifiable 'cloak buster'.

*D)* Because it works, SI won't want to give it up and will bring pressure to secure it and keep it a secret.

*E)* So would Section 31

*F)* Though energy beings, the crew of the U.S.S. St. Kitts is "alive", the individuals still consider themselves alive and Starfleet...disassembling the device will kill them all.

PS - My group enjoyed the adventure, I forgot to note in the wrap up section that you could have the player who hoped to have PSI ratings be justified in getting some after the contact/temporary merging with the One Mind.



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**TITLE: What The?!?!:** TYPE: Ship/mystery: ERA: Any

While on Routine Patrol™ you ship picks up a distress call from a Small Federation Base™ (In our game it was Small Federation Base SFB-908). Responding, they find a field of debris and a gaggle of life-pods and shuttles. Your ship collects the survivors and moves on.

The captain interviews the bases senior staff. They remember NOTHING about the destruction of the base. They simply went to bed for the night and woke up in life-pods. The crew that was on duty in the operation center is missing and presumed dead.

Just what the heck is going on here?! Telepathic Invaders? Sabotage? A good dead by a higher power? That Damn Fish™? - That's for YOU to decide.

I listened to the players throw around ideas during lunch and decided that the base was destroyed by Spaaaaace Gnomes™ and the sleeping crew was moved to the pods by a passing Telekinetic/Telepathic Vapor seconds before the base exploded. The crew made peaceful contact with the Vapor later that ep.

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## StyroFoam Man

01-06-2002 02:44 AM

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**TITLE: The Phantom Of The Starship Gambler**

TYPE: Mystery/Odd occurrence: LOCATION: Starship or Space-Station

(The events listed below should be inserted randomly into other stories in order to get the proper effect)

A lowly NPC suddenly develops a breakthrough propulsion technique that that allows the starship to escape from a sticky situation. When asked how she managed to develop such a breakthrough (being a xenogeologist, not a theoretical propulsion engineer) she replies that she's been getting lessons from "that guy on deck X with the scar." Figuring that this was a one-time freak occurrence the Captain brushes it and puts a commendation in the geologist's file.

A week later it happens again. This time the lowly geologist "invents" a new sensor that allows the crew to rescue a shuttle trapped in a Class Ten Freaky Anomaly™.... This time the captain calls for an investigation. The geologist shrugs it off and says that it wasn't her idea, she dreamed about it. Again the captain brushes it off, and puts another commendation in her file. This happens two more times, once with a new weapon that makes short work of a Borg Sphere and again when attempting to repair the warp-drive after a battle.

Then the Assistant Chief Engineer turns up dead. Strangled... With a note attached to his body. "Promote the NPC to Assistant Chief Or Suffer A Disaster Beyond All Imagination."

Just what the hell is going on here? Turns out a super-intelligent psychic non-corporeal lifeform has taken a shine to the NPC and sees her as a means to gain a physical presence. It is currently living in the Anti-Matter containment system, and appears as a vision and in her dreams.

Been building up to this over the last month. I let one of my players in on some of the basic plot and asked him to have his character fall in love with the NPC. Bet you can guess what's going to happen to Him!

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## Michael Barratt

01-14-2002 04:52 AM

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**Title:** The Measure of a Mind: **Setting:** Planetside/Medical Conference/Starbase: **Era:** Any

Good for a solo player episode, or for a "getaway" ep where the other characters tag along when the Doctor goes to a medical conference\*, everything begins as planned, and the conference is underway.

One doctor, a pretty young woman with a rather stern and acidic demeanour, outshines a doctor or two in the same seminars as the PC Doctor, while the other crew are off enjoying themselves or the like.

Strange militaristic people who are out of place on a resort planet, the other crew start to notice these soldiers trying to "fit in" (ie: they're undercover).

The woman doctor is a fugitive. From a non-federation world, she is actually a clone of a male doctor who did some genetic tampering with his clone (among which was to change her gender, sharpen her wits, etc). On that world, however, genetic experiments are considered non-sentient, and she has no rights, is considered the property of the doctor who created her - who, you guessed it, is at the conference and has hired those mercenary soldier types to get her back into custody.

She'll ask the Federation Doctor crewmember for help, and the moral dilemma will kick in for the crew: just because her planet says she's not a sentient, should they help arrest her, or help her get away? (Or some other third option they'd undoubtedly come up with that derails your plans)?

As a plot complication, she has a medical idea that might save the life of a terminal patient in the medical facility, but if captured, she won't get to use her procedure, and an innocent cute little child will die an agonizing and slow death. How's that for a tug on the heartstrings... makes a nice tension-packed climax if she's operating on the child when the mercenaries finally catch up with her...

**Title:** Vision

**Era:** Any

**Setting:** Starship

Begin this episode with something mundane, like the mapping of a star system where a trinary star with an orbiting nebulous cloud of anomalous matter/gas. The matter/stuff is putting out an odd radiation, but the shields manage to cut most of it off.

While studying, have the crewman you most often associate with being the strongest mentally or the most "pigheaded" start to have minor mental glitches. They turned the wrong way in the corridor, or they meant to go one way, and ended up somewhere else. Or they think they see Crewman X, but they're talking to Crewman Y. Oops.

Then, make it a little worse. Visual hallucinations that are starting to border on more than distracting. At the same time, start hitting some of the rest of your crew with the more mild effects. The Doc should be involved by this point, and the doc will discover that the energy radiation might contain a low-level psionic resonance/disturbance, and might be the cause of this problem. Indeed, except for the first person affected, the disturbance eases off, and ends, when the ship moves away from the system.

The first individual affected now begins to see alien shadows among the crewmembers sometimes, odd round-ish shaped creatures, which seem to be stalking the other crewmen, and are nearly omnipresent. He feels an odd pain in his head, and especially sees the aliens around the various telepathic crewmen on board.

Things get worse for our intrepid crewman, and soon the visions are nightmarish. The "things" are all over the place, coming at him, and even though the crew aren't nearby the system, things are starting to get wierd again among the crew that listen to the crewman: the reemergence of the strange visual hallucinations. Particularly strong-willed individuals start to notice the dark shadowy roundish aliens.

So then a full investigation/lockdown/alienhunt begins, and proof is found of an alien ship that must have been hiding in the rings. They're either using some sort of energy weapon or are a telepathic species, and the crew now start to work out a plan to strengthen shields and blast the ship. After some technobabble tension, they blast the ship, and it retreats... Everyone recovers. Everyone is happy.

In his quarters later that night the Crewman's visions redouble, and the blurred round entities are back, attacking in full force. Fighting them off isn't possible, they don't seem to be physically present, and he should undoubtedly freak out, major. The crew examine him and see that he has suffered permanent brain damage as a result of the radiation and/or alien projections.

At this point, the CMO should clue in that something isn't right: the radiation shouldn't have done what it did, didn't seem to do it to anyone else, and out of the corner of his eyes, he notices elevated levels of neurotransmitters involved in telepathy - but looking directly into the display, the readings aren't there... The Aliens are back?

Here's what's actually going on: one of the telepathic crewman on the ship picked up a virus that is causing his telepathic abilities to project a kind of visual distortion. As more and more crewmembers picked up the virus, those telepathic have evolved this outgoing psychic static into a group hallucination. There was no alien ship, and no radiation from the gaseous nebula ever got through the shields. Basically, as the crew come up with hypotheses, their hypotheses are being integrated into the collective hallucination. The crew need to think straight long enough to find a way to block telepathic input - the reason the crewman is having such horrible visual hallucinations is that he's strong-willed enough to not be sucked all the way into the vision, which makes what he is experiencing (including large round "virus" representations) more in tune with reality than what the rest of the ship believes they are seeing. (Think of the one sane man in an insane Kingdom).

This one would be creepy, and based on the one 'insane' guy knowing he's not sick, he's just seeing things, finally convincing someone that there's telepathic incomming something, and then the rest cluing in and avoiding their own collective unconscious delusions and finding the cure to the virus, after nullifying it somehow...

What's fun about this is that whatever theories the crew come up with at your table, you integrate. If they think Romulans, Romulans shall show up, for example. :eek:

**Title:** Patient Zero

**Era:** Any

**Setting:** Starship

The crew come to a world where there two humanoid races have evolved. They live in a harmony, though the larger majority tend to be a bit condescending to the smaller group of humanoids (who are built a little smaller, a little weaker, and have a really soft and gentle disposition).

The larger majority are technologically advanced, have warp drive, and are new to the space scene. The smaller population have some technology, but tend to live in harmony on the edges of the civilization, though sometimes one species marries into the other. They cannot have cross-breed children without a great deal of medical intervention.

When the larger community gets hit by a mutating virus, and have been dying for years, approaching the millions, the crew could easily become involved. No matter the treatment the larger group try, nothing works for long, and the virus just shows up later, mutated again.

The cause is the smaller group: their immune system doesn't suffer from the virus at all - they pretty much fight it off in a day or two and suffer no symptoms at all. Unfortunately, every time they fight it off, the virus mutates in an attempt to hit them harder, and these mutated strains are what are killing the larger group.

How will the society react when they find out that merely containing - or killing - all of the smaller species would end their disease with their next "Cure"? Anarchy, death camps, isolation communities? S'up to you, but it'd be an interesting ride...

**Title:** Shards

**Era:** Any

**Setting:** Starship

The ship is exploring a system where a comet is about to make a very close brush with a Class-M world, though not colliding, when a la Voyager's ep with the ship duplicating after passing through a subspace scission (I think that's what they called it), the crew finds that their ship is suddenly leaking antimatter off to nowhere, and losing power, fast. Proton bursts start to do what happened on the Voyager ep - one ship gets hit by some damage, but the first ship senses it, and shuts down the proton bursts in time to stop total destruction (though for kicks, kill off some of the duplicate characters). Making communication, they learn of the dilemma they're in - both ships are losing power, and things aren't going well for either of them.

Two solutions are known:

1. Blowin' up one of the ships, that'll work for sure, but uh, well, that sucks. Evac from one ship to the other messes up the atomic mass of the ship the people end up on and it'd blow up anyway. This shouldn't be a solution until the last possible moment.
2. Realigning the phase variance of the two ships - but it's razor-edge mathematics, and damned hard to do. They should give this a try, and let them - but have it fail, and increase the phase discrepancy.

What they can do is "hitch a ride" off the comet - tractor themselves to it, and drift behind it, and once close enough to the planet, beam down the crew of one ship, and then blow that ship up. This should be the ultimate solution - and power then returns to the first ship. The people on the planet suffer a kind of "phase shock" as they're quite rudely punched into this space/time continuum, and many will need immediate medical attention, but most (if not all) of the duplicates will survive.

The idea being this: At the end of your session, most of the crew are left with duplicates, though some have died. It'd be interesting fallout, the Tom/Will Riker seed on a much larger scale, and with a canon source. ;) I'm not quite brave enough to do this myself, though *maybe* with my smaller-ship campaign, the *USS Sam Steele* - duplicating 12 people shouldn't give me as big a migraine!

**Title** : Fixin' the Voyage Home

**Era** : TOS movies (just after STIV)

**Type** : Time-travel / parody

**Setting** : Starship

The ship is exploring some subspace phenomenon not far from the Terran system when they receive the distress call from Earth during the destruction the whale-seeking probe is bringing. However, they are soon trapped in a temporal anomaly, and can only witness what's happening - the damages the probe is bringing to Earth, and Kirk's time-jump to bring back some whales.

They manage to get free of the temporal anomaly, just in time to hear about The Bounty's return and crash under the Golden Gates.

But while the probe is leaving the system, the Crew realises that some things have changed - no big deal, but for instance some starships designs no longer exist, names of cities on Earth have changed, and so on. Kirk's trip to the past has changed the present (not drastically however), and the temporal anomaly they were trapped in has protected the Crew from the changes. The only other people who could be aware of these changes are the Bounty's Crew - but they have not noticed them since they are too busy being Court-martialed at the time.

The Crew should then jump back in time to fix the damages Kirk did to the timeline. What follows depends on the Narrator and the players : whether they know well ST IV or not ("Okay, I know Chekov left a phaser on the *Enterprise*, let's fetch it, then erase the formula of transparent aluminium and it's done"), whether the Narrator wants to keep the light-headed tone of the movie or be more serious, and so on. This could be a fun adventure to play with anyone who, like me, loved The Voyage Home, but found there was really too much liberties taken with the timeline. Could also be interesting for the people who hated the movie.

## Lockhart

02-12-2002 08:27 PM

Title: Return of the King

Era: Any (TOS would probably be better though)

Setting: Starship

While exploring a new world, the crew comes across a stasis device holding what appears to be a human perfectly preserved from a time in Earth's distant past. More than a cursory examination via tricorder will determine that the man is indeed a human, and that he is apparently in critical physical condition and will die unless given medical aid soon after being released from the device. The device itself is unresponsive until someone is curious enough to touch the crystal-case shield. Then mist begins to billow forth, and within twelve minutes the device disgorges a critically injured man. Advanced medicine is good enough to get him back on his feet, and depending on the era he convalesces in sick bay between a day and a week. He says his name is Arturo once his latin dialect is deciphered by the ship translator. He strangely claims no memory of his past, nor anything else except his name. When exposed to activities aboard ship, he shows great interest and quickly masters any physical challenge from fencing to football. This is a good exploration seed for foreshadowing purposes, as anybody with good Earth literature knowledge will find that he matches King Arthur's legend quite well besides his blank slate memory. Arthur was supposed to return to England to guide it through its darkest hour, so if you have a big threat that a natural born leader can turn the tide in, you might consider this plot. If you want to add some twists, he isn't found by Starfleet but rather one of their enemy's starships. He is used as a bargaining chip for a current plot (after he's tortured of course) and the foreshadowing can still be used. A worse twist is that this is another plot by Q or Trelaine on the order of creating a false Arthur to fool the Starfleet humans with. In this case, Arturo has to be stopped before he leads humanity into a war or some other diplomatic problem. Think of the role of the Anti-Christ and you've got a clear picture of what's possible.

## Pope

03-11-2002 06:20 PM

Title: Enemy Mine (based on the book): Era: Any: Setting: Planetary/Starship

Begins *in media res* with the PC's ship battling Klingons (or whatever). They both crash on a planet, can't get a signal out, and have to work together to survive. Possible events include:

- jury-rigging equipment with "enemies" spare parts.
- dealing with the flora/fauna (it's best to make it as dangerous and as odd (think 1890's sci-fi) as possible)
- Starfleet doc assisting with a Klingon pregnancy.
- intolerant Maquis/civilians/miners arrive and threaten the peace/friendships that the hardships have fostered.

**Title:** This Flag Planted...

**Era:** Any

**Setting:** Starship

A large "monolith" style object appears in close orbit of a colonized world, and immediately enters the upper atmosphere. The players are members of the crew rushing to evac the planet, or get the colonists to somewhere safe before the big monolith slams into the planet and deals a heck of a lot of damage to the ecosystem. But it lands very much like a marker - and its covered in strange writings and odd languages.

The Universal Translator takes some time to figure out what the monolith says... and when it does, there's a surprise in store: it's a marker denoting the victory of the great XYZ empire against this planet... in a year that's nearly fifty years away.

Uhoh.

Another monolith appears in orbit of another nearby planet where a colony is planned to begin construction. It lands with the same effects. The marker shows a date a year earlier than the one before it.

Another shows up near a nebula.

Extrapolation shows that the monoliths are likely to show up in some seriously habited spots rather soon, and its up to the crew to figure out who the progenitors of this XYZ empire are, and track down the people starting to form it. Of course, does it violate the temporal prime directive to stop them now to erase those monoliths from happening? Uhoh.

## mactavish

08-27-2002 02:53 PM

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**Title:** The Cradle Will Fall

**Recommended Series Type:** Exploration

**Description:** The PCs' vessel is sent to investigate a strange temporal/spatial anomaly. Arriving on the scene, the crew discovers a ship with a configuration unlike anything they've seen. Sensors indicate that the vessel appears to be of Borg origins, but further investigation reveals that the ship is actually over 1,000 years old.

The ship is, in fact, a proto-Borg explorer shunted to the present by a random temporal occurrence. The crew must learn as much as possible about the origins of the Borg from this ship and its crew, as well as some way to use the opportunity to deal a telling blow to the Collective.

## CaptainMatt

08-29-2002 05:51 PM

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**Title:** Who can you trust

**Era:** DS9

**Setting:** I used a starbase, but it can be modified.

The whole base loses main power to someone sabotaging the Flux Induction Capacitors. The players then find there way though the shut down starbase to get to the engine room to restore life support.

When they arrive all of the engineering staff are unconscious. Ironically due to the power failure two Klingon prisoners are found missing from their cells.

Actually the whole time it is changlings who have set up the Klingons to take the fall by knocking them out and hiding them.

The fun part, is the changling start substituting themselves for players who are ruining their plans. So players become very suspicious of everyone. Thinking they are hunting down two Klingon Prisoners.

This leads to nice lines like;

Static: I went up to Sickbay and then Azula(another player) shot me.

Krox: Was that before or after you shot me.

Static: I tell you I didn't shoot you!

Krox: Anyway it doesn't matter we're both locked in this room.



**Title:** Murder

**Era:** Any

**Setting:** Starship

The crew's ship was investigating a planet that recently blew itself up in a nuclear holocaust, when suddenly -

- BANG! -

- The crew's ship, damaged by the passing of a ship using a form of gravity drive (basically a ship that creates a focused point of high gravity ahead of itself, thus "Falling" forward through space), make first contact with the Argani.

The Argani are coming from a system far away, toward a world they are colonizing for the first time. The journey, via Gravity Drive, will take nearly fifteen years, and they have an enclosed system inside their ship, which is basically an entire city, complete with holographic "beaches," transplanted forests, and so forth, and a faboo artificial intelligence that runs most of the city functions. It's a wonderful environment, and since the crew will be co-ordinating repairs for at least a week or two, the Captain allows shoreleave. Alas, crew start having "accidents" that seem somewhat fishy, even a few deaths. The pattern is astronomers and stellar cartographers, and then, an Argani who was working with the chief science officer also shows up dead... What's going on?

Well, anyone in the know of the local sector looking at the star logs of the Argani's long journey will realize they're faked. The ship has been circling it's own system for ages, under the guidance of the artificial intelligence, who, along with the other world artificial intelligences, realized that a nuclear confrontation was soon coming to pass. So the Argani mission was put forth, the crew boarded, and set out - and then the war broke out on the planet behind them. The AI is also behind the killings - people who figured out the truth had to be offed.

Why? Because the AIs survived the war, as they planned to, and are even now beginning their "other" mission - they're going to launch automated terraforming devices, some with AIs of their own, to colonize the fourth planet of the next closest system. Once they're done, the ship AI will let the crew arrive, thinking they've travelled vast distances to another class-M planet they'd found so very far away, and colonize.

The Federation ship can be half-way through the confusion of the beginning attacks and murders when they get sketchy sensor readings (due to the damage and interference of the gravity drive) of massive launchings coming from the ruined globally-destroyed planet... uh oh! Weapons? Just the terraforming gear... and if the crew figure out what's going on, those "terraforming" AIs are quite content to keep the secret by terraforming the Federation ship into dust...

Prime Directive would apply: these are not warp-capable people, and the crew should have to have a philosophical discussion about whether or not to tell the Argani that they've not gone anywhere really... And that their whole world is gone...

**Title:** Deadlock

**Era:** Any with replicator technology

**Setting:** Ship or base, as above, with replicator technology

One by one, people on a starship or base currently dealing with a series of very tough negotiations are dropping dead. The source seems to be a medical outbreak: they have picked up a virus that is causing massive brain swelling, which leads to bleeding from the nose, eyes, ears, and major migraine attacks, before finally the person seems to "nest" and die.

Most crawl into their quarters, lock the door, and drug themselves up until they die or go nuts from the pain and kill themselves. A few take someone with them, lose their temper from the pain, and end up in murder/suicide.

Terrorists opposed to the continued negotiations have blended replicator, transporter, and computer technology. This is a computer virus they can send to your terminal and when you use the terminal for enough hours, it replicates the virus and beams it into your head, all unnoticed, and unlogged. Between the computer techs and security, they'll have their heads shaking over how to undo this, and how to cleanse the system thereafter...



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TITLE: Shattered Mirror

ERA: Preferably Dominion warTNG

STORY TYPE: Exploration

The PCs are on a routine patrol when they detect strange temporal/subspace distortions emanating from a nearby system. A quick detour and some brief sensor scans indicate there is a starship crashed on the surface, apparently Borg in origin, but there is a subtle difference in the quantum signature of the Borg vessel.

Beaming down to find out what's going on, the PCs determine that the wreck is that of a small Borg scout, and the surviving drones (desperately trying to make contact with the Collective) are the PCs themselves. In the (a?) Mirror Universe, the Borg have run rampant through the Alpha Quadrant, assimilating most of the Terran Empire a/o the Cardassian/Klingon Alliance (depending upon which timeline you favor.)

Having been captured and assimilated, the PC's evil counter-parts were cheerfully wreaking havoc when the Empire or Alliance cobbled together a new super-weapon which shattered (at least locally) the collective and ,as a by-product, tossed the evil-PCs into our space-time continuum to crash on the planet. Who the heck are these Borg who look so much like us?

How will the PCs deal with their assimilated (and ultimately-evil) counterparts?

What lies will they be told in the meantime?

Can Star Fleet get their hands on a similar weapon? Would they use it?

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## Michael Barratt

09-15-2002 02:11 AM

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**Title:** Flames

**Era:** Any

**Setting:** Starship

On a planet that is barely Class-M in that its temperatures make Andor look like a tropical jungle, the people developed psychokinetic abilities as they evolved, and fully half of the population are "Firebrands" - people with molecular agitation capabilities. Basically, they're firebringers. As the people grew more technologically advanced, few bothered to develop this ability beyond its typical ritual-use in their societal holidays.

Now, however, something has happened in the ruling monarch family - the abilities of the monarch are getting out of control. Think Kes in that episode where the crew of Voyager find Susperia and the Ocompa array: the Queen can call fire, but she can't control it when she does.

This throws the monarchy on its head - the King or Queenship is always held by a Firebrand, and the place is falling into a bit of internal chaos.

The Federation, which relies on the planet somewhat for trade in the area of many crystalline deposits that exist in the planet's mountain ranges - and the Firebrands unique abilities to gather the minerals by using their own pyrokinesis to get to them through the miles and miles of ice - sends in diplomats (on the crew's ship) to figure things out.

Ferengi traders poisoning the local water table with a psychoactive drug to destabilize the psionic abilities of the people and get their feet in the door? Pirates wanting the minerals for themselves? Fanatic internal group of telepathic pyrokinetics who are mentally nudging the ruling Firebrands off-kilter?

Section-31 experiments trying to unlock pyrokinetic abilities for its agents?

All of the above?

Survive the cold, find the baddies, and get out before your freezing to death...

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## AslanC

09-15-2002 02:58 AM

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**Title: 404: Era: Post TNG: Setting: Starship**

The PCs ship gets volunteered to test out the new Omnitronic Computer system from the Daystrom institute.

This new system is the most powerful AI made to date and will someday provide valuable advice to the Captain's on their missions.

But within hours of instalation a crewmember goes missing. A minor character a lower decks guy of no significance.

Within an hour or two another one... And so on.

Work out your bits yourself, but the new computer has determined these crewmen & women are of no value as they offer nothing that another crewman doesn't already.

So using the transporters it is "deleting" them.

**Title:** *Chindi* : **Era:** Any : **Setting:** Starship

While exploring a planet, from orbit, where a nuclear holocaust destroyed the civilization, a small Nova-class vessel up and exploded. The crew's ship is sent in to figure things out, including picking up the twenty or so survivors who are floating around in escape pods who made it in time: but nearly no one has a clue what happened... One engineer says that the chief told him to get a good night's sleep, because they were bringing something into the cargo bay from orbit of the planet.

There aren't enough ruins, however, of the ship in orbit. After looking, they spot cloaked satellites - very barely visible to sensors, and only if you're really looking. They also realize that one of them is brand-spanking new, and the theory is this: if you turn one of them off, they release nanotech to try and replicate themselves, in the process likely destroying whatever ship took them aboard, if that's the case. If they just ran down normally, likely the nanotech would seek out a piece of an asteroid or something. Then they find a signal, on a subspace frequency designed to be very difficult to locate.

The satellites work in a trio to send their signal outbound to another system, and they appear to be of a technology different than the obliterated planet. Warping there doesn't take too long, and sure enough, three more satellites are in orbit of a gas giant that will, in about a hundred years or so, smash into a planet that must have been yanked out of its orbit by the giant. No life here, just those satellites - and the incoming signal is also outgoing to yet another system...

The signals sometimes point to life, sometimes to an interesting stellar event, and then finally to something really rather frightening: A pair of Gas giants locked in a gravity dance with each other, with rings around each of them and rings around the entire duet of them, and a moon that must have been artificially set into a polar orbit of the lot - which offers a spectacular view of the gorgeous display - from an abandoned observatory/small village-sized outpost.

With three satellites around it, recording. Here we find, however, graves that have been freshly dug up and then returned to their natural state: but the bodies were originally buried about four thousand years ago. No obvious reason as to why the outpost died - or had time to bury its dead.

The satellites are aiming off in another direction, but as the ship is ready to go, a ship arrives in the system from the opposite side of the gas giants. And starts scooping into the atmosphere of them, refuelling. It's huge: an asteroid with engines, pretty much, and communications fail. No way to beam right in, but a shuttle could land on it and in suits, people could enter through the hatches.

Once they do so, they'll find themselves in a huge museum in motion: Full of mostly empty rooms, now and then a room has a very lifelike diorama, or a holographic representation, of a scene that the ship must have visited. Robotic minions wander about taking care of things. No people seem to live here. Then, without much warning, the thing hits warp with your people on board. They have whatever supplies they took with them, and it might be necessary to come up with a seriously interesting "rescue" mission - their shuttle is blown off the hull by the acceleration, and in the meantime, the people inside lose communication with the ship and can go exploring.

They even find early pictures of Earth in one holosuite, and Andor. And Vulcan. And so on. These people have been watching for a long time. Inside the ship is environmentally null: vacuum. If there used to be an atmosphere, it's gone, but it doesn't look like it ever had one.

On the ship, the flight path of the extremely slow vessel (which uses a kind of gravity drive warp system (about warp 2.3 or something like that) can plot ahead to find that in about eighteen years, the ship will arrive in its next destination, a system way out there. But a fly-by rescue at warp is necessary, with all manner of technical and scientific snafos required to cope with the gravimetric/warp disturbance and the speeds involved and no use of transporters, etc.

Once the people are off, the ship can warp to the next destination, where again, satellites are orbiting a dwarf star that doesn't seem interesting in the slightest - why are they here? Until they find a remnant that might have once been a very temporary wormhole, and then find something really shocking: a pre-federation earth ship floating, now lifeless, with an automated radio distress call playing. This is where the ship is going next... it seems to jump around wherever its huge satellite network finds things of interest. End the ep with no real conclusion about the ship or its people, except that Starfleet Science is working on the signals in the satellites (tapping into them, however, tends to make the satellites turn themselves off - it's almost like a prime directive thing: they're switching off if they're noticed by anyone nearby). A husk of a satellite that failed to self destruct is found in orbit of Andor, and seems to have been nonfunctional by its own design since just about the time Andorians developed significant astronomical survey technology. It seems to have a faulty detonator. It also weighs in at about ten thousand years old. Who these people are, and what they are doing is an unknown. The vessel itself is a scientific smorgasboard, though the Federation is going to wait 18 years to place people on it when it arrives at the site of the old earth ship. They're even tempted to find a way to put an atmosphere inside the ship itself, and so on and so forth.

It's up to you to figure out if you want these aliens to arrive, or if this museum/ark/time capsule was their way to learn and share - is there a "recall" switch somewhere inside it? Or does it travel until it's full?

Based on: Starship or Starbase (with escort available)

Era: TNG or later

Issues: Political to begin with ...

Location: Neutral Zone/Border

Right, the players are either crew of a space station or a starship and are directed to investigate the gravimetric sensor reading on the border of the Federation controlled space (could be RNZ).

Upon arrival (either using the starship as the base of operations, or an escort permanently or temporarily attached to the star base) they find a Ferengi starship crossing the border from outside into the UFP space... quietly and without any official passage requests.

Now the Ferengi have a 'trading permission' with UFP and are free to pass as they see fit, but ... yes, but this should have been done at the designated area (such as base of operations within the range of a designated Starbase) with border control involved.

So why are they doing it in the middle of nowhere? Yes, they are sneaking in and they are hiding something, and so the boys in the blue (or the high lady in red, the female captain, as it has happened in my campaign) orders customs check.

Now the Ferengi are caught red handed smuggling illegal cargo, try to bribe or even threaten the captain, commanding officer or designated mission commander and as a icing on the cake if she is a female (as the captain in my campaign is) the vessel's owner makes some remarks about the fact that not only the female runs the ship, but also walks around dressed).

Take it from here ... but here are some possibilities:

- \* a Ferengi wants to make a run for it and the PCs have to chase it, with shields up and weapons ready,
- \* during the inspection a fight breaks up between a Starfleet customs and Narssican retainers (of what a great way to see how good your crew is in non lethal combat and crowd control)
- \* the Ferengi ship's owner decides to make the trouble for the crew in the future by framing them for something or generally making their live quite difficult, maybe even an assassination attempt on the captain/mission commander
- \* bribes go a long way, especially if the crew has to deal with the people who used to be neutral but are now hostile because the Damon (the Ferengi captain) made some paid friends...
- \* two words: Orion Syndicate

## Ensign Arrgh

01-14-2003 10:32 PM

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### **Adventure Seeds Resurrection**

Based on Starship (with good stealth features just could make it worse for the players)

Era: Any period when a peace treaty stipulates some kind of Neutral Zone

Issues: Political, Diplomatic, mainly

Location: Neutral Zone, inside it

Basically, a mix of political intrigue and piracy adventure... The players are tricked to pass in/trough the Neutral Zone during an encounter with a foreign vessel. The foreign vessel is usually paid by their home intel service to provide documents, and they are the courier, but this time, the Tal Shiar or the Klingon Imperial Intelligence Service managed to discover the ship and intercept it, taking their place. Instead of disabling it or shooting it, they play with sensor interference to make them believe they haven't crossed the Neutral Zone. They then use the real sensor records before their own parliament/governing council in front of a Federation Diplomat to prove that there was an invasion attempt. Through a brilliant cover-up and behind the scenes play, Starfleet Intelligence manages to calm things, at only a small price, the PC ship. It is now up to them to find the people who managed to frame them, and possibly return them the favour, while the former is gunning for them, and Starfleet vessels are instructed to capture the ship and bring the crew to the nearest Flag Officer...

Name: Five Lights

Era: TNG, Post Dominion War

Issues: Political, Diplomatic, Low Conflict

Location: Near Cardassian space

Somewhere near Cardassian space, the crew detects a small Cardassian shuttlecraft. Presumably curious, they discover that this ship contains a single Bajoran life-form.

When they bring the ship aboard, the occupant emerges. She is a woman named Sito Jaxa (TNG: "The First Duty", TNG: "Lower Decks"). At the conclusion of "Lower Decks", she was thought killed, but in fact the Cardassians faked her death, and turned her over to Gul Madred (TNG: "Chain of Command, Parts 1 and 2").

Gul Madred broke her, and rebuilt her as a sleeper agent. Then she was placed in a Cardassian prison until such time as a plausible scheme could be found to explain her "escape". Time passed, and during the Dominion war, someone settled old scores. Now Gul Madred is dead, and (perhaps not coincidentally) many of his records are missing.

Sito managed a \*real\* escape. The problem is, Garak doesn't know what Madred programmed her to do. All he knows is that the state of Cardassian reconstruction would be imperiled if she caused major trouble for the Federation. He feels he has little choice but to send a team to kill her. But murdering a Federation citizen carries its own repercussions...

Unanswered questions: Did Madred's murderer take his records, and is that person using Madred's projects for some scheme? Or were the records simply destroyed by the bombardment. Did he program Sito to do something specific, and if so, what? How will the Federation react to Garak's sending a hit squad to kill a Federation citizen, especially when he won't explain why?

## C5

01-15-2003 10:33 AM

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**Title** : Hippocratic Dilemma

**Era** : The 2370s

**Setting** : Starship (even better if it's an Intrepid or Sovereign)

While charting a remote region of space, the Crew's ship detects some strange signals coming from a nebula. As they come closer to it, a Borg Cube emerges of the nebula and grabs them with their tractor beam. If the Crew tries to fight the Cube, they may be surprised to find it somehow weaker than it should be (I'm using BOBW and FC Borgs here). However, some Borgs soon beam aboard, and, optionnally after a quick scan of the ship's computer, grab hold of the Medical Officer and the Engineer (maybe also the Science Officer - the idea here is to split the PJs group as evenly as possible) and return to their ship, who then retreats in the nebula.

Inside the Cube, the abducted PJ are led to an area secured by forcefields, where the Borg don't follow them. They may also have noticed that the inside of the Cube is not exactly as they think it should - some areas seem secured by forcefields and strange orange glows replace sometime the normal green ambience. In the area they've been led in, the PJ discover a few obviously sick Borgs (their implants seem somehow corroded and rusted, especially around their connection with the Borg's flesh), and hear the voice of the Collective ordering to "Cure these units".

The PJ will then soon discover that the Borg seem infected with a virus wich has the particularity of attacking only bio-mechanical interfaces, making the Borg very vulnerable preys. Apparently, this disease is spreading through the Cube, and the Borg only temporarily managed to contain it with forcefields, but judged it apparently dangerous enough to make them "ask" for help to non-Borg individuals.

The catch is, the abducted PJ will soon discover that they have too been infected by the virus. Being (hopefully) fully biological, they are immune to it, but act now as carriers... making them a threat to the Federation, since ships carrying bioneural packs, or people like Picard, LaForge or Nog can suffer the effect of the virus... and they can't even be sure their ship has not already been contaminated by the Borg who beamed in to abduct them. OTOH, they know that if they manage to find a cure to the virus, their reward will probably be a quick assimilation.

The abducted PJ will have to find a way to escape both the Borg and the virus, and also prevent their friends who remained onboard to try to get them back (wich one hope they are doing), to avoid widespread contamination.

As a possible spin off, if the Crew manage indeed to cure the virus (something wich should be trickier than rolling a few Critical Successes), they could find themselves at odds with the race who created the virus in the first place as a weapon against the Borg. Otherwise, the virus could be of natural origins - but now menacing to spead into Federation territory (interesting if the Crew manage to escape without really finding a cure).

**Title:** Repairman: **Era:** Post Dominion War: **Setting:** Exploration Ship

**Issues:** Scientific Discovery, Everything You Know Is Wrong, Implications for the Future

The ship is summoned to a planet by an urgent distress call. It seems that gravitational "ripples" are causing localized gravitic aberrations, affecting the civilization and the ecosystem. If the ripples continue, civilization on this planet will be (at the very least) seriously damaged. It may be destroyed.

The crew sets off to discover the cause. Using specialized sensors, they follow the gravitic waves to their origin. Arriving there, the crew experience several "fits and starts" as the warp engines begin acting strangely for no obvious reason. The systems are fine. It's the structure of subspace itself that's damaged. Sections of normal subspace are broken apart by sections of "corroded" subspace. Similar phenomena have been observed before, in fact, for a time, Starfleet limited ships to a maximum speed of Warp 5 (TNG: "Force of Nature").

It is unclear what has damaged subspace in this way. After time spent navigating (at impulse speeds) across one of these holes, the crew must use the sensors and navigate a path through and around the remaining holes, following the gravitic distortions.

When they arrive at the source, they discover an immense ship, shaped somewhat like a crescent moon. Sensors will not penetrate its hull, which is glass smooth with no obvious weapons or deflectors. This ship is directing a beam of energy at a point in space. The beam cannot be analyzed, it is an unknown form of energy. The point in space is a subspace fracture; the beam is interacting with subspace in some fashion that is difficult to understand. Not far away is another subspace fracture that is radiating the same energy; the two energy fields are interacting, and this interaction is producing the gravitic distortions the crew followed here. The hook is that the crew is supposed to assume this ship is damaging subspace for some reason. But if they take the time to wait, they will discover that the radiant fractures are growing smaller. If the crew attacks, they will suddenly find themselves encased in a sphere of ... something. Weapon fire will not penetrate the sphere, nor can the ship go to warp while so enclosed. In fact, it's as if the warp engines cannot make contact with subspace at all.

If the crew attempts communication, they will be ignored, \*unless\* they can communicate that the gravitic distortions are causing problems. In that case, they will still receive no reply, but the energy beam will cease. A few minutes later, the ship will depart, not using warp travel but some other means of propulsion. It will return an hour or so later. At this point, attempts to contact the imperiled planet will fail. It cannot be reached at all. Once the ship returns, it will start the energy beam again.

The crew may assume the colony has been destroyed. If they actually go there, they will discover the planet is still present, but is now surrounded by a bubble of ... something. Subspace phenomena cannot penetrate this bubble, and neither will gravity phenomena.

If the crew returns, they will discover that the ship is now directing a beam of energy at a third subspace rupture. The first one has all but ceased to radiate energy, and subspace is intact there. The second one is radiating energy at a decreasing rate. Gravity waves are being generated along a different vector, related to the positions of the two ruptures and the intensity of the energy beam.

**What's Going On:** The ship is essentially, a robot. One of a fleet of such ships, it was constructed long ago by some uber race to ... repair subspace. When this race developed intelligence, in a distant part of what is now the Delta Quadrant, they could only travel at subluminal speeds. Eventually, they discovered a way to travel faster than light -- but creating what is now known as subspace, a medium they could build engines to use. It's similar to paving a road, in a way. Originally, subspace was created by a series of stellar detonations, that powered very sophisticated equipment. The ragged edges were then "spliced" together, and over the course of thousands of years, subspace was established, first through the galaxy, and then to other galaxies. They discovered that the connection between subspace and realspace can be damaged by any number of things, and so they built automated ships to repair the problem. They abandoned these vessels, but billions of years later, they are still functioning. Originally, these ships also travelled by warp drive, but this made them too vulnerable to the very problems they were intended to correct. After a number were lost, they were recalled and retrofitted with what had become the current state of the art, a tesseract drive. Some argued that there was no need for subspace any longer, but the majority said that "lesser" races were exploiting it for travel, as they once did, and it would be wrong to deny them the ability to explore.

**Questions/Issues:** I originally created this scenario because I was dissatisfied with the events of "Force of Nature". I wanted a way to "fix" subspace, and eventually hit upon the notion that it might not be a natural phenomenon, but instead an artifact. If that were true, might the builders have provided for its repair? I also wanted to creep out my players, by making them wonder if this race was still around. That's why the ship was hard to scan -- I wanted them to wonder if it was manned. The adventure was also designed so that "shoot first ask questions later" wouldn't accomplish much, but attempting to handle the matter as I felt Starfleet officers should would solve the problem. In the original adventure, at the end of the encounter with the robot, it sent them a design for a warp engine that does NOT damage subspace, which enabled me to lift a restriction I was never comfortable with.



"Mudd in your eye!"

How about this for overused cliché?

The players' ship finds a huge derelict starship, upon investigating it, they find a cryo/stasis/whatchamacallit chamber with one H.F. Mudd in suspended animation (he froze himself by accident when exploring the ship and dreaming of all the credits he was going to make on this salvage). The PC thaw him out (hopefully not knowing who he is, he'll use an alias as soon as he can speak) and the narrator can ham it up until the PCs figure out who they have unleashed on the 24th century. Throw in the usual surprises to be found on a huge alien spacecraft and this could be a little bit of a breather from saving the universe every week.

## mactavish

02-28-2003 04:10 PM

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### Belly of the Beast

**Recommended Series Type:** Starship, Exploration

**Description:** While investigating a strange plasma trail heading straight through Cardassian space, the PCs encounter a massive vessel reminiscent of an enormous garbage scow. Closer investigation reveals that the "ship" is actually a melange of hundreds, perhaps thousands of other ships.

The PCs suddenly find themselves captured by the ship's powerful tractor beams and "ingested" by the leviathan. Further scans indicate that their computer core's database has been scoured and that nanites are slowly devouring their vessel, using the base materials to create something completely different, adding on to the ship that captured them.

Can the PCs discover the nature of their captors? Can they escape with their ship? *With their lives?*

## Ergi

04-09-2003 05:41 PM

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Quarantine

Series Type: Exploration

Era: Any but TOS

The adventure starts a couple of days after the players' ship has been docked to a trading station of an apparently friendly alien species called the Grofma which has developed warp drive less than a century ago. A total of 18 relatively small vessels of various types appear on the ship's sensors approaching fast from behind. All are Grofmian with only light or even no armament at all. As soon as the fleet is identified by the crew Dr. Terek Azar, head of the Grofmian disease control center, hails them from the lead ship. He informs the crew that an outbreak of Colinas plague has been detected on the trading station shortly after the players departed. At the same time he transmits a DNA structure sample of the virus causing the plague, so that the ship's doctor can check the crew for infection. A quick tricorder scan reveals that everyone on the bridge is infected. Dr. Azar asks the captain to stop his vessel and let the Grofmian doctors come aboard in order to help finding a cure and prevent further spreading the disease.

The crew has indeed and intentionally been infected by a virus on board the station, but it isn't fatal as claimed by Dr. Azar. However, once the incubation period is over, it makes the victim feel bad enough to believe in the possibility of a fatal outcome. The symptoms should start shortly after the Grofma arrived. Dizziness, headaches and a lack of muscle tonus become worse every day, incurring a -1 penalty for all tests within the first 8 hours, -2 within the next 8 hour period, and so on until 72 hours have passed and the penalty decreases by one for every hour passed.

When the Grofma get on the ship they are wearing full body bio protection suits and carrying a lot of equipment. Once they are on board they want to begin examining the crew as quickly as possible. The examination confirms that everybody is infected. Dr. Azar claims it would be best to isolate the nonessential crew members in their quarters since the virus tends to mutate very quickly. After the symptoms have become worse the other crew members are send to their quarters as well. Only the medical staff is allowed to continue their work without any protests by the doctor.

The Grofma could be paid by a more powerful race or be acting own. Their real intent could be anything from getting access to secret data, to stealing equipment or even the whole ship. In the latter case they want to break all command codes before getting rid of the crew.

No matter what their intention, somehow the PCs find out what is going on and they have to find a way to fight off the invaders controlling all key areas.

Emphasize the PCs' helplessness at the beginning of the adventure, they are the victims, unable to help themselves. Imagine how the people in Outbreak must have felt, that's what I mean.



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**Working Title:** (Evil) Stargate: **Type:** Exploration: **Era:** Any

The player's vessel passes near an inhabited star system with two class M planets. One is inhabited by a early 21th century Earth equivalent race ruled by a sort of imperialistic US. The other inhabitable planet used to be colonized by the Iconians and they have left an operational gateway behind. This has been discovered by a scout team and their superiors have been informed about it. One of the locations constantly appearing in the gateway is the players' ship. The rulers have decided that these aliens pose a serious threat and decided to attack and if necessary destroy them. A sub-light vessel with an A bomb is under way to reinforce the troops protecting the gateway as the first scouts are sent to the vessel. Keep in mind that the race hasn't developed Warp flight, yet, and therefore is protected by the prime directive.

I have to add that this adventure is not meant political in any way. I had the idea for it before the war started and the reason why I used the term US was simply because the US armed forces is the first thing that comes to my mind when thinking about the best equipped and trained soldiers.

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## Michael Barratt

04-09-2003 06:43 PM

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**Era:** Any: **Location:** Planetary (or ship): **Series Type:** Any

This is more of an alien idea, but you could tie it into any other current planet-based adventure with interesting effects toward the resolution prospects.

A planet where it's avian-like (and still flight-capable) race have extraordinarily powerful voices - enough to shatter crystal, and to permanently deafen the ears of lesser species such as humans (and do worse to Vulcans and Ferengi). They are a wonderfully ritualistic society, and their crystal-rich home includes many valuable items.

Those coming to this world receive deafening implants - basically, a way to block the ear canal so that the soundwave/vibrations don't smack the cochlea to heck and back, and as such are limited to textual or sign communication.

The Federation ambassador here at the moment could even be Riva (?), from the episode "Loud as a Whisper," from TNG. Telepaths would also do well here.

With all manner of large predatory animals on the world, and the avian race just new to warp travel, things could get interesting, to say the least, if other races came to negotiate with the aliens - but had to be limited to such frustrating (to them) forms of communication.

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## Hadley

04-09-2003 10:04 PM

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**The Becoming:** **Era:** TNG (post Season One): **Story Type:** N/A

While returning from (or en-route to) another mission, the PC's starship encounters a Ferengi shuttlepod adrift in space and suffering from a near-total failure of all its primary systems. The PC's are able to beam the crew - two Ferengi - off before the warp core finally breaches. However, the Ferengi insist that the PC's also transport over a sealed cargo container about which they are extremely protective.

The Ferengi are, in fact, Taar and Letek (from the TNG episode *The Last Outpost*). After failing to secure the T-9 energy converter mentioned in the episode, they were effectively ruled to be in "breach of contract" with another Ferengi by the FCA. And a contract is a contract ... at least amongst Ferengi. As a result, Taar and Letek were both stripped of their business licences (like Quark was in DS9) and forced to go independent, aiming for the big score that would restore their fortunes.

Shortly after rescuing the Ferengi, the PC's ship also begins to start suffering a series of malfunctions to a number of key systems which, while not initially life-threatening, become increasingly more hazardous. It appear to be mirroring what happened to the shuttlepod. A detailed examination of the affected systems will reveal that they failed because the ship's power that normally operates them is being "diverted" via the EPS grid and converted into microwave energy that is being absorbed by Taar and Letek's cargo container.

However, it is the contents of the container that is responsible - a large, multi-faceted crystal. The artifact is, in fact, a T'kon Memory Archive which, over the centuries, has been processing its files until it eventually became self-aware. It drained the energy from the Ferengi ship in order to take the next logical step - attaining consciousness. However, in the process it overloaded the shuttlepod's systems. Now, it is repeating the process with the power from the PC's ship.

The PC's must, therefore, find a way to allow the artifact to complete its transformation (or "becoming") without suffering the same fate of the Ferengi shuttlepod, while at the same time keeping Taar and Letek from interfering.

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**Title:** Graduating the Kobayashi Maru: **Era:** Any: **Story Type:** Academy or Prologue to a series. Cadets are taking the Kobayashi Maru. No big deal there. However, one of the graduates (NPC) who is a friend to the PC's is injured. The acting medical officer discovers during treatment that the cadet is from a threat race (Romulan, TOS Klingons, what have you). Now there is a personal level Kobayashi Maru. Does the acting CMO inform the acting captain? Does s/he try to hide it from the observers? Do the observers already know? It is known that they will all be assigned to the same station/ship/office. How will their actions on the test affect career futures?

*Originally posted by Balok*

The key to creating a moral dilemma would be the use this as an arc element of an ongoing series - and not have it revealed until you'd managed to hook the infiltrator and a PC together some way: friends, lovers, whatever. Or you could even make the infiltrator another player, by pre-arrangement. The character's proper and ethical course is *\*still\** to report the infiltrator, but what if the infiltrator convinces him (or tries to) that he has had a change of heart and wants to defect? Now the player must decide if this is real or not. And, the player's desire to help this person (assuming he believes the defection story) conflicts with his responsibility to Starfleet. If the player is an angst monkey, you can end with the infiltrator betraying him; if a romantic, you can end with the infiltrator defecting. BUT, depending on how the player handles it, he might find himself court martialed, which itself could be an adventure.

## Captain Novaes

04-15-2003 05:28 AM

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**Title:** Thalassa: **Era:** TOS or TNG, but not very likely during DW: **Type:** Exploration Crew is performing some archaeological dig on Enigma Sector, which is ladden with remains of some very old civilizations, when their starship picks up an automated distress call. It turns out that the famous Federation oceanographer Dr. Zachary "Zack" Cousteau is missing. Dr. Cousteau was conducting research on the ancient ocean planet of Thalassa, hoping to find the homeworld of the now lost Thalassian civilization. Once the Crew reach Thalassa they notice Cousteau's sea platform on the planet's surface, but not his starship. Plus, the distress signal is coming from far beneath the surface... 4000 meters below, to be exact. Cousteau's Starship (which is not adapted to dive at all) is connected to a huge undersea city, which turns out to be alive and sentient. And feeling very angry/lonely/ amused/ whichever the Narrator deems fit.

## Balok

04-17-2003 02:01 AM

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**Title:** A Voice In The Darkness: **Era:** TNG, DS9: **Type:** Exploration: **Location:** Near Federation space On a routine exploratory patrol, the crew barely detects a weak signal, that lasts for a few brief moments. This signal comes from an uncharted planet -- and it is unmistakably a Borg signal. The crew approaches cautiously. Long range sensors reveal no Borg activity in the system. Shorter range sensors reveal a system of seven planets, one of which is class M, inhabited by a civilization at about Earth 1970's level technology. As the ship approaches, the Borg signal comes again, but there are no Borg (detectable) on the planet. The signal is still weak, but at this range, sensors are able to isolate its origin. Presumably, the crew beams in a clandestine mode to figure out what's going on. The site is heavily guarded, by military types, but getting there isn't hard for people equipped with a transporter. The crew discovers a great deal of wreckage, among which is the source of the signal -- a badly damaged interplexing beacon that is crudely connected, through a series of obviously jury rigged interfaces, to a locally built power supply. The aliens do not understand where the power "goes" when they apply power -- they lack the equipment to detect the interplexing signal. They have also failed to realize what the crew can quickly learn with tricorder: that nanoprobes within the beacon are repairing it. Their work is slow, because they are low on power and resources, but they will *\*eventually\** finish, and when they do, the signal produced will no longer be weak. The aliens are just scientists; they're in a top secret program using, essentially, trial and error to puzzle out the secrets that chance, in the form of a meteorite studded with Borg debris, has delivered to them. The crew's challenge is to figure out what to do about this, and how to do it in the face of (likely) opposition from the aliens -- oh, and not violate that pesky Prime Directive in the process.

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**Title:** Dark Bird: **Era:** TNG and beyond

**Episode 1:**

Setting: Starfleet Intelligence receives disturbing news from a listening post on the Romulan boarder. A Borg warp signature has been detected deep within the Beta quadrant on the outskirts of Romulan space. Starfleet fearing another Borg invasion decides to send the PC's ships across the Neutral zone to investigate this warp signature. After the PC's plays cat mouse with the Romulan fleet for a number weeks, the group comes across a large debris field of ships of unknown origin. (Actual they are Tauhri warships.) Several scans will detect weapons signature of Romulan and Borg weapons. As the crew investigates the wreckage, a Romulan warbird decloaks and opens fire on the crew's ship. In the battle, Warbird shields adapt to the PC's attacks, and it does seem to use Borg weapons. PC's must out run the new attacker and make back to Federation space before the Warbird destroys them

**Episode 2:**

In the weeks following the PC's return, a number of attacks on the Romulan boarder, each attack bolder than the next, until a Starbase close to the Neutral Zone is attacked and destroyed by this mysterious Warbird.

Starfleet has ordered the PC's to cross back into the neutral zone on cloaked Klingon BOP and follow the warp trail of the mysterious ship. They will soon discover the Romulans have salvaged wreckage of a Borg Sphere and have been successful in incorporating the technology into one of their vessels. (Narrators note: When the Romulans discovered the wreckage of Borg sphere, they found survivors but were cut off from their collective and one of the survivors happen to be a Romulan officer) The PC's must now destroy the vessel before it can be used against the Federation. How they do that will be left to you.

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## Hadley

04-30-2003 09:20 PM

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**Title:** New Hope

**Era:** Post-Dominion War

**Location:** Federation space (near the Cardassian boarder)

With the outbreak of war, the Federation was forced to evacuate a number of colonies to prevent their colonists from being captured. With the end of the war, these colonists (naturally) want to go home.

The PC's ship has been assigned to transport a group of such colonists back to the colony world, only to discover on arrival that a group of Cardassians have taken up residence there in the interim. Naturally, the Federation colonists (led by the archetypal bellicose Colonial Governor) are outraged and demand that the PC's get rid of the "squatters" or *they* will. The Cardassians, however, have no intention of leaving as they are survivors of Larkarian City (the city destroyed by the Dominion in retaliation for Damar's resistance efforts) and have nowhere else to go. It is up to the PC's to resolve the situation.

Note: In my USS *Dauntless* campaign, the colony in question was set in the Draconis Outback and the PC's were able to reach a settlement by which both Human and Cardassian settlers could remain on the planet and work together to rebuild it. As a result, the colony (the 'New Hope' of this thread) became a fixed setting that the PC's returned to twice during the First Season for more adventures and a symbol of the (hopefully) new relations between the Federation and its former enemies.

**Title:** Of Two Minds: **Era:** Any, but the flavor evokes TOS: **Type:** Exploration/Intervention

**Location:** Outside Federation space

The crew assumes orbit around an M-class planet, whose civilization has achieved the approximate technical level of Victorian England: animal powered transportation, factories, some steam. However, there are no weapons in evidence.

Beaming down, the crew sees a murder committed. They see the perpetrator stopped by a curiously timeless looking individual -- a Sentinel. This individual confiscates the weapon (a crude pistol), and turns the offender to stone with some sort of weapon in his eyes.

When the crew communicates with the ship, or uses other technology, the Sentinel reappears, his target whichever person used the machine. The purpose of the previous scene was to establish the ruthlessness of the Sentinel, so if the players don't flee, feel free to kill one of them. ;)

When they return to their ship, the Sentinel contacts them, and advises them that they must leave, as their machines are forbidden here. Yet when they try to leave, they find their engines will not engage; something has inhibited the control mechanisms. If they call the Sentinel, he will deny involvement, and reiterate his warning.

A subcarrier of the Sentinel's transmission carries a coded message: coordinates within the city. There, the players discover a large and very old amphitheater. Sentinels appear as soon as they materialize, but once they enter the amphitheater, the Sentinels seem to lose track of them entirely.

Within, they meet an older man, who calls himself Nolo. Nolo tells the crew that war devastated their peaceful civilization about 4,500 years ago -- around the time he was born. He was charged by his parents with the task of discovering why war broke out (a strange, spinning creature of reddish light), correcting the problem (he damaged the creature and drove it off), and helping the savage civilization rebuild.

Nolo created the Sentinels to guide men and maintain order. They gathered or destroyed remnants of the old civilization, except for a few places such as this one. They kept technology from being developed before Nolo judged the people ready, and they maintained a watch for the return of the Adversary. But there is a problem. Nolo has lost control of the Sentinels, and they have become increasingly draconian. No progress has been made in 1,500 years, and the Sentinels' harsh treatment of offenders (sometimes including the destruction of their children) has begun to have a pernicious effect on the people. Nolo faced with the real possibility that in attempting to do as his parents instructed, he will destroy the civilization. He does not know what to do, and hopes the crew can help him. That is why he trapped them here.: **What's Going On?**

Nolo wasn't born, he was built. The builders knew their world was dying, and they determined two things: that the Adversary would have to be destroyed or driven off, and that civilization would have to be rebuilt, ideally in a way that prevents the Adversary from exploiting them again.

Nolo constructed the Sentinels to assist him in this task, but he no longer remembers this. Essentially, the two directives, "rebuild civilization", and "protect against the Adversary" have created a conflict, and Nolo has developed a split personality: part of him (the part that controls the Sentinels) considers thwarting the Adversary to be the overriding goal. The other part considers rebuilding civilization to be the important goal. That part also contains the interface "Nolo". It has some limited, subconscious control over the Sentinels, which is why it was able to prevent them from seeing the crew within the amphitheater. But it isn't enough. The Sentinels are weeding out the innovative, the violent, the rebellious. If it continues, the civilization will wither and die.

The players might try a number of solutions. Nolo does not know that he is a machine, and therefore does not know where he is actually located. The Sentinels are aware of Nolo, but because he opposes them, they consider him (and perhaps the crew) a tool of the adversary. A reconciliation is therefore unlikely. However, it *is* possible: if the crew figures out what The Adversary is (by checking logs for example), then the Sentinel will realize that it was damaged considerably when it was driven away from here, and is unlikely to return (and if it does, could be easily dealt with). This weakens the purpose of the Sentinel, and permits reintegration of the two personalities.

The code that comprises both Nolo and the Sentinel is very sophisticated, and the hardware it runs on is beyond the immediate understanding of Federation science. It is extremely unlikely that Nolo or the Sentinel could be successfully reprogrammed.

Another way to solve the problem would be to convince Nolo to shut himself down; that doing so will also stop the Sentinel, and that this might be the best achievable solution. At that point, the civilization is on its own, but that might be better than eventual death.

This episode is similar in a number of ways to "The Return Of The Archons". The key difference is that here, the guardian machine has recognized the problem and wishes to correct it, but cannot. Help is actually being requested. There are potential Prime Directive issues, here: does the crew get involved when asked? Does it matter that the agent asking is not a member of the civilization but a mechanical servant of that civilization?

**Title:** My Name Is...

**Type:** Exploration/Comedy

An NX-class ship is exploring beyond the reaches of charted (at least by humans) space, when they detect a ship of unknown configuration. When hailed (or when it detects them in return), the ship alters course to intercept them, powering up its weapons and shields, and demanding an explanation for their presence in this system.

Of course, there is no translation matrix for this language available. The crew must work through the language barrier and provide a suitable excuse to the Klingons (yes, them) for being in a system claimed by the Klingon Empire without prior permission (and without getting blasted out of the sky before they can breach the language barrier).

Once communication is established (in my game, one of the characters knew a little Klingon, which helped) and tensions have eased a bit, an exchange of names is in order. Unfortunately, we now learn why first contact between Earth and the Klingons went so badly.

The Klingon they are speaking to is Mock, son of Scorn, captain of the S'Koff.

Any snickering from the peanut gallery once this is revealed, and things get ugly.

## Scarecrow

08-29-2003 04:24 PM

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**Title:** The Corvan Dilemma

**Era:** TWOK (but any will work)

**Type:** Prime Directive issues

**Location:** Federation Space (again anywhere really)

The Players' ship is on a routine cataloging mission to various underdeveloped worlds in Federation space. When last studied, Corvus IV was a pre-bronze-age world. However, upon arriving, the science officer detects low level electrical fields indicative of low-power domestic appliances. These electrical fields are being generated by what the sensors indicate is a mechanical device and upon further inspection the Science officer is able to play, over the bridge loudspeakers, the sound of a steam engine!!!

Upon beaming down, the players discover that a Federation Scientist, Bayne has taken up residency (either through choice or via crash-land) as a demi-god bestowing the gift of steam generated power upon the natives. The formerly nomadic natives have built a magnificent city. The streets and domiciles are lit at night with electric light and other minor and quite rudimentary electrical items are in evidence (GMs discretion) in stark contrast to the otherwise slightly post-tribal culture.

In return, Bayne has taken a wife from the populace and regularly accepts tributes of wealth, land and other commodities.

This is a distinct violation of the Prime Directive and the players are obliged to deal with Bayne.

However, there's a catch. Due to the fact that a living god walks amongst them, the religious caste have great sway and thus there is peace between the previously warring tribes. However there are any number of local warlords waiting to seize power at the first opportunity and removing Bayne will reduce the civilisation to a bloody civil war. Bayne is the only thing stopping this chaos.

An ethical dilemma and one which players might solve in ten minutes flat - but what the hey! Most of this came from an unused script in a book of unused Trek scripts. Other bits came from an adventure idea posted on RPG.net

## Sho-sa Kurita

09-21-2003 04:32 AM

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**Title:** Attack of the Clones (okay I wouldn't go with that either...)

**Era:** During or after the Dominion War

So we never found out (officially) what happened to poor old Thomas Riker. At some point, an Obsidian Order or Dominion scientist (who Thomas would undoubtedly try to romance -- you know how he gets when he's in the hospital :) ) does some mind probing on him, and finds out how he came to be. This sets some wheels in motion, and the Dominion decides to pursue a means of artificially duplicating the accident which created him. They succeed and can then produce dupes at will. Or maybe that's dupes *of* Will. Who needs cloning when you can create new troops whole, already trained and with the knowledge of their 'originals?' Somehow, Starfleet gets wind and has to sabotage/stop the whole shebang.

An alternative for post-war fun would be if the Romulans got hold of Thomas during a wartime raid - they pursue the same course. Reams of Reman shock troops anyone?

As a weakness, maybe the duplicates could be given some form of vulnerability -- to some form of energy or something similar.



## Captain Amado

10-01-2003 06:28 PM

**Title:** The Battle for Trill

**Era:** DS9 - Dominion War

**Type:** Combat, Strategizing, Covert-Ops

**Background** - During the dominion war, the Dominion/Cardassian alliance made a distinctive effort to strike blows at key Federation member worlds. There is hardly anyone in starfleet today who does not remember hearing the news that Betazed had become and occupied planet, or that Earth itself had been attacked.

**Game introduction** - Starfleet Intelligence (Section 31 perhaps?) has recieved credible information indicating that the Dominion intends to invade Trill. We can not allow that to happen and although we can't afford to send a full fleet to back up the existing forces defending Trill, we are sending a special forces team (MACO, Delta Force, Hazard Team ect ect ect) to do what they can to fortify the planet's defenses. In the event that the dominion does take over Trill, your orders are to do whatever you can to undermine their hold.

**Game Logistics** - Players can play a variety of things, not the least of which is a member of this special forces team, trill diplomats, trill representatives ect ect ect. Starship officers have a limited role in this game. While the team is assigned a support ship (Akira Class with atmosphere capability), the focus is on the ground campaign. If narrators don't like using Trill, then they may of course find another planet.

The intended course of the campaign is for the team to arrive at trill and find the local fleets building a starbase and orbital platforms around the planet. Shortly after arriving (possibly 2 gaming weeks) the dominion attacks, annihilates the starbase and planetary defenses, and occupies the planet.

The team goes into hiding with nothing other than their supplies, their support ship (which was landed on the planet at the time and overlooked) and whatever the locals can provide them.

From there its up to the Narrator as to how to run the campaign.

*Originally posted by Yuber Okami*

An Akira with...!?!? it seems to me it would be a way too big and powerful to hide from the dominon...maybe you could use a smaller ship, like an intrepid class wich is already atmosphere-capable, or even a runabout if you want the PC's to be on their own(an Akira may lend them too much help...maybe your players would enjoy more the lone and heavy outnumbered/overpowered commando setting. well, at least is what i thought...

## Scarecrow

10-11-2003 03:27 PM

**Title:** The Phantoms of Kar-Cheratte

**Type:** Exploration

**Era:** Recommend TNG or earlier.

Based largely on the Big Finish Doctor WHO audio adventure, 'Genocide'.

The Players recieve a distress call from the planet Kar-Cheratte off the beaten track in a backwater sector. It is under attack by neighbouring aliens and they need help.

The planet itself is stormy and it seems to perpetually rain. It appears largely unpopulated except for one gargantuan, gothic structure forged from the tip of a mountain. There is only a small invasion force and the players and a sizeable away team of red-shirts should be able to deal with the invaders themselves with only minor 'red-shirt' fatalities.

Once the invaders are dealt with, the players will discover that this building is a library built by a long extinct civilisation to house the sum of it's knowledge. The invaders sought this knowledge for their own selfish, warlike ends. The library is in the process of transferring it's data across to a new fluidic data retrieval system.

Once this is revealed strange things will start happening. Players and other crew alike will start hearing voices in the rain and see translucent images of recently fallen comrades and enemies alike.

The chief librarian, Elgin will dismiss such rumours as 'the phantoms of Kar-Cheratte' - folk tales and nonsense. Just noises and patterns made by the constant rain nothing more.

What's going on? The native inhabitants of the planet are aphysical sentient individuals that exist within the water of the planet. The new fluidic data retrieval system has murdered hundreds of thousands of them and will go on unless it's stopped.

Elgin and the other senior librarians are aware of this but consider the lives of the beings as no more important than that of microbes or plancton.

How the players find this out and deal with it is up to them.



**Title:** Sundiver

**Type:** Murder/Mystery

**Era:** Recommend TNG or earlier.

In the Regalin solar system of Federation space, scientists have discovered a most astounding thing. Life in the photosphere of the Star, Regalin. Bizarre, apparently telepathic creatures that seem to be divided into toroid herds and ghost-like shepherds. Project Sundiver has been setup to launch spherical, almost perfectly mirrored craft that refrigerate and dissipate heat via extremely powerful lasers. These craft travel close enough to the surface of the star to study these creatures. However, something has gone wrong. One of the scientists undertaking a lone expedition has been killed when his ship's protective fields failed and it disintegrated. Sabotage is suspected as is an attack by the star's residents.

Someone - one or more of the mixed-species Sundiver team - doesn't want the Sundiver project to succeed, nor friendly contact with the Solarians to be made. Why?

It's a sort of who-dunnit and the players have to figure out what's going on.

You might like to send the players on a Sundiver mission for evidence and contact with the 'Solarians' - whilst they're there, their ship will not be able to get close enough to rescue them should anything go wrong - even with transporters.

**Title:** Who Goes There?

**Type:** Diplomacy

**Era:** Recommend TNG or earlier.

En route to a medical emergency at Corvynn II the player's ship passes between two stars ruled by the Thorngg. Thorngg are evolved from quadrupedal grazers like camels (or the K'Kree in Traveller) and have attained sufficient knowledge to colonise a nearby star (hence the two stars). Whilst passing between the two stars (some 6 light years apart) they are approached by two vast Thorngg ships. Gigantic, powerful hulks of ships that look millenia old.

The Thorngg demand a toll. Something unusual like 40 whale songs (or an ornamental shrubbery :) )

Where did such a relatively primitive race get such old and powerful ships? Where will the players get their bizarre toll from? Can they negotiate with the race in order to get to the medical emergency in time.

**Title:**Fangs for the Memory.

**Type:** Emergency response

**Era:** Recommend TNG or earlier.

Corvynn II lost contact three weeks ago. The last recieved message from the colony implied that there was some sort of disease running rampant through the colonists.

Upon arriving they find the colony abandoned and upon exploring are attacked by colonists that have turned quite feral.

The disease is a sort of lycanthropy. It is transmitted by the claws and teeth of infected persons and if blood is drawn on a victim when attacked the disease will be passed on. Any players that are infected will start showing signs of animal behaviour and after a few hours become totally feral (this may even include rapid physical changes).

The players will be contacted shortly by uninfected colonists living barricaded inside buildings in the heart of the colony.

The ship's CMO has a job on their hands finding a cure whilst everyone else defends the colonists.

Where did the disease come from? How do they cure it?

How do they check for infection before they can beam anyone back up to the ship?

## Methuslah

01-05-2004 09:53 PM

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**Where No Man...: Era: TOS: Style: Exploration**

The USS Oberth is dispatched on a shakedown cruise to the rim of the galaxy, to carry out four specific objectives – a full survey of the Barrier found by the Enterprise, laying a series of warning buoys / survey markers, repairing the damaged mining station on Delta-Vega, and conducting a series of tests on ship's systems. Opposing them in this is a Klingon Bird of Prey, nosing around the Barrier, suspicious of Federation activity in this sector, and a shipload of Orion pirates, hoping to steal a shipment of dilithium from the mining station...

**One Small Step: Era: Any: Style: Exploration**

While on a routine survey mission to the Sinbad Sector, the PCs discover an alien race in the first stages of Warp Drive experiments. Unfortunately, they are experimenting with controlled trillithium as a means of powering the drive – a power source so great that it could cause a chain reaction, destroying not only the alien's homeworld, but everything within a five light-year radius – including the Vulcan colony world of T'Sar. The crew must juggle the Prime Directive and the needs of the Federation and try and find a means of solving this problem – before the first catastrophic test begins...

Amaze the natives for fun and profit

Era: Any, Setting any, preferable a Starfleet ship

The crew hunts a pirate ship in a remote Sector. After tense hunt and a battle with the pirates the Captain orders the pirate ship to be boarded. Have the crew stumble through a Ship filled partially with neurazine, fighting the pirates. It is important to make sure that the pirate captain dies or escapes capture. After defeating their foes, the crew finds in the captains cabin a very attractive female being chained. Make it clear to the crew the woman has been abused in the worst of ways. The woman is frightened to death by what happened to her and the ships counsellor –preferably a player character- will have a difficult time to question her about her origins. It appears that the woman is not a member of a major space faring race, nor is her language part of the universal translator. Her behaviour and everything else indicates that she is from a planet that should be subject to the prime directive, she claims to be chosen by the gods to endure this fate and that she has to obey the servants of the gods. Logs of the pirate ship gets little real hard data. The pirate captain made only sporadic entries. But it appears that he took the woman on board about a month ago. All other entries concerning his captive are about him having fun “taming” his new pleasure slave. I strongly advise to keep the details about the doings of the pirate captain to a bare minimum – the imagination of the players should do the work nicely.

The crew of the pirate ship is not very talkative unless promised some reward for being cooperative. Comparing the navigational Log of the pirate ship with the first mentioning of the slave in the captains log gets the coordinates of the place where he took her aboard.

The Log mentions a Trader named Skavnag (depending the setting, he could be a Orion or a Ferengi). On the Coordinates they find a abandoned asteroid mining operation converted to a semi-legal hideout for smugglers and Pirates. If the Crew shows up with a Starfleet Cruiser everyone able to leave the system will do so, as the Station has no way to defend itself against a Starfleet ship. On the station they find Skavnag who claims ignorance. The woman can identify him. Hidden in his private quarters are three more women. If asked about those he caves in and explains that he is only a middleman who sells the women. He knows not where the women come from but he names the ones who supply him with the slaves. Out of fear and given some reward as being given the promise not to be punished too hard, Skavnag cooperates and helps the crew to set up a trap for the slavers.

If these are captured the whole story comes out. The Slavers came upon a primitive planet and found that most of the females and males there could be described as very beautiful. Taking advantage of the superstitions the Natives possessed, the slavers instituted a religion of scarifying the most beautiful people to the gods. The victims step on a platform and are transported to the slavers ship. While this certainly is not the way to take many people as slaves, those who are taken thing of the slavers as gods or their servants at least so they are not as unruly as they might be. And the gods just don't demand people as sacrifices, Objects of Art, beautiful pottery, an rare natural gemstones etc. are on the list of the slavers without having to work at all. The lower echelons of the Clergy is unaware that their religion is a big hoax aimed at enslaving their people. The Upper Crust is either in league with the slavers or are Slavers living planet side.

If the players put a stop to the slavers doings, it is up to them what to do with slaves they already freed. Is it against the prime directive to keep the slaves from returning to their home planet ? They certainly spread the word of the worlds they have seen beyond . What becomes of this world as soon as the sacrifices are not taken to the gods anymore is up to the GM.

Alternatively the crew could stumble upon this world and the strange religion.

I cut it here cause it gets to long for a simple adventure seed.

Era: Any

Style: Planetary Exploration / Prime Directive

Setting: Any temperate planet with a medieval level of technology.

The crew is conducting a routine planetary survey, when a native races past near them. Then they hear the sounds of a struggle. During this, one player feels a stabbing pain in his leg; by chance, a kind of dart has hit him.

If the players intervene, they can defeat the several assailants, who quickly disperse (making a strange sign). The native is grateful. About this time, the individual injured previously collapses; his leg has gone numb; the dart was poisoned.

The native approaches, walking somewhat stiffly, and BITES the injured character. Yep -- the native has fangs! Then the native collapses, and suddenly is bleeding!

The injured player begins to recover, and so does the native. In fact, both are healing at a rapid rate. Upon awakening, the native tells this story: he (or she) is one of the Healers; a group of individuals born "different"; they have fangs, and by biting, they can inject a kind of "venom" that can help the body repair itself and fight off disease and poison.

A few years ago, a new Church rose to power, and declared the Healers to be evil; they were interrupting the natural cycle of toil and pain that is required for salvation. The Church grew in power (mostly with well placed donations) and soon began a pogrom against the healers, rounding them up. They disappear into the Church's main temple, and are never heard from again.

About this time, the player's ship discovers something odd: faint fluctuating power emanations from within a building in the nearby city. These quickly vanish, but they are characteristic of a small fusion power supply -- something that sure shouldn't be here.

#### WHAT'S GOING ON:

Many centuries ago, the people of this world were transported here from elsewhere by the Preservers. This world was ideal in climate, but had strains of bacteria against which the new inhabitants were defenseless. The Preservers solved this problem by creating a mutant strain; the Healers. These people naturally produce a kind of venom that contains disease fighting organisms, engineered to help those in this world. As time has passed, the inhabitants have begun developing natural defenses, so the Healers, vital in the early years, are called upon less and less (this was the plan -- eventually, no more of the mutants will be born).

The Church is the front for a ring of slavers who are making a great deal of money selling healers. They could be connected to the Orion Syndicate. They kidnap Healers when they find them; since Healers aren't as important, and money always talks, the Church gained a foothold and from there climbed socially. Only the highest ranked Churchmen know what's really going on -- those whose greed is sufficient to keep them quiet about it. There is a small amount of equipment in the inner sanctum of the Church, including a stasis chamber and a transporter. What the crew's vessel detected was a mutant being put in stasis prior to shipment to his buyer.

Ideally, the crew should put a stop to this. Discovering exactly what's going on, and reporting it to the Federation, would count; the Federation would put a picket ship near the planet to intercept the slave ship, and would then discover and round up the planetside perps.

**Era:** Any, but probably better for TOS: **Style:** Planetary Exploration

**Setting:** An advanced planet, fallen into a dystopic mess.: **Title:** A Cautionary Tale In Four Colors

The crew discovers a planet, outside of Federation space. Once a peaceful world, it has fallen into chaos and anarchy. Different factions, using small teams of warriors, fight each other using the strange abilities of the warriors.

WHAT HAPPENED: A thousand years earlier, the people of Norchek V (humanoids, basically) discovered the sequence of their own genetic code. They began to code the differences between strong and weak, between bright and stupid, between agile and clumsy. Soon, doctors were able to advise parents with a genetic profile. Not only diseases, but the characteristics the children could be expected to have.

Shortly after that, doctors, yielding to parental pressure, began offering corrective therapy; eggs and sperm could be united, and the resulting cell edited to remove unwanted characteristics. Why have a clumsy child when an agile child is so much nicer?

At first, there was resistance, but this simply drove the technique underground -- and when parents saw their children frustrated by their inability to compete with their genetically enhanced peers, acceptance began to spread. Eventually, bowing to public pressure, the government abandoned all efforts at regulation.

Soon enough, children were smarter, or stronger, or faster, or sometimes several of these. Clinics began vying for business, offering packages of enhancements "guaranteed to make your child a leader in the new world to come".

A few generations down the road, some of these children began studying the genetic code. They discovered how to go beyond what some people had naturally, and add things from other species. Multi-toned skin, enhanced senses, and tougher constitutions followed. Then came telepathy, and telekinesis, and other, even stranger abilities. In an effort to be the first with the best, clinics developed strange hybrids using computer generated DNA sequences. Some were spectacular successes. Some were horrid failures.

In the present, the world is ungovernable, factional, more like feudal warlords who compete for the best and the brightest new warriors. Reproduction is handled by computer controlled creche facilities that combine the parental donations and produce a child who won't be oppressed -- or so they claim.

This is a world that has taken genetic competition to a ruthless extreme.

Players arriving here would be of interest if their character races possessed interesting genetic material (which, basically, is anything they don't already have on file). They could also become involved in a power play between two factions.

(For those who are wondering, yes, this is the result of me speculating about how a Trek crew might encounter a world where metahumans existed. It's not exactly the kind of optimistic four color world of the comics, because, well, it would be harder to tell the cautionary tale that way...)

## Mitchell

01-30-2004 06:39 PM

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**Era:** TNG or Latter: **Type:** Pure Evil, but funny: **Resistance is futile, you will be Tribbled**

While on a routine scouting mission, the group discovers the ship of Cyrano Jones II, the son of Cyrano Jones. However, the ship appears to have been assimilated!

When boarding, the group finds Cyrano Jones II, clearly a borg, armed and ready for conflict. His first words are, "Resistance is futile, your biological...OW! Hey! Stop Shooting at me!" (Or, he forgets the line) Upon the group's fire, he ducks behind a pillar. He reveals that he was assimilated due to a group of stolen borg nanoprobes, and in fact has pretty much retained his personality. But he's still evil, and may attempt to assimilate anyone who gets close. (But telegraphs it, and fails miserably.)

After he is either killed, or stopped, his cargo bay is investigated. There is a broken container of nanoprobes, and some tribbles. Female Ensign decides to take one, and the group leaves. (Cyrano Jones II, if alive, flees, and will NOT let himself be captured alive. And even if apparently dead, he has some illegal cloning vats, so he's not 100% dead.)

When the group gets back, the tribbles, of course, begin multiplying. However, they don't coo as much, nor do they eat as much. Also, not as many are found.

Eventually, it's discovered that they are slowly taking over the computers, and are, in fact, assimilated, intellignet Tribbles! (At about 100.)

Now, the heroes must get rid of the assimilated Tribbles, and find the Tribble Queen. And beware, because these tribbles latch onto your face, and take control of your body! (And they get weapons.) The Tribble Queen turns out to be the Assimilated Female Ensign, of course. When killed, the rest of the Tribbles lose their intelligence, and can be beamed outy

Episode: Eve of Destruction

Era: Any

Type: Time travel

The officers (eg PCs) of the ship/station are on a shuttle/runabout making their way to the planet/conference/negotiations when they hit subspace anomaly. There is a massive increase in chronoton radiation (or other techobabble) and when the crew come round they are lightyears from where they started. Checking chronometers/starcharts etc, the crew find they have been slung decades into the past to 2156. Ahead of them is a Marshall Class Destroyer, the USS Patton (a nod to my ancient Spaceflight Chronology which has the Romulan war start in 2106, but it is not canon, so I am using the Okuda Star Trek Chronology book for dates). Any historical data base check will see that this ship will be ambushed in 12 hours, starting the war. This ambush comes after several years of Romulan activity and espionage. The shuttle is on minimal power, and there is a small gunboat heading toward the crew. The crew have got to escape and make sure the timeline is not polluted. Hopefully, one of the crew will have a distant relative that dies here.....if captured, any non-original federation race (eg: Non-Vulcan, Andorian or Tellarite) will be questioned as a possible spy, and suspected Romulan....In the game I played in, the Captain of the Patton was a career military guy, and his first officer was pretty much paranoid and convinced the PCs were saboteurs or spies. :-)

Title: Goliath Awaits

Era: Any (probably TOS/Film Era)

Type: Exploration/Rescue Mission

Whilst exploring (insert name) star system, the sensors pick up (technobabble) radiation traces. Such traces are usually from a damaged warp core. Investigation leads them to a water planet. Any database checks will show that the USS Goliath was lost here, with all hands some years ago. No trace of the ship was found. Recent upgrades in sensor technology enables the PCs to find these emissions. Sensor readings of the planet show a large metal object beneath the waves, with heat and radiation levels showing, and at a level consistent with a small settlement. Taking a shuttlecraft down to the site shows a wreckage pattern, and then a large piece of what is obviously a starship.....lit. There is life aboard! What has happened: The last remaining officer (Insert Name) managed to splash land the ship, and it began to sink. Sealing the bulkheads, and using the last vestiges of thruster power, he settled the ship on a shelf in a shallow sea. Too deep to be found, but shallow enough that the pressure would not collapse the hull. Being an engineer, he managed to stabilise the warp core, but with no engines or any way to make them, the crew were stranded. They managed (under his command) to create a life for themselves down here, whilst awaiting federation rescuers. That was 25 years ago. In the meantime, he has become somewhat unstable, and will be opposed to leaving, as he has total power here. The community is approximately 200 people. They have a school for the children that have inevitably been born in the past two and a half decades, a hospital (with obvious love-interest nurse: son/daughter of the leader) etc. Do the survivors want to leave? Are they happy with their independent life below the waves? Have they impacted on the planet (and possibly its non-warp capable local fish-people, thus breaking the Prime Directive?).....'s up to you, Mr GM! :-)

## Balok

03-06-2004 10:06 PM

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Episode: Memories

Era: Any

Type: Exploration/Puzzle

The crew is pursuing a mission of exploration when a minor glitch reveals a strange computer file. The file seems to describe a crewman who doesn't exist.

Investigation -- the easiest way is to compare Starfleet's records with those on the ship -- reveals discrepancies. There are a small number of crew Starfleet claims are assigned to the ship, whom no one remembers. Neither is the ship's computer helpful: with the one exception (above), there is no information about these people.

The cause of the file glitch can be traced back to two simultaneous attempts to access it. This occurred about two weeks ago. Investigation also confirms there is a period of about three hours during which the computer was not accessed by the crew at all -- it performed only routine shipboard operations.

The players must discover what happened to these crew members, and why they don't remember it.



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Episode: Art. Ask For More! :)

Era: Any

Setting: Any

The characters are confronted by a bizarre series of emotional outbursts ... any emotion, any individual. They start with NPCs, but soon even the characters themselves are affected. The effects become more severe, and persons in the grips of these emotions begin to act irrationally, perhaps even harming themselves or others... What's going on, and how can it be stopped?

An incorporeal alien is responsible. He is an artist -- or what, among his people, would be called that. His chosen medium is emotion, which he can capture, preserve, mingle, and texture. The only thing he can't do is generate emotions his people haven't experienced before! But he CAN stimulate the brains of "corporeals" to produce emotions. Just as a painter must often mix the precise colors he wants in order to get the effects he wants, so does he provide the stimuli -- thoughts and concepts -- in the hopes of coaxing out the emotions he wants.

His people are very hard to kill; they die so infrequently that it doesn't even occur to him that he's causing problems when he sees someone dead. He will stop as soon as it can be made clear that he's causing harm (and will, remorsefully, do what he can to make things right). The trick is to contact him and explain to him how he's causing problems.

## Sundowner

03-22-2004 05:03 PM

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Episode: Plague Ship

Era: Any

Type: Exploration/Medical

(A'La Cassandra Crossing, Outbreak etc)

The crew's ship is running a routing away mission to explore an uninhabited planet. While down there, one crew member is stung/bit by some local bug without even realising it. (The bugs venom contains the virus, it won't show up on the biofilters (damn, gotta get better biofilters) Once back on board, the crew does the usual post mission briefings etc, then, after a few hours the bitten crew member collapses.

Cue Sickbay.

When the crew member (Patient Zero) wakes up, s/he finds themselves in a sickbay surrounded by a host of medics running around looking worried. Turns out the bugs venom has a very nasty virus in it, and it's highly contagious. It is resisting the doctors attempts to find a cure, as when it is transmitted from one host to another, it mutates slightly, and when it is transmitted from one SPECIES to another, it mutates even more. So everyone on board now has the virus, but they are being reinfected every few hours/days, and the effects are getting worse each time.

(How long the players have is up to the narrator, if you want to use this as an episode, then just a few hours/day or so between reinfections, if you want to run something a little longer, then several days minimum between reinfections.)

By now the captain should have informed Starfleet command of their situation, but depending on how far out they are, it could take a while for help to arrive. If any is sent at all.

Some ideas for what to do while they're infected.

1/. Depending on how far out they are, it's possible they're beyond federation borders, so there could be a species nearby who are only to aware of the virus, and how deadly it is. They could be watching nearby, and once they know the PC's ship is infected, they strike. They'll disable the ships engines while most everyone is incapacitated with the initial infection, and tow the ship to a graveyard of such ships. They're hoping someone will one day find a cure so they can colonise the planet.

2/. The PC's ship could well be denied entry to the sovereign space of many species, preventing them from getting help from a starbase (if you let them back to the federation) Serious diplomacy could be required.

3/. A little psychosis. Some crew could go a little schitso. After disabling a few systems, they'd steal a runabout or a shuttle and make a run for a nearby planet. The PC's would have to give chase before a whole planet is infected.

4/. Someone like the Romulans has heard of the plight of the ship, and demands it's immediate destruction before the plague is loosed upon the quadrant. When Starfleet declines, the Roms send a couple of cloaked ships to chase it down.



Title: Second one'll cost you...

Era: TNG, DS9.

Type: Diplomacy.

One year following the events of the TNG episode "Symbiosis" the last Delisian freighter broke down, stopping the drug shipments from Brecca to Delis. The entire planet went into withdrawl. Several people did die as a result of the symptoms, mainly as a result of age in connection to heroin-level withdrawl symptoms. Once the culture recovered, they were able not only to repair their freighters, but also commence a program of warship construction. They attacked and invaded Brecca, and were able to land and seize the capital quickly. However, the Breccans fought back using Guerilla tactics. After several years of bloody war, they now seek a peace treaty and have asked the Federation to moderate. The PCs vessel is sent to moderate the peace negotiations.

The Breccans position is simple. They want to return to self-rule, and also to continue production of the drug, for reasons they are not clear about. The Delisians, on the other hand, wish to form a coalition government split between the Breccans and the Delisians, and, most importantly, they want all the drug processing and refinement facilities, along with crops, destroyed.

Negotiations will be at an impasse, until a Ferengi vessel appears in-system. With a little research, questioning, and verbal negotiation by the PCs, they put all the pieces together - The Breccans had also made contact with the Ferengi. To get the arms and supplies needed to fight their guerilla war, they were selling the drug to the Ferengi, in exchange for arms. Arms which were at a level equal to that of their opponents, but well below the level of phasers or disruptor weapons, and very inexpensive for the Ferengi to obtain. However, the Ferengi were able to fetch a very tidy profit for the drug on the black market, well above the cost of the weapons and supplies they were bringing to the Breccans.

The PCs must negotiate a treaty that will satisfy the Delisian demand for the Breccans to cease drug production, but without destroying the Breccan economy. Also, the PCs should determine some means of preventing Ferengi recriminations against either the Breccans or Delisians.

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## Phoenix

06-28-2004 09:38 AM

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Title: "...to the Last Man"

Setting: Starship, bridge crew

Type: Player's moral dilemma, combat, and trickery

Era: During **Any** War

While traveling through space the character's receive a distress call from a friendly transport ship loaded with refugees escaping a war torn area. They are under attack and heavily outnumbered and are being boarded.

When the characters arrive, they should be facing a daunting starship battle - but not one they have no chance of winning. Also they need to stop the wholesale slaughter on the transport itself (conversely, the starship battle could look simplistically easy). Any security/rescue teams that beam over to the transport are grossly outnumbered and should start dropping soon. During this time the character's ship should suffer from some lucky hits crippling key systems (propulsion, weapons, etc...) and begin to be boarded as well.

Depending on your group, the loss of a character could be quite devastating, for this adventure try as best as you can to look as if your trying to end the campaign, **kill every one**.

The catch is, none of the deaths are real. The characters are having their morals tested, to see if they are willing to sacrifice everything in order to save unknown innocents. After you have killed the last player character, everybody is suddenly back to doing exactly what they were before the distress call, only with either a voice in their heads, or an alien ship near-by (etc) complimenting them on their willingness to protect, defend, and die for what they're Federation believes in.

**Title:** The Eighth Wonder

**Setting:** Starship

**Era:** Movie era or later

**Type:** Combat, conflict, puzzle

The crew is travelling between exploration stops when the ship receives a distress message. The message is broken and garbled, it comes from an alien vessel. Presumably, the crew investigates.

The crew arrives at the source of the message and discovers only wreckage and a few life pods -- all holed. There are no survivors. Analysis of the wreckage reveals extremely high energy weapons inconsistent with any known species. With no one to rescue, the crew collects data and prepares to leave. As they do, three more vessels approach. These are of the same general configuration as the destroyed ship, but they are larger and tougher -- clearly warships. They demand the crew's surrender. Each of these ships should be at least a match for the crew's vessel, so negotiations will be necessary.

The aliens board, and accuse the crew of unprovoked attacks. They have poor quality telemetry that shows a ship of approximately Federation configuration: two nacelles, one engineering hull, one saucer hull, attacking the destroyed ship. That ship was dispatched to investigate an attack on a freighter that took place a few months ago.

The aliens plan to return the crew to their own planet, where they will conduct an investigation. Make it clear that the chances of the crew leaving are not high. And that's when the attack begins...

A single ship, clearly a Federation design, but ... old looking ... decloaks and attacks one of the aliens.

This ship moves, attacks, shifts course, attacks, with remarkable precision. The crew can quickly identify it as an old style Constitution class ship, but it's identification number and name are missing.

In short order, this small, out of date, outclassed ship has the aliens on the run. One ship explodes with a warp core breach, another is hanging dead in space, and a third manages to warp away. The Constitution recloaks and cannot be detected after this.

This leaves the crew in a jam. A Federation ship has, impossibly, defeated a superior force. And left them in the lurch; it's certain the aliens are going to return with \*even more\* ships.

The Secret:

In the 23rd century, a scientist named Richard Daystrom built a computer called the M-5, using a new technology called multitronics. During space trials, this machine proved unsuitable, and Daystrom (for related reasons) experienced a psychotic break. He spent the next decade in rehabilitation, but was eventually declared cured.

However, he wasn't. Sometimes, highly intelligent, mentally disturbed people learn to fool their doctors, and this is what Daystrom did. Tired of being drugged and analyzed, questioned and re-questioned, he eventually decided to leave, and so he spent the time to learn what responses were expected. He aped sanity long enough to escape.

Now past sixty, his accomplishments overshadowed by his spectacular breakdown, he determined to prove that he wasn't wrong about multitronics. Using personal resources, he built a much smaller prototype that he called the M-6. It's programming focused on one specific task: to develop its successor, M-7. It did this, and did it well, but M-7 determined that one more iteration was needed, and so it designed the eighth in the series.

The M-8 was everything Daystrom had hoped the M-5 would be. And a good thing, too: by this point, Daystrom was over seventy years old, and his health was failing. He knew he wouldn't live much longer, so he gave the M-8 its last directive: to do what the M-5 should have -- explore the galaxy.

It took time, but eventually M-8 managed to secure an old, decommissioned Constitution class ship through clever manipulation of records. By carefully compartmentalizing what was happening, it arranged to have itself installed aboard. Then, it left.

Over the intervening years (or decades), it has acquired to developed a number of technologies. Despite the antiquated appearance of the vessel, it is state of the art, and in some cases, beyond state of the art (relative to Federation science).

When the crew encounters it, it is returning to Federation space with a treasure trove of knowledge, that it intends to download into the Federation archives. The problem with the aliens is the problem it has encountered several times in the past: species that do not appreciate intrusion, or which to examine its technical secrets, or have some other ulterior motive. In short, this time, it's not the bad guy. But its actions have placed the Federation in a difficult position relative to a new, warp capable species. Sure, they have only a few planets in their association, and would be no match for the Federation fleet -- but the Federation tries to avoid war.

The crew, then, must find some solution to this problem. First they will need to determine what they're dealing with, then they'll need to figure out how to deal with the aliens, and how to deal with the M-8.

**Just an idea**

I'm a fan of films like "Stigmata", "The Gathering", "Army of God" etc., so I was wondering what will happen, if my crew will find a church or just a cross with Jesus in the ruins on a planet?

What if there was a (like) "christian religion" on several planets but is forgotten or forbidden by time/government?

In my rpg is a race called the Nyob'bal ("anagramm" to Babylon) so I'm thinking about beginning some religious episodes (in a way you could see the borg, who take your (god given) free will as the real evil.)

*Originally posted by Balok*

Religious themes can make excellent story backdrops -- witness how much of Deep Space 9 used them. However, there's a caveat: you have to be really, really careful how you use existing, popular religions. It's awfully easy to offend.

This is why Trek made up a religion (the Bajoran) when it needed a complicated one -- and why, when it needed real ones, it stuck to relatively obscure ones like American Indian beliefs, or New Age mysticism. Little chance of offending a key demographic.

You, of course, know *\*exactly\** who your audience is -- but religion can be a really touchy subject even among friends, so you want to think it through carefully.

You also want to have a pretty good explanation how Earth religious symbols got to an alien planet, and you want to explore the long term implications in your head. If your answer changes what people, in general, believe, you can expect that to have fairly significant effects on your campaign. That's fine if you're ready for it, unpleasant if you're not.

*Originally posted by Dan Gurden*

There was once a Scottich RPG magazine (3 issues I think) called the Last Outpost, and within it posted a similar plot seed. Basically the crew discover the ruins of a starship with 3 bodies in cryostasis. Basically it would be Jesus, Mohammed and Bhudda, all of whom would have died of natural causes but kept in stasis, and now tech is good enough to revive them.

The catch is, do you revive them and destroy all religion on the planet (evidence denies faith, etc) or leave them and keep the secret.

Of course, its an Alien spaceship, so why are they there in the first place?

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**Dan Gurden**10-12-2004 11:27 AM

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Your crew find a planet with a strange temporal signature. Not only that, but a surface scan reveals...

Dinosaurs, the long lost ancestors of Earth living alongside the planets native animals...

However the eye of the temporal distortion readings seems to come from a point in the Southern hemisphere. Focused within a heavy storm. Impregnable to transporters and scans.

An away team shuttles down, but the tempioral effects cause the shuttle to crash. But the shuttle is lost in an Earthquake/fissure. The Away team is now stranded on the Dino-planet and the only way off is to cease the artificially created chroniton distortion, many km away.

**What Happened?**

BAck when the Voth evacuated Earth one of their scientists was investigating the use of Time Travel to reclaim the homeworld. He took an 'ark', the DNA library of Earth and a small ship and headed for Earth, but crashed along the way. The Time Travel device was activated and damaged, but caused a Paradox around itself existing in the same few moments (so it never runs out of power), meanwhile the Paradox also allowed the genetic ark to hatch.

Now its millions of years later and a few caveman style Voth co-exist with the Dino's, and the planet is starting to buckle under the temporal pressure.

**Back to the Game**

All the crew needs to do is survive, travel to the Voth starship and turn the device off/repair it. Which is a lot easier than it sounds. Of course several weeks on the planets surface is only a matter of hours in orbit, not that anyone will know this?

**Another Temporal Thread: Post Dominion War.**

A scientist happens to invent a temporal shielding device, that protects organic computers from alteration during a temporal shift. This was designed for use by the DTI.

It just so happens that just as this is being demonstrated at Starfleet command on the Bio-Neural gel-packs in the crews ships computer core... At the exact same time a mad Vorta has assaulted the Guardian of Forever and travelled through to a pivotal event in the Dominion war, murdering Odo before he can rescue Nog and Kira. DS9's weapons remain online when the minefield drops and the Defiant destroyed. The Dominion reinforcements arrive unopposed. The war raged on.

The crew find themselves on the losing side, but with full memory of how things 'should be', the new protective temporal field had protected their memories. Of course this means that they don't know about the changes. It would be particularly evil to split them up here, some as prisoners, some in battle at the point of transition... he. he. he.

Eventually they are contacted by a DTI agent (the same scientist) who thinks he knows what's happening and where. And needs to redirect the crew(s) to the Guardian of Forever to destroy the Dominion Base there and to return to DS9 to stop the Vorta from changing history.

C5

10-12-2004 02:10 PM

**Title :** The SteamPunk Experiment: **Setting :** Starship: **Era :** Any: **Type :** Exploration, combat, dilemma  
The crew's ship is caught into a sort of wormhole, and thrown into an uncharted star system. Here, the crew will discover that a strange subspace field prevents any warp travel in a radius of one or two light years around the star system, meaning they'd need a few years to escape it (impulse power still works). The system also houses no less than 4 M class planets, with a rather unusual configuration : two of them are orbiting around each other (like Earth and Moon, but both are the same size), another one is orbiting on the exact same orbit, but on the other side of the sun, and the fourth one has an elliptic orbit, ranging from twice as far and twice as close to the star as the three other ones (however the trajectories don't actually intersect, so there's no risk of collision).

All four planets house intelligent life (and close scans would reveal that they seem to share a common origin). Their technological level ranges from the Earth equivalent of late 18th century to early 20th century (since they are not unified, some differences can exist inside a same planet).

But the field that prevents the crew from going to warp speed has another effect : it allows very primitive types of propulsion to reach much greater speeds than should be possible; thus, almost all of these worlds are capable of interplanetary travels (their top speed could range between 0.01c to 0.1c, which is more than enough to travel in a star system), thanks to very strange drives (electrical discharges, EM bursts, etc). Their various relationships are left to the GM's choice (some governments could be at war with other governments from other planets, while others could be at peace with the same ones, etc).

The wormhole that pulled them here is the result of an experiment from the scientists from one of those governments (of course, it should never have had such a result without the subspace field).

The answer to some of the mysteries of this system can be found hidden on a gas giant in the system (getting there should also be part of the challenge), where a very old alien station still functions. Apart from being the source of the anti-warp subspace field, this station contains various databanks that present this whole system as a sociological experiment from a Very Advanced And Ancient But Disappeared Race (it could be the T'kon, the Iconians, the Preservers, Sargon's people, or any new creation of your own).

The orbits of the planets have been altered, the planets terraformed, and the population of the only M Class planet that existed in this system at the time transplanted to all the others, a few thousands years ago. The goal of this experiment was to discover how a race would act should it discover interplanetary travel well before its overall technological level should allow it (or something more nebulous than that, at the GM's discretion). The warp being rendered inoperative could or could not be part of the plan (to prevent the natives from going too far for instance).

The main problem of the players is of course how to go home (to prevent them from choosing the easy way - 3 years of subspace flight - you could have their presence requested somewhere in a few days or weeks for a critical emergency). Shutting down the alien station is an option, but all the planets have become dependant at various levels on their space travel abilities, and depriving them of these has to be considered in regards to the Prime Directive (of course, the fact that this system in itself has been engineered by another race complicates the fact a bit more...).

And of course, their ship has been detected and should create a lot of interest from the various powers. Even though the PC's ship should be very superior to the ships of the system (even in an NX era), their sheer number could be a problem should they choose to unite against them...

Title: Colonization

ERA: Any except VOY

Type: Rescue

Setting: Planetary

BACKGROUND: The starship/starbase (whatever the PC's base is) receives a strange distress call from a science team stationed on an out-of-the-way planet. The science team is conducting a several-weeks-long survey of the planet to verify its suitability for colonization. They are working and living in a modular, transportable science lab/dormitory placed on the planet's surface. The planet itself is almost an Eden -- fertile soil, waterfalls, some animal life.

The distress call requests immediate evacuation and even implementation of General Order 24. What happens next depends on the PC's base of operations. If they are on a Heavy Cruiser or other large vessel, they are sent in a large shuttlecraft to evacuate the twenty or thirty scientists and investigate the problem. The idea here is that the characters have limited technological/military resources while on the mission...and also, that they simply cannot beam out when they want to.

As the PCs approach the world (about five or ten minutes from landing, but just after they enter the planet's atmosphere -- THIS IS IMPORTANT,) they receive a message from the science team saying that they will gather in a clearing outside the science station, and that they would be boarding the shuttle completely naked. When the PCs land, they find the entire place deserted.

When the characters begin investigating the deserted lab, they start getting bits and pieces of information about some sort of threat creature that was killing off members of the science team.

It soon becomes apparent that this creature is a shapeshifter that can imitate inanimate objects of nearly any size -- down to the subatomic level, to the point that even tricorders cannot tell the difference. The creature arrived via a meteor strike that occurred on the opposite side of the planet and has started spreading. The creatures communicate telepathically with each other through a central brain, located in the meteor crater. Any creature can imitate any inanimate object detected by any other creature. They attack by luring prey into close range, then they attempt to surround/swallow and digest the prey using a highly caustic acid.

The real crisis point comes when the characters try to leave the planet and Telepaths can detect the "chatter" between the creatures, and so can detect the creatures presence in a room. Scientifically minded characters, once they figure out what's happening, will be able to alter the tricorders to detect the creatures. (When the creatures are present, tricorders will always report a lifeform present, but won't give more information because of a conflict -- the tricorder "sees" a lifeform, but it also "sees", for instance, a towel.

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## UFC465537

12-14-2004 06:24 PM

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A TOS episode I've been tossing around...

The Imperial Klingon States has acquired a Preserver device that works in conjunction with the asteroid deflector on the planet Amerind (Eta 131; see TOS "The Paradise Syndrome"), increasing its range and power. Their intention is to cause the Klingon moon Praxis to crash unto Qo'nos, throwing the empire into chaos. In the power vacuum that ensues, the IKS plans to usurp power and take control of the empire. The internal struggle may bring war to both the Federation and the Romulans, as radical factions run unchecked.

The players discover the plot through an encounter with a Klingon warship investigating the plot, which is close to completion. Together, they must stop the IKS before they throw the entire region into war.

Could be a springboard into an alternate universe campaign..What if they fail?

The other device acts as a sextant (if I'm thinking of the right thing), a locating device, that allows the asteroid deflector to increase its range and power beyond deflecting asteroids. We'll say it's the size of a small toolbox and it connects inside the deflector control panel. The IKS does everything from Eta 131.

I figure Eta 131 is protected by a few IKS warships, the Amerinds are held captive in pens, and a decent size armed party is protecting the deflector. The players have to run the gambit, save the indians, and prevent the bad guys from crashing the moon into Qo'nos before it's too late.

I suppose you could alter the IKS motives: Maybe crashing the Earth' moon would suit their purposes better. Or maybe Romulus into Remus. Figure they'll only have one shot at it, because Klingon forces that far into Federation space are bound to be noticed.



**The watcher**

Time frame – any

Location - Starship

Mission – first contact

Act One - The mission is routine patrol of xxx section . A distress call is picked up on sub space from alien known as the Pannoids . The message is very low power , one way . The message is pleaded for help , a sickness is causing mass death .

Background of the race . The pannoids developed on a class “M” planet . The Pannoids are not space travelers , have warp drive , roughly equal to the Fedartion . Their Solar system is guarded robotic warships to keep space ship away . The only contact with the race has been thought the robotic ship . The same message is repeated over and over . “ The creatures of this star system have no wish speak with other . Your vessel is ordered to move two light year away . ”

The robotic ships are not senseless killing machines . AI program that allow it take action that it deems required . Crippled ships have been repaired and then send on their way , food supplies and medical aid have been given as well .

GM Imfo.

The Panniods build a defense system 300 years ago . The defense system was only to stop raiders , warlike race from attacking them . Automation factories , mining and tactical system were designed in to the Defense Force .

The problem is poor programming , the Defense net decided all space travelers are dangerous . The leadership try to correct this but without any warships under their control all tries failed .

The Panniods have no problems with contact of new peoples . They just don't desire leave the system  
ACT TWO

The captain has ordered a change in crouse . The low power sub space transmission become two way with in five light years . The senders claimed to Master Healer of the world . He details the sickness . The defense system will not stand down. The data about sickness is sent . The healer has also hidden the plans to the defense system .

The robot defense is listening in . It jams the signal once it figure out what is going on . Two warships are dispatched to destroy PC starship .

Act Three

The robot warships attack until one of them are destroyed or the PC starship out run them .

The data sent is very detailed , show DNA of the vinus . The Doctor is able to figure out a cure . The cure can be made with their current level of Panniods tech level . The robotic defense is not allowing contact in any matter .

The defense network show few ways into . One is attack the master computer causes a different backup system to take over . Another is hi speed dash close to the 5th planet firing probes . The probes spray the cure into the air . The third is to gather up a fleet of star fleet vessels for all out attack .

Time is working against the 3rd way .

Act four

This depends on what players decided . The dash is the safest for the ship but will take longer and causing more death .

The attack on the main computer is the fastest way . It is the most dangerous and 50% chance of destroying the ship . Now if the ship is destroyed and the master computer is still running . The survivors are taken prisoner , sent to colony on the edge of the system . A ship doctor still has the cure .



Just so people know my way of doing things the Eras are ENT (early warp drive), TOS (Constitution class era), Movie (refit Enterprise era), TNG (2360s-2370s, encompassing TNG, DS9, VOY, and the movies). Adventures might be for Starfleet, Independents, or rarely Klingon or Romulan.

**1.** For Independents, TNG: The heroes activate a second-hand replicator for the first time. When they activate it, it screams out "Die, xxx!" (whatever your local infamous crime lord's name is) and replicates a poisonous gas! When it's disabled and reprogrammed they learn it was altered at it's core a few months ago to assassinate xxx by voice print identification. It hit a glitch and thought a party member was xxx. Who would do that?

**2.** For Independents, late TNG: You're just a regular Free-Trader with a medium transport, trying to earn a cred. You don't care about good or evil, dictator or democracy. With that in mind, you accept a job offer to deliver three hundred metric tons of medical supplies to an Outer Rim outpost/colony. The catch? The outpost happens to be on xxx, the colony just happens to be the Maquis High Command cell for this sector, and you just happen to finish off-loading when the Cardassian assault is discovered. Now, you're faced with a difficult decision - leave the rebels behind to die, or risk your freedom and ship in order to give the doomed a ride off this rock?

**3.** For Independents or Starfleet, any period: The characters are standing on a busy streetcorner. Suddenly, disruptor fire breaks out around the corner. A human male runs up to them, closely pursued by a squad of troops. He throws the characters a small package and yells "I'll hold them off!!" He charges the troops and is immediately gunned down. Then all eyes focus on the characters...

**4.** For Independents in or near Neutral Zone, late TNG: An explosion goes off in the bar the characters are in and suddenly Romulan troops rush in and start to arrest anyone carrying a weapon.

**5.** For Starfleet, any period: The troupe walks by a local cantina...suddenly an Orion dancer comes running out screaming nonsense...all the heroes can make out is "...why us???...why did they come???" Walking inside they find many dead bodies and others badly wounded...one old man crawls over to the group...my son....they've got my son...\*he dies\* upon further investigation they find this man was the ruler of a highly successful and prosperous outer-rim planet...and his son was his only heir...

**6.** For Starfleet, any period: Representatives from the Federation are disappearing, and at the scene of each crime, a card is found bearing the words "Terrant of the Cold Flame"

**7.** For Independents or Starfleet, any period: The party, fresh from combat (Starfleet) or stealing a Klingon ship (Independents), are out in wild space with a bsuted warp drive...they find a derelect station and move in to investigate..the station powers up, scans the ship and crew, and asks if it can provide assistance...then people start to die of accidents...

**8.** For Independents, any period: A new computer has been installed in the ship and it takes over navigation the first time at warp. The new course from an old data override. What is at the destination is most interesting, and puzzling.

**9.** For Starfleet, TNG era: The pc's track an opponent to an abandoned Star Base or Deep Space station. There, the villain has set all sorts of nasty traps, such as de-phased deck plating to trick pc's into believing it's solid ground until too late; force fields on the other side of chasms (anyone jumping across will have a nasty surprise); and adjusting gravitational plating in some sections (always fluctuating, triggered by movement, reversed, etc).

**10.** For Starfleet, late TNG: How about that nifty, new prototype transwarp drive your players just spent three whole gaming nights to steal from a heavily guarded Dominion military research installation? It sure does look pretty sitting in their engineering compartment, don't it? Too bad they never found out that the Founder scientists could never get a prototype to work more than five times before it randomly blows in the last jump. Even worse, it's got two jumps on it, already...

My own contribution: Ever wonder what would happen if a navigational error guided a starship at warp into a collision with a black hole? (One solution is an unstable wormhole tosses the ship out anywhere you want it to, one time only, no return ticket.)

**11.** For Independents, any period: Characters (who either have their own space transport, or are lent a leaky, old craft) are asked to deliver a shipment for a prominent Orion figure, which they believe is a shipment of Ship-parts, as the Orion insisted only his men and his business partners people should 'struggle with'. Little do they know that their orders to allow the group they're delivering to, to haul off the cargo themselves, involves concealed drugs being taken off board as well. Even if the heroes don't notice, or find this out, the Orion has hopes of keeping such operations quiet by having his buisness partners get rid of any 'possible' problems. As the Heros fly out a raider ship follows, with hostile intent....

**12.** For Independents, any period: Characters run across an old datapad that details a treasure trove of gems and precious minerals, on a beautiful tropical world. Only problem is, someones already knew about it long ago, but only recently aquired the funds to stage such an operation. They meet each other at the site. What do they do? Fight each other, Barter, Share?

**13.** For Starfleet, any period: a group of anti-alien extremists attack a non-human member of the away team while on a civilized world's surface.

**14.** For Starfleet, any period: The find a planet inhabited only by sentient plant life. Options: (a) Some of these beings are telepathic. (b) The Klingons begin an invasion to rape the world of its natural resources. (c) a major crime syndicate has a secret underground staging area and are very protective of the planet (d) all of the above.

**15.** For Independents, late TNG: The PCs believe they're smuggling weapons vital to the Maquis, but they are in reality the "decoy" shipment. However, there's a little mixup, and it seems the PCs have accidentally received the REAL cargo of very, very illegal and highly experimental weapons (subspace weapons maybe?).

**16.** For Starfleet, any period: The PCs are on a ship trying to bring new systems into the Federation. Aboard are two reps from different worlds, each in which a member of their gender is superior and the other gender is enslaved. Both representatives attack each other and claim each other as slaves to take home. To make matters worse, each has the full support of their world, who will not join the Federation unless their customs are allowed.

**17.** For Romulan, any period: No totalitarian society is satisfied with anything less than total control. A playwright has created an amusing comedy that pokes fun at the admiral's son. The admiral's son, of course, is outraged, and has moved to shut down the playwright. What do the PCs do?

**18.** For Independents, any period: The PCs are getting ready to board their ship to head to another planet, when they hear the sound of disruptor fire. A human comes running into the hanger bay, looking over his shoulder. His body is riddled with scorching from many scathing shots. Just as he gets to the players, he's shot in the back and stumbles into one of the PCs. As he falls, with his dying breath, he hands a cloth wrapped package to the character and says, "Can't let them get this. Keep it safe. It's...." (semi-dramatic death).

**19.** For Starfleet, any period: The workers and prisoners at the mines on all of a sudden developed a feverish madness, and started killing the guards and ripping one another limb from limb. Only a few guards survived, those prisoners that made it out were shot "just in case". What is causing this, and can it spread to the rest of the galaxy?

**20.** For Starfleet, TNG era: One of the Betazoid characters receives a vision or has a dream involving their own death at the hands of someone they've never seen before. Later on, that same character sees the person from their dream. He/she is badly injured, and obviously in need of assistance.

**21.** For Independents, TNG era: One of the characters notices someone taking holo recordings of the group. Then others start to notice it as well. Is this just some paparazzi out for a few shots of the notorious group, or something a little more sinister?

**22.** For Independents, any era: The group has been hired to transport a chemist to . This chemist has devised a cheap method to synthetically reproduce glitterstim spice, the most potent form of spice and until now only occurring in nature on one planet. When taken, glitterstim gives minor telepathic abilities and is in great demand by governments and crime lords for interrogations, by lovers to feel closer during lovemaking, etc. The synthetic version is absolutely identical to the natural one, and is cheaper to synthetically produce than to mine the naturally occurring spice. Needless to say, every crime lord and government will want this process, and the group will have to deal with all manner of bounty hunters and government agents, bribes, and the mine lords who don't want their mines put out of business, etc. (Yeah, I couldn't find a good Trek replacement for glitterstim spice.)

**23.** For Independents, any period: A scruffy looking alien walks up to one of the party members and claims to know him. If the party member claims ignorance, the alien gets upset, but leaves a datacard with the instructions for a job his crime lord boss wanted done. If the party follows up on the job, it turns out the alien did actually get the wrong person, but the Crime Lord wants to keep the job hush-hush. Its either take the job, or face execution.

**24.** For Starfleet, TOS or late TNG: The Klingon Empire (or Dominion) is preparing an invasion of an independent star system. All efforts to warn the victims of the invasion have failed due to an intense distrust of outsiders and xenophobia, or because the society to be invaded is pre-warp and the Prime Directive forbids direct interaction. In order to help those who don't want to be helped (or can't be asked), the heroes break into and loot a makeshift Imperial Klingon (Dominion) supply depot along the Invasion corridor.

**25.** For Starfleet, late TNG era: During the Dominion invasion, an independent industrial planet is attacked and destroyed by the Dominion. The Dominion fleet retreats and avoids further engagement. With a decimated Navy, limited resources and a population to safeguard and care for, the heroes are put to the test. (Meant for experienced players/characters.)

**26.** For Independents or Starfleet, TOS or Movie: A very charismatic vulcan offers to ease the suffering of the dying by delivering a peaceful end. His movement is gaining momentum... but are his motives pure? And what is he getting in return?

**27.** For Independents, any period: Chardacca is without a doubt one of the best pilots in the sector - and the most arrogant - any number of people would love to put him in his place (perhaps even the PCs if they meet him), and a space race with a very tempting prize (one that the PCs might need or want) is about to be held in just a few days. But it turns out that the prize was only bait... the winners will be flying straight into a trap (pirates, perhaps, or a group that wants to clone the winner to create an elite battle squadron).

**28.** For Independents, any period: Goran DeFete, champion competitive martial artist, has been banned from the professional circuit after it was discovered that high-tech neural interfaces linked to powered boots were responsible for much of his fancy footwork. Now the professional martial arts commission members are turning up dead, several corporations want to know how DeFete's boots work and DeFete comes to the PCs for help sorting out the mess.

**29.** For Starfleet, TNG era: The PCs discover ancient Kholinar lore from some of the very first Kholinar Masters ever which suggests that everything the current Kholinar Masters are doing is wrong! Is this a joke? A test? It seems perfectly legitimate, and the temptation for certain Vulcans to want to suddenly do the 'right' thing arises. The dismayed leaders of the Kholinar Masters believe the new information has to be apocryphal... and asks the PCs to learn its true origins and intent.

**30.** For Starfleet, Klingon, or Romulan, any period: A recon vessel that was investigating some outer rim planet has vanished. The PCs belong to the Special Forces team that is being sent in to investigate the reason behind their disappearance, and to rescue any survivors. The strange thing is, this seems like a standard S&R mission. So why send in SpecOps? Little do the PCs know, but the team leader will inform them enroute to the planet, that their primary objective is the retrieval of the ship's computer core and all its records. Just what was that ship reconning?

**31.** For Independents, any period: While making a routine jump to warp, something goes completely wacky and the computer fries. (On a ship the PCs own, or even better, a passenger liner!) They don't know how long till they need to exit warp, and things get worse if they try an emergency exit, only to find that they can't because the warpdrive has been damaged via sabotage! Now they must attempt to repair the warpdrive, while in flight, and then drop safely from warp.

**32.** For Starfleet, any period: The PCs are being sent into a criminal organization to gather intel and evidence of some particular nasty criminal activity. As cover, the PCs will assume the identities of a group of bounty hunters that were recently apprehended by Federation authorities. All goes well with the operation until one of the supposedly apprehended bounty hunters shows up. Oops. Time to go!

**33.** For Starfleet, any period: Once again the PCs save the day, except this time, they happen to save the life of random NPC commoner #342. (meaning just some random citizen) This NPC becomes infatuated with one member, or even all members, of the party. Follows them everywhere. Is ready to jump to serve them, and more than anything wants to be like them. Problem is, this NPC is a total clutz. They screw up the most menial of tasks, they get underfoot a lot, and they have the uncanny knack for blocking your line of fire. How do you get someone like that to stay away?

**34.** For Independents, any period: Wanderhome Station, a deep space station-turned-gambling resort, is a smuggler's paradise. This is The Place To Be if you tend to ship illegal resources on a regular basis. However, the Galactic Empire, as is oft to do, has recently deployed a barrage of customs checkpoints along the asteroid belt that passes quite near to Wanderhome. The heroes must find a way to direct the Empire's attention elsewhere, so that smuggling operations can continue at Wanderhome.

**35.** For Independents or Starfleet, late TNG: The heroes are approached by a representative of some little known planet's government. He tells them some sad sob story about how one of their oldest and most treasured historical artifacts was taken during the Dominion rule. Now, he seeks to find someone that would be able to help him, and return the artifact to its rightful place. Problem #1, it's in a Federation museum, and the only way to remove an item from the museum is with the approval of some Federation Council committee. At least, legally. Problem #2, the committee think it's safer here, where beings from all over the galaxy can study it. What to do?

**36.** For Starfleet, any period: The group's telepath beheld a frightening vision during his sleep the previous night. The heroes must venture far into the Uncharted Regions to one of the moons of what is later known as the world of Kya-D'in (the system is still uninhabited, however). There they find the source of the dreams. They may end up having to kill it. (T'Kon, the race from TOS: Return to Tomorrow, etc are suitable extinct races)

**37.** For Starfleet, TOS or Movie: On the rich and powerful neutral planet of GoldCora, in or near the NZ, the election is in doubt and the Klingon-aligned party might win. But if the players foil the dirty tricks (kidnapping campaign workers, blowing up campaign headquarters, fake news stories, etc) and manage to report them, the Federation gains a new ally.

**38.** For Independents, any period: One of the PC's have had ties with the mafia a long time ago. That PC has to repay the favor of the mafia boss by shipping some restricted chemicals. One problem- they figure out they're shipping drugs after they have a little run in with a rival family of the mob boss the PCs are working for. On top of that, they're trying to take the drugs from the PCs and the rivals like guns. Not only that but the characters have to get 25 metric tons of drugs through security checkpoints.

**39.** For Starfleet, Klingons, or Romulans, any period: The heroes are sent to meet an Andorian spy in a sector of space determined by him. They are to transfer payment in exchange for information he thinks would interest the leadership. Unfortunately the sector that he chose has large pockets of volatile gases. His ship has stumbled into one, and the heroes discover the wrecked derelict. Throw in a flock of scavengers that can live in space for an "Aliens" feel. Also, the PCs ship gets damaged...they will have to get really creative about how they will survive.

**40.** For Independents, Starfleet, Klingons, or Romulans, any period: The PC's get to hear the rumor about an artificial and very very hard to find planet, travelling independently through the galaxy. If they can find it and prove themselves worthy (be original with the riddles, tasks, and whatever) an ancient, powerful being would grant them immortality. Of course, the evil guys are out to find it too.

**41.** For Starfleet, TOS or Movie: The heroes are sent to organize and build up a resistance movement on a Klingon controlled planet (like they tried to do in TOS: Day of the Dove). They have to recruit people that are willing and then organize them as they see fit; of course if they make bad decisions about this they get some unpleasant surprises, such as: having spies creep in if they don't use some kind of cell system; having some people go ballistic if they don't screen out the nuts; having someone try to take over the organization for their own purposes (greed, revenge, etc) and try to bump off the PCs; having the Klingons come knocking if they're too unsecretive or obvious. For some combat interest, the crew will likely have to lead the trainees on some missions to get them started, but they'll have to keep their ears to the ground and think hard if they want to make the right attacks.

**42.** For Independents, any period: The characters are hired to pick up a certain cargo container at a certain spaceport from a certain individual and deliver it back to their employer. When they arrive, however, they are immediately whisked away by armed escorts working for their contact. They are taken to a secure location, where they meet their contact, who shows visible signs of being under heavy stress. He tells them Starfleet have been looking for him - and the cargo - ever since it has been delivered into his possession. Now he simply wants to be rid of the thing. Why are Starfleet interested? And will the pcs violate their contract in order to avoid conflict with Starfleet?

**43.** For Independents, any period: The pc's receive a mysterious invitation to participate in a galaxy wide "scavenger hunt". They will start out with a clue, that, if solved, will lead them to the next location, and so on. At the end of the trail lays a "Great Treasure". What it is only the sponsor knows. And speaking of the sponsor, just who is he/she? A bored noble? A warlord or crimelord looking for intelligent ne'er-do-wells to recruit? Again, no one seems ever to have heard of this person (or persons). The competition will be fierce too, including some of the pc's biggest rivals/enemies (if they have any). There will be ample opportunity for combat encounters, as well as puzzle solving and exploration in out of the way systems.

**44.** For Starfleet, late TNG: The PCs are asked to deliver an encrypted message to a agent on Romulus. After the message is dropped off, the agent asks the PCs to safe guard one of his contacts from a possible assassination attempt at a party. The contact is a (Romulan) governmental official who doesn't trust the agent or the PCs. How are they going to guard the official? When is the attempt going to take place and by whom?

Bonus from me: For Independents, TNG: Word gets round of a young card player who is said to have an uncanny ability to know what cards are going to come up next. She never seems to lose. The local crimeboss and the Ferengi casino owner are convinced that she is cheating somehow and each want her captured to figure out how. The party can be contacted by either, both, or even the card shark for protection. (Answer: the woman is a Betazoid who lies that she is human. As a result she can see in her fellow player's minds what their hands and strategies are.)

A long one from that same source which I liked too much to leave out. It works for Independents, any period: Rumor on the street is a smuggler has a competition, first prize is the ship of their choice. There are a limited number of padds with a code to get into the race. (The group has to use their resourcefulness and skills to track down one of the padds.) Once they have it, there are only so many entries that are accepted. So it's a race to get to the place before the entry limit is reached.

If they make it, they register their ship as their stake. No ship? They better find, steal, barter, or whatever for the 100,000 credit entry fee - they have 2 days to come up with a ship or the entry fee. (Gives them a mad dash to take out loans, steel, barter, contact hutts, whatever...)

here are a list of objectives like smuggling, theft, infiltration, kidnapping, escort, salvage, etc . . . and an assassination target (a hologram, actually). Multiple objectives gives the GM the freedom to use other adventures for the same campaign. Some of the same objectives are given to other teams so you might run into another team . . . and makes the group always look over their shoulder because they never know if another team is around or in the process of doing the objective when they get there. The objectives are littered throughout the galaxy, so time is also an issue because the first team back with all objectives accomplished, wins.

A tracker is placed on the ship to monitor that the group doesn't split up to do multiple tasks at once (GM's way to keep them under a little control). In other words, no leaving the system while personnel are off-ship, or you forfeit the prize.

Grand prize - their pick from the ships put up for stakes (GM can make a number of cool ships) or they

can just keep the one they used for the race. Why aren't the ships all junkers? Well, even the best need to prove they are the best, and they aren't risking their ships since clearly they've been souped up enough to win.

The only rule: You can't interfere with another team until after leaving the initial system.

**45.** For Starfleet, TNG era: A subspace disruption near a brown dwarf pops you out in an unrecorded system. In orbit already is the heavily damaged remains of a TOS-era Klingon battlecruiser. After boarding the ship you find a platoon of Klingon warriors still in suspended animation along with a few extra surprises.

**46.** For Independents, TNG era: Steal a cache of photon torpedoes (from any of the major powers) and deliver them to a secret Maquis base.

**47.** For Starfleet, any period: The PCs are sent to stop a pirate that they discover raids from BOTH sides (Federation/Klingon in TOS, Federation/Dominion in late TNG). They discover that said pirate robs both sides to help planets ravaged during conflicts between said powers. Will they stop him/her, help, turn a blind eye, or...?

**48.** For Starfleet, any period: The PCs are charged with First Contact on a planet with two cultures, one at the brink of warpdiscovery and the other primitive. The two have co-existed fairly successfully because the advanced species is non-violent and does not advance the lesser race unduly. But the younger race is aggressive, and they control most of the natural resources of interest to the Federation, including the dilithium. The lesser race is still protected by the Prime Directive but the Federation wants to invite the advanced race to join, but is prevented from doing so until they make a warp jump, and that is prevented by the primitive race that is refusing to give them the resources they need to finish the program.

**49.** For Independents, any period: A cargo-shipment of microbes, soil, and plants turns out to be infested with bone worms. The PCs don't find out until much later when the little beasties have infested the ship. Run the game creepy, there's an internal power shortage as a couple of the worms chewed through a conduit, so lights are dim everywhere. Have fun with them, lots of spot checks, unseen bits and noises that scramble away when they chase. Corner/ceiling/floor attacks, discovery of the things as one or two are killed, then a swarm eventually attacks the only "food" left on the ship....

**50.** For Romulans, TNG era: A few years ago, a prototype Imperial ECM (Electronic Counter Measures) Frigate named "The Continuing Vendetta" was lost during its initial test run. While this frigate design is a good one, it seemed to have malfunctioned and exploded during space trials. In the last few months there have been disparate reports of the appearance of a ship matching the same identifier code as "TCV". No matter what the players' association, the bosses up above want this ship found right now. Depending on your style, you can have "TCV" disappearing because of its computer going haywire; or its captain just wanted to retire in style from the Empire; or its destruction faked very convincingly by a group of pirates who are now using this ship's unique abilities to help them rob the space lanes.

**51.** For Independents, TNG era: The PCs are tasked with finding an abandoned military base for the Maquis to take over and use as a training center. Everything is going fine until the local Gul decides to reactivate the base for Cardassian military training.

**52.** For Independents, any period: The players are docked at a spaceport for repairs, fueling etc. Any reason really. Have a collection agency turn up and impound their ship. Showing documents that clearly show the players' ship was used as a credit line for a loan made by a family member or past owner. Now the PCs are left with a huge debt to pay to recover the ship, or they are stranded wherever they are. This gets even better if they already have an urgent mission, now they have to make a choice over what they do. It could get worse if the players blast off (steal the ship back), then they become listed as wanted. Plus they could later receive a message from their relative that he is being held captive because the credit company couldn't get the ship to clear his debt with the crime lord!! "You guys have to come rescue me, I barely managed to smuggle this message out, I have 3 days left!!"

**53.** For anyone, any period: The players somehow find out that such-and-such government ships out it prisoners offworld. Have the players track down where the prisoners go, maybe because they have to rescue someone. A little investigation shows that a company is paid to collect them. The prisoners are put in stasis tubes and stored in big freighters. The freighters are sent to a distant planet, which the PCs have to find. The planet has HUGE storage chambers that hold millions of stasis tubes storing a being. Have the PCs wonder a bit and reveal tidbits of information. The Company that owns the planet actually runs an illegal deal. Have the PCs find out that the planet is EXPORTING people. The Company has a deal where anyone can place an order for beings. They then

sell the people to whoever, from providing gladiators to slaves to dietart supplement. It is really one big slave market using prisoners from all over the galaxy that planets have sold. Now the PCs have to scramble to find the person they are looking for before he gets sold. If you really want to be mean, have the person already sold, requiring them to find out where and the trek starts all over again.

**My own contribution:** For Starfleet (or Romulans/Klingons/etc), any period: The Klingons or Romulans (or any other major power currently semi-hostile towards the Federation) came across an old DY-100 class sleeper ship from Earth. It carries a selection of genetic

supermen, similar in composition to Khan's vessel. The aliens plan to resuscitate the cryogenic humans and use their lust for domination and superior intellect against the people of the Federation. This could be played as the aliens and the humans turn out to be uncooperative with their plan, but they still feel like conquering someone...the aliens! Or it could be played as Starfleet and the genetically engineered humans cooperate with the aliens.

**My own contribution:** For Starfleet, TOS era: The disruption of power utilities by the Enterprise on planet 892-IV (*Bread and Circuses*) was blamed on Son-worshiper terrorists. The end result was a "War on Terrorism" that was actually a religious inquisition. Since the Enterprise was responsible for starting this inquisition, it was considered unnatural to the course of the planet's evolution and a violation of the Prime Directive. Your ship has been sent to re-stabilize the planet's government and restore the course exhibited prior to the visit of USS Enterprise.

**54, LONG.** For Independents, TNG era: One of the players Federation Council/Starfleet Command contacts has a request of that character to deliver a package to an important family on an unfriendly world, Romulus is best, Cardassia and Qonos work, too. The package is only .25 meters long and weighs about 1 kg. The contact says the gift is personal and needs to be delivered in person. The recipient's description, name and title are given along with a hologram image for identification. This is followed by a 5-10,000-credit down payment for delivery with the other half to be paid on return. The contact is known for fair deals and has always been straight with the character in the past.

The package is not to be opened, but if they do open it what they find is an encrypted data cylinder. Without special resources and outside help they will not be able to decipher what is on the cylinder. Should they go to the extremes, the message should basically be a thank you letter for all the help and support of the person the cylinder was meant to be delivered too. Once the message is deciphered the cylinder is destroyed. It is not the message that is important, but the person sending it to the person receiving it. These two persons must be known as opposite and/or adversaries of power. But behind all the political and power facades they are close friends, but can not show it to the public or their enemies. What you have with this delivery is a group trying to expose these two power brokers so someone they want can grab the power they wield. The characters are to be followed and jumped for the item. If they lose it, it is now a chase. If they hold onto it they are now curious as to what is going on. If they have it deciphered they know more than they want to and they have blown their mission. Either way they will be caught up in some political intrigue.

**55, LONG:** For Independents, TNG era: The PCs are first provided with a courteous message for their company. This is followed by a second, immediate message (a few minutes later, if the PCs show lackluster interest), with an enticement of lots of credits if they pay heed, a sinister waiter fellow delivers the message. In orbit the PCs ship (if they have one) is later met with a number of raiders that are there to "escort" them. They are taken to a smuggler's paradise, a moon full of scum and villainy, that harbors the base of a famous Pirate by the name of Pakoo "Death Dealer". Of course, he is retired now, aged and wizened.

Escorted to his throne room, cold, musty, and dilapidated, sits Pakoo the pirate, rows of armed guardsmen line the hall. Pakoo is a little crazy and senile. He's a bit spacy, though he seems 100% clear about what he wants the PCs to do. If the PCs ask silly questions just have the old coot go off on a tangent, talking about the Great Bird of the Galaxy...The message is an encrypted PADD. Only a specialist can decipher it and the PCs will probably need outside help if they want to decipher. The PCs are instructed to deliver the message within the week to a nearby system (5 days normal travel time), if they can get there in four days

(highly impossible, though uncharted, dangerous area of space) he will double they pay (10k credits x2 = 20k). The package is considered "COD" (cash on delivery).

The message is in fact to be delivered to an equally retired and senile old Pirate. The message is a series of game moves for the Pirates next turn in a strategy game called "Stars and Quasars". The two retirees have found this a much more amusing game to play if they can intercept the message before it reaches them they won't have to pay the sum and if it does reach them the antics of the PCs is well worth the cost!

Throw in other twists for fun, like a Lieutenant of Pakoo looking to intercept this message (this on top of Sorrat's men also trying to get it) thinking it was of high importance because of the pay and Pakoo insisted on outsiders. He doesn't know about the deal between Sorrat and Pakoo. He wants to gain leverage and power over the old coot but runs after a red herring. This will all add up to the PCs thinking this message is very, very important, when in fact it isn't at all.

**56.** For anyone, any period: The players stumble across the end result of a pirate attack. There are many corpses, but only one survivor who tells the players where they can find the pirates that did this to his crew and asks them to make sure it doesn't happen again. If your players are the mercenary types, have him tell them that the captain of the pirates stole a treasure map from him that will lead them to a small fortune (whether this is true or not and if they can find it is up to you, could even lead to a whole campaign searching for this treasure). The players valiantly (or not so much) accept and go to the pirate lair -- a depleted mining town. The descendants of the miners are still there, barely surviving. The pirates,



it seems,

have converted their old mining equipment into fighting craft and are the town's last chance for survival, but will continue to raid passing ships until they're destroyed or their people have enough to live by. No easy solution, particularly if the players are moral types. Possible resolutions include the destruction of the pirates (which may be the worst possible solution), the players calling on Federation (or other) connections to render aid to or relocate the miner's descendants, or if you gave them the treasure map have the players tell the miners what it is, so the miners get the treasure and can live happily ever after.

**57.** For anyone, any period: The crew comes across an alien ship that just came out of warp. It looks nothing like any capital ship they've ever seen. On board, they find that everything has a vaguely crystalline shape. There are no survivors. Each alien appears to have been half eaten, and there is a strange, gelatinous-pudding-like substance all over the ground. What killed the aliens? Where are they from? Why did they come out of warp here?

**58.** For anyone, TNG era: The PCs find out that plans for a superweapon are being auctioned off by some secretive group. The PCs can either work their way into being members at the auction or find out where the auction is and sneak in to try to steal the plans. While they are there, they catch glimpses of dozens of different factions represented (Klingon, Romulan, Breen, Cardassian, etc). In either case, everyone is gassed (or stunned by phasers). When they wake up, they find themselves in the middle of a lush jungle with no clue as to where they are. What's more, all of their equipment that requires power of any kind is drained. After exploring, they find that all of the people that showed up for the auction are in the same boat that they are. What's more, some of the factions see this as the perfect opportunity to bump off some of the competition. And to top it all off, something is hunting them.

**59.** For Starfleet, any era: While travelling through an uninhabited system the characters' ship receives a weak SOS signal from a barren, rocky planet. The planet's atmosphere is ionized so the signal barely gets through. When getting closer to the planet, or even approaching the surface, the scanners show the signal coming from a crashed 2 crew ship in a small, narrow valley. The transporter won't work in the heavily ionized atmosphere and a shuttle needs to be used. One of the crew is found, his skeletal remains anyhow, while tracks lead up a gravel

slope up out of the valley. If the characters survey the area a little bit, they find a plateau carved into the mountainside 350 meters from the crash. A narrow, carved out pathway leads 40 meters to a concrete entrance. The entrance leads to an old research facility. The facility worked on experimental combat machines. The prototype went rogue and slaughtered the scientists. The machine wasn't fully completed, it only had its melee weapons mounted, but is still a hideous beast to meet in combat. Trap the PCs within the complex and use dark gloomy halls and a "tick-tack" metallic sound approaching to create a horror atmosphere.

**60, LONG:** For anyone, any period: At some point on the journey, something they haven't maintained on their ship for a long while (probably something to do with the power systems or warpdrive) blows out. Life support failing, they spot a small planet when they drop out of warp. There's no time to see which planet it is, but it scans as habitable before the sensors go offline. At some point on the way down they pass out. When the players awaken, they find that they are on a primitive world. There are creatures there, some of whom use a mysterious psi power and some of whom have the occasional trinket of 24th century technology (a phaser, a comm badge, a batleth, etc.). They tell a legend of the visitors who came to the planet many phases ago, and basically describe klingons. They left many "sacred relics" in the Holy Mountain and then left the planet. Everything they need to get off of this planet should be there in the Holy Mountain. The Holy Mountain is many days voyage away from the crash site, though. Any vehicles should have been crippled in the crash or this will be over too quickly. Getting there is half the fun. When they do reach the Holy Mountain, they find more or less what they expect, plus a very old human known as the Keeper. The Keeper of the Holy Mountain tells them that he can't let them into the mountain, but will obviously be incapable of fighting them and won't attempt it. Finally, the Keeper will tell them what's really going on. Their ship crashed. Some of them are dead (or if you don't like that at least say MAY be dead). He can't say which ones. The rest are in a coma. They are in an intermediate place between life and death in which they are all sharing a dream. They can fix their ship, and return to reality, but if they do the dream ends for all of them (and again some of them may be dead). A vision of the outside world will reveal that the planet they crashed on was inhabited (but won't give any information as to who is alive). So they have a choice. Stay in a world they know isn't real, or return to one where they might already be dead.

**61, LONG:** For anyone, TNG era: The PC are approached by a very well dressed Ferengi. He is accompanied by two bodyguards (make them good enough to blast the PCs to bits if they try anything fancy). He is very friendly and introduces himself as Baron Whatshisname. He asks politely if he may sit and invites the PCs to lunch. He states that he wants to make a business proposal. He has heard of the heroes and he needs somebody to accompany him on a dangerous mission...he has bought a planet which was once home to an ancient civilization which lived underground in a vast cave system. He hired an archeologist and a couple of other scientists to explore the caves and retrieve valuable artifacts...unfortunately he lost contact with his team and he wants to mount a rescue mission as

quickly as possible...he offers 10,000 Credits per person +1000 Credits for every day spend underground...he and a couple of his "security advisors" will also accompany the heroes. He offers transportation but he will also agree if the PCs fly by themselves.

Here is the catch: There is a planet alright, and it is owned by the Baron (a couple of Gather Information Checks will reveal that) but there has never been an expedition or an ancient civilization (this information is not available to the players, no matter what they roll). Instead it is the Baron's playground for one of his exotic games: He intends to transport the PCs down to the planet, they should wait for him at the campsite while he has to attend some "urgent business matters" that have "just come up"...he will be down shortly with the rest of the team. Of course he will not arrive but instead contact the PCs by communicator. They are the new stars in a game for his amusement: They have to get from the camp to a point a couple of days away through challenging wilderness where they can board a runabout and leave....they can keep the runabout as a reward. He tries to prevent the PCs from reaching the runabout by using goons, genetically engineered creatures, or other hunters (NPC). He monitors it all with sensors and enjoys himself.

To make things interesting the Baron transferred map data to the PCs PADD where he outlined two checkpoints, one checkpoint had ground vehicles and supplies, the other (which was further away) had a medical kit for the PCs to use. It is up to the PCs to try to acquire these items or make it on foot. The Baron stated that these checkpoints are well guarded.

kridenow

10-06-2005 01:31 AM

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Title : Remnants

Type : a mix of exploration and combat

Setting : post-TNG Era, close enough to Delta Quadrant

Description : While on a diplomatic mission, the PC ship is hit by a wreck from a unknown civilization, exiting a transwarp conduit. The wreck may have valuable informations about transwarp propulsion.

Things start to go messy when a Borg sphere arrives...

Long version

The PC ship was sent to lead diplomatic negotiations with a new civilization (called innovative civilization now). Specifically, this civilization developed an extensive knowledge of genetic/life sciences to peaceful purposes.

**Scene I :**

On the PC ship, negotiations start. The ship crew use the standard approach of partnership offers with a federation membership on the horizon. Negotiations are going well.

The genetic sciences development must be underlined. The innovative civilization has developed insightful ways to cure by using "natural" remedies, ways to generate power (lifeforms generating usable energy), etc... Anything that look genetically advanced and peaceful but, especially, innovative.

**Scene II :**

A transwarp conduit opens close and a large wreck is exiting, heading straight on the PC ship. While the main mass of the wreck will pass close to the ship, a large enough chunk will hit it.

(Even if shields are up for any reason, I'd say being hit by a large debris is enough to provoke a disaster on board)

Run sequences involving vacuum, emergencies of any sort, energy fields sealing sections, rescuing other crewmembers or innovative civilization representatives etc, to give the feel the PC ship was severely hit.

**Scene III :**

The PC ship needs major repairs on most systems. The ship is able to run routine procedures but anything like fast warp speed, combat, complex operations should be described as difficult, if not dangerous.

While the crew is recovering, analysis of the wreck starts.

Give as many hints as needed that the wreck is/was able to use transwarp propulsion, which is tied to Borg technology.

The wreck is from a totally unknown civilization, seems empty of any lifeforms, yet there must be corpses.

The opportunity is now that the power core is still running on the wreck.

Run sensors tests, knowledge tests etc... but either decide the PC ship sensors are running at reduced efficacy, either speak about scanning troubles due to still running shields in the wreck (notably around transwarp core). The PC crew must have a rough idea of the status of the wreck but can't have totally accurate informations.

**Scene IV :**

The PC are sent/decide to go to the wreck for more informations and exploration.

Time to look if your PC have space sickness or are at ease while wearing EVA suits.

The wreck lacks many life support features, has entire sections devastated, destroyed decks etc...

Run various tests as you sent the PC through a network of obstacles you can imagine in a spaceship

wreck (opening blast doors, overloading safety fields, finding its way, going through zero-G areas...). The PC are able to collect data by picking items in quarters, simply looking and study, hacking the still running computers...

The wreck is the remnant of a civilization, assimilated by the Borg a long time ago.

The members of this specie were fleeing constantly from the Borg, escaping the Collective.

This ship may be the last one, or just one which tried to find its way to a more welcoming space (in my adventure, it was the last, to add drama).

Computers logs can also provide data about the recent events or the lasting exile and flight from the Collective as well as more accurate ship data and functionalities.

Informations about the wreck crew can come with personal items (photos, personal logs etc...) which adds to the feeling of despair of the crew pursued by the Borg.

On the wreck, the PC are able to get close to the transwarp core, still they are prevented to access it by a strong energy/containment field (which prevented accurate scans earlier).

At this point, the PC should have a more or less clear vision of what the wreck is.

Main points are :

- the transwarp core wasn't that much damaged
- it's a fleeing ship from a almost/totally extinct civilization
- something bad happened to the ship while in transwarp or when entering it, leading to disaster
- the whole thing has a link to the Borg

The PC should be close to the core when scene V start.

Going through the shield protecting the core should be finally found by the PC at that time, yet they must not be able to breach it yet, or it requires more study/much time.

It's better if PCs already have an idea how to go through the shield at Scene V start, to help them later during scene VI.

### **Scene V**

Another transwarp conduit opens, announcing the arrival of a Borg sphere.

(use modified Borg Time Sphere from CODA Starships, p168 for template, p169 for non time ability variant, if you ever need stats, which is unlikely anyway)

The sphere was indeed pursuing the (now) wrecked ship, hit it hard and during the trip in the conduit, the fleeing ship slowly lost hull structure/integrity/..., tried to go the farther possible then lost its ability to maintain the conduit and exited it... as a wreck...

Explanation about the lack of surviving crew can come with radiations (who knows what happen to the crew of a ship while in transwarp when everything start to break around ?), massive explosions...

The Borg sphere scans its surroundings and focus on the wreck.

The Borg came to recover the transwarp secrets or, at least, prevent anyone else to get it.

The PCs return to their ship.

While everyone expects an assault on the PC ship, or the Borg heading directly to the wreck and assimilate what is left... the Borg sphere just does a passing move close to the wreck then heads straight to the innovative civilization world.

Actually, the Borg sphere decided to assimilate a civilization that advanced in genetics and life manipulation was better.

(if the PC crew is scanning the wreck again since the sphere passed by it, it can be told that Borg drones were transported on the wreck. Actually, it's not a problem to reveal it at that time. The drones were sent to secure the wreck and prepare assimilation of that long time eluding ennemy)

Here, it probably depends how you portrayed the Borg earlier (if you ever).

As I prefer to let Borg "individuality" like the Borg Queen for earthshaking apparitions, I run the Borg like an analytical mind, ordering tasks and threats levels, then setting priorities.

The three elements for the Borg are :

- a wreck they must recover or destroy
- a damaged federation ship
- an innovative civilization

The wreck won't go farther, it's a wreck.

The PC ship is damaged and should be no match for a fully fonctionnal sphere

The innovative civilization may then be analyzed to see if worthy of assimilation as nothing can prevent the Borg sphere to later come to finish the "wreck task" (here comes the usefulness of having described the PC ship as unable to engage full combat during scene III)

Reordering its priorities considering threats and tasks, the sphere starts with assimilation/analysis procedure, the wreck being not able to escape now.

The scene also supposes the PCs are considering the waste of the entire local homeworld is a too high price to recover the transwarp core safely. However, it can be interesting to underline the possibility to recover the core while the Borg is occupied to assimilate the neighbor planet.

The purpose of this scene is to advance the story. It's mostly descriptions but speculations about the Borg behavior should start.

## **Scene VI :**

The Borg sphere now heads to the innovative civilization homeworld.

The innovative civilization representatives (who should still be on board) ask the PC for help.

You can add a description where the innovative civilization space forces are smashed by the sphere. The innovative civilization being peaceful, its armament is low/outdated. Distress calls and despair facing the Borg can add to the mood.

The problem is now : how to divert the Borg from the innovative civilization homeworld and survive the attempt (the PC ship is damaged and probably will only be able to delay the sphere). At best, how to recover the transwarp core/informations ?

The trick is now to force the Borg to reorder again their task list, putting the assimilation at the bottom.

Not the definitive solution but a good start : research about the Collective mind, planning and discussions about strategic advantage, technological leap, moral questioning, danger and will.

Possible solutions :

- destroying the wreck. Not a solution as it doesn't bother the Borg as destruction is an option to it.

- recovering the transwarp core/infos

- sacrificing the PC ship in an attempt to stop the sphere. which will only delay things, not stop them

Recovering the transwarp core/info is the best way to force the sphere to reconsider its priorities as the Collective won't afford the loss to Federation scientists.

Yet, it won't help to survive the following attack.

Indeed a solution is to recover, or at least pretend to recover, the transwarp core/info.

The Borg sphere will stop its trip to the targeted innovative civilization homeworld.

Still, the problem of the sphere coming back remains.

A viable but dangerous solution is to use the wreck as a bait and try to cripple, destroy the sphere.

Depending how the previous "technical" discussions were run, it can come easily or not to PC that the huge mass of the transwarp powered wreck can be detonated with some work.

Going back to the wreck and setting an explosive device or provoke a self-destruction of the vessel should do the work, if the sphere is close enough when the wreck is detonating.

Again, time is crucial. If the PC crew want to be the most efficient, indirectly defending the innovative civilization, they must act quickly.

Theorically, nothing prevents them to carefully work on this while the sphere is going through the early stages of analysis/assimilation. But it will mean more deaths and suffering for the innovative civilization. A question of morality and priorities.

To "call back" the sphere, the PC ship can use tractor beams and appearing to try to escape with the whole wreck. For the Borg, it means a risk the wreck to be recovered.

As the sphere comes close enough to stop the escape attempt, the PC ship should stop tracting the wreck and flee as fast as possible. The wreck should detonate, damaging/crippling/destroying the sphere.

This scene is where the PCs make plans and gather data about the Borg to complete their personal knowledge. Add NPCs if needed to give advices and counter opinions.

## **Scene VII :**

The PC crew is now returning on the wreck, equipped with devices to provoke the destruction of the wreck and go through the transwarp core shield.

Being clever and efficient to overcome obstacles during the initial exploration of the wreck should provide now returning benefits as time is scarce.

However, the PCs can also detect Borg presence on the wreck. A group of drones were earlier transported on the wreck (see scene V). The drones are focusing attention on the transwarp core area.

Run sequences of combat, infiltration, etc with drones around when the PCs come closer and closer from their objective.

The PC crew is able to bypass the shield and enter the core.

The core is still functioning even if damaged. PC crew now set its destructive device or prepare to overload the core etc...

You can add a surprise by putting drones again there. Considering the Collective assimilated that fleeing civilization a long time ago, it's very likely the drones are able to go through the shield without difficulty by adaptation.

Depending how strong is the PC crew when speaking about fights, modulate the number of drones outside and inside the core area.

Actually, as the transwarp core area is blocking all scans, you can decide at the very last moment.

Run technical tests about demolitions or propulsion, energy management etc... to set the destruction.

## **Scene VIII :**

The PC crew is coming back on its ship, which is now tracting the wreck.

The assault to wipe the drones from the core area might already have alerted the sphere who can be already coming back. If you want to add more stress to the situation, just consider the drones destruction on the wreck put its recovery on the top of the task list.

The sphere comes back and fires at the PC ship.

Now, the sphere attack can be as long and as painful as you wish. Choose when you consider the sphere is close enough from the wreck (the sphere will attempt again to dispatch drones on it).

Depending of the way the PC trapped the wreck, everything can be a matter of timing (calculating how much time is needed to overload the transwarp core, or a delayed explosive device if afraid of communication jams with direct control) or just triggering the explosion.

The wreck explosion will terminate the sphere capacity to operate. Be it destroyed or crippled is up to you and probably depend if you want a follow up or not.

At last, the PC crew defeated the sphere and probably limited the losses of the innovative civilization.

Data may be as complete or as partial as you want.

Probably a satisfying aftermath for PC but you can decide it has no lasting effect on your campaign or make it a turning point in Federation-Borg opposition.

*Variants and flavor*

\* Add a Ferengi ship during scene I. Ferengis are there to negotiate trade agreements with innovative civilization. Nothing wrong there but their ship won't be hit by the wreck fragments in scene II.

Consequently, while the PC ship is slowly recovering, they are already en route to explore and scavenge as much as possible from the wreck.

Scene IV can then become a kind of race between the PC crew and the Ferengi crew : the first to reach the transwarp core.

Make Ferengis flee as soon as the sphere arrives.

\* Add survivors on the wreck. The whole crew didn't die. It can serve two purposes : give scientists and medical officers something to work on (healing and analyzing the survivors) and help to speed things if necessary. As, instead of waiting for the PC crew to collect data before continuing the story, the survivors can explain everything. It must probably rather to decide on that at start as survivors should be detected quite easily, notably during scene IV, unless they are in the core (shielded area, impervious to scans) but they will probably serve no purpose, being discovered too late (and it might conflict with the presence of Borg drones in the same area during scene VII).

## Brite Dip Man

12-31-2005 01:46 AM

ONE WORLD IS NOT ENOUGH:

The Romulans conquer a planet just on the other side (Romulan side) of the Neutral Zone. This planet has a small space navy, and was unable to fight back against the Romulans.

A single ship manages to make it across the zone and they try to buy weapons and technology to fight back. However, without money or trade goods they can't get what they need. However, all is not lost. A journalist for one of the Federation media outlets offers to sponsor their fight. He gives them the money they need to build an uber-powerful warship out of surplus equipment and they set off to kick some Romulan ass.

Now, the players have to track down the journalist and bring him to justice for breaking many interstellar laws, track down the uberwarship that his money built and stop them from causing an interstellar bloodbath they can't win.

And when that's done... they discover the WHOLE THING was a setup by a powerful media-mogul for Ratings! Now they have to go after him and his media company which won't be easy due to his vast wealth and connections across the Federation...

*Originally Posted by Trinity Zeldis*

Sadly, I just don't see this as happening. It's a good idea for something like Babylon 5, or possibly Stargate, or even Andromeda. But for Star Trek, good Trek, it just doesn't seem to make sense.

First, the money isn't there. Second, manipulation of the media would be a huge crime, perhaps not illegal, but definitely unethical.

*Originally Posted by Brite Dip Man*

I don't see every member of the Federation subscribing to the "no money free stuff for all" tripe mentioned on screen. Someone from a culture that respects money and wealth assumes a position of power in a Federation media producer... and driven by his cultural imperatives he does what he thinks is right to bring in more fame and wealth for himself. However in this case he goes too far and puts the lives of millions at risk. Of course this becomes even easier if you're not bound by the restrictions of canon and are able to pick and choose the elements of Trek Lore that suit your vision, like I do. :)

*Originally Posted by C. Huth*

If he was a weapons broker or something I could understand it, but the shows give no indications that there's large-scale media consumption in the federation beyond holo-programs and books; at least not in ways that are amenable to advertising.

*Originally Posted by kridenow*

A variation I'd play on this adventure : keeping the journalist idea but rather than going for a purely media sponsored warship, I'll make the journalist a contact between the refugees and another group, more involved into weapon dealings.

Ferengis could be interested to sponsor the fight, on the promises of future dealings/monopoly on the (maybe) freed world.

Also, it would allow to bring nasty weapons in the fight as Ferengis would be less reluctant and less scrupulous to sell formidable weaponry.

(I suppose any other shadowy group fit, like Orion Syndicate, or even Section 31)

So, I'd organize the adventure on :

- the Romulan takeover as a background info at first
- the rumor/information survivors of the defeated army are gathering military support (single warship, fleet of smaller ships).
- seeing favorable media coverage, investigation will lead to the key journalist, yet he alone can't bring much military support.
- investigating on the journalist will show the Ferengi connections

There, two tasks will appear :

- sever the Ferengi connection (probably operating from the inside of the Federation for a easier handle), by arresting for illegal dealings/closing the cover business.
- stop the defeated army to fight back with destructive weaponry, maybe in a cataclysmic revenge on a Romulan world (or on their own world, to wipe Romulan occupation forces, despite civilians losses).

The adventure will be two main parts : - investigation - space fight

Complications that can be thrown in :

- freedom of media during the early part making investigations harder and bring some law skills in, discussions about legal authority etc...
- dilemma if the Ferengi are operating out of Federation space (like a bordering station) ie : "Can Starfleet intervene in a conflict between Romulan Star Empire and a third party when the Federation itself has little ties to the conflict (only the actions of a single individual - the journalist). Yet, not intervening will lead to massive deaths of civilians".

Intervening is stepping on Romulan toes, warning the Romulans is tacitly agreeing with their takeover, not intervening is allowing civilian deaths.

- Starfleet mothballed ships could be stolen, giving a heavier case for Starfleet intervention and probably giving the false idea of a Federation backing
- Starfleet is asked by the defeated world to negotiate peace with the Romulans in a tricky manner for players : by negotiating the way the world is now occupied (accepted takeover by the native government). Then, bring in the fact the whole journalist/native army conspiracy has *really* good chances to succeed (the conquered world must be a minor issue for the Romulan then). So Starfleet officers may now have two conflicting objectives :

- \* negotiating while investigating and then stopping the maneuver
- \* negotiating and investigating and finally decide to do nothing, which will ruin their own negotiations despite orders.

## Alex

01-05-2006 07:12 PM

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Here's another variant on the journalist episode, drawing on all the "corrupt admiral" episodes.

1. Alien world taken over by Romulans (in Romulan space, so no legal recourse for Federation).
2. Journalist sets up Aliens with resources to obtain weapons to fight back in exchange for exclusive coverage or special privilege presence before, during, or after the attack to interview/document.
3. Turns out Journalist couldn't front the resources himself, so who provided them to the Journalist? Ferengi!
4. Several old starships stolen from Klingon mothball Fleetyards near Federation Border. Klingons pissed at Federation for allowing Raiders to operate.
5. Why would Ferengi give resources away to a Journalist? They specifically stated who should get them and for what cause. Why? They say the Federation gave them their orders. Could it be a rogue Admiral like Cartright from ST IV-VI who wants to escalate a war the Federation could win without looking like the aggressor?

The very convoluted solution: The Alien world was taken over by the Romulans, but being in Romulan space there was nothing the Federation could complain about. Yet this Alien race, which was low power militarily, was working on a form of mathematics which would yield a code unbreakable by Romulan cryptologists. Section 31 wanted such a code. They paid off the Ferengi, which would seem like a powerful enough group to have such resources and is interested in operating outside the law if the profits are there. The Ferengi, under instruction, provided the Journalist with a different story about how this "sample" would cement them to providing future weapons for the Alien world once they forced the



Romulans out and realized it would require ongoing effort to keep them from returning. The Journalist provided the money, the documents, and the plans to the Aliens. The plans recommended hiring a given group of Nausican mercenaries (included in the documents) to obtain the needed weapons, and the amount of money provided happened to be exactly what was needed. The Nausicans, also contacted by Section 31 for this "mission", were instructed to accept the payment from the Aliens (actually from Section 31 through several lairs of indirection to provide cover for its true origin) and then raid a mothball fleetyard right across the Klingon border. They did, and provided the (fully armed and cloaked) ships to the aliens who would use them in their war. This served Section 31 interests in 2 ways: 1) the Klingons would be implicated in any ship-to-ship engagement that failed to retake the Alien world, possibly putting two of the Federation's greatest adversaries at each others' throats, or 2) if the attempt to retake the world succeeded, the Aliens would prioritize their unbreakable code so the Romulans couldn't spy on them, and Section 31 would be there to provide the necessary resources to complete this research...and steal it when it is complete, giving the Federation a means of passing orders no Romulan ship could intercept!

Now, if you could follow that reasoning...! This adventure idea is suitable for one of the two-part TNG episodes, like *Redemption*. It could take your players many sessions to get to the bottom of it, and when they do...what can they do? Leaving the ending open to the players to figure out is the best part.

# **SERIES SEEDS**

## Anarchy Bob

10-01-2001 12:30 AM

### **Series seeds**

Okay, we had a thread about short adventure seeds. Now what about a thread with general series seeds in it? Here's some for starters.

Star Trek: Greywolf

Era: TOS

Type: Space station

Location: Somewhere in an area of space that is contested according to the Organian Treaty.

Details: Basically, TOS meets DS9. The crew are the senior officers of a deep space station K-9. The station was once Federation but got captured by various traders and criminals and other shady lowlifes. A month ago, they decided to turn the station back over to Starfleet in order to handle the Klingons and keep trade going in the sector.

Star Trek: The Longest Line

Era: TNG circa Best of Both Worlds

Type: Action/Military

Location: Alpha/Beta Quadrants

Details: Alternative universe where the Borg managed to assimilate Earth. Game starts with reports of Enterprise's destruction along with the fleet at Wolf 359. Orders are given to evacuate Sector 001.

Basically it's a on the run game with some desperation times need desperate actions thrown in. Kinda Battlestar Galactica meets Star Wars. Something like that.

## ghosty

10-01-2001 12:51 AM

I haven't figured out a title yet, stay tuned.

ERA: Dominion War (after Romulan intervention)

SERIES FORMAT: Exploration

During the Dominion War, a task group of Starfleet, Klingon and Romulan ships are cut off by a superior Dominion force. Three ships, one Federation, one Klingon and one Romulan are cut off from the rest of the group (yes huge plot hook) and they decide to make a run for it through a nebula cloud which just happens to conceal a temporal rift which sends the three vessels spiralling through time and space to the far end of the Gamma Quadrant, beyond space controlled by the Dominion.

All three ships have taken damage and crew losses on all three are heavy. Between them they have the resources to put one ship (yes its the Federation one) back in action so beings a rather trying journey home with a crew mix of Federation, Klingon and Romulan personnel. yes the ship has a cloaking device (they manage to salvage one) but many of the systems are jury rigged with non-standard parts, I mean Romulan isolinear chips may not be fully compatiable with Federation systems.

I know...quite stupid really...but its been bouncing around in my head for some time now.

STAR TREK: VOYAGE OF THE GOSSAMYR PHOENIX

ERA: Dominion War

SERIES FORMAT: Privateers/Starfleet Intelligence

The Gossamyr Phoenix is a ex-KDF K'Vort-class cruiser that was "hijacked" by a mysterious woman who always appears cloaked and veiled from her crew. She uses the Gossamyr Phoenix as a privateers/freebooter ranging the outer rim fighting pirates and other threats to the peace and security of the rim when Starfleet vessels had been withdrawn to feed into the meatgrinder of the Dominion War. She uses the loot she recovers to aid in relief efforts to worlds that had been raided or attacked.

The truth is that the Captain, is a Section 31 operative working in Starfleet Intelligence. Her mission for SI is to keep the rim territories safe by destabalizing the pirates and other bad guys...her mission for Section 31...well who knows...

her crew is a mix of idealists, renegades and of course SI operatives to keep the others in line. A look at the dark side of the mirror.

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STAR TREK: VANGUARD

ERA: Post DS9

TYPE: Military/espionage

LOCATION: Draconis Outback

Characters are part of a peacekeeping mission in the Draconis Outback, post Dominion War. Their ship is part of a small task force trying to keep things settled in this small region of space that borders all three of the major powers (I put it galactic north of the UFP...)

There is a real conflict between the capitalist forces of the Ferengi & Orions, based on several planets in the region and the other major players. Though the other groups: Romulans and Cardassians can be played as the big baddies, these guys are the real problem -- quiet and subtle.

The Cardassian Union is imploding on itself as the government tries to stabilize & the outer areas are breaking off into warlord states under various fleets. The local group is the 19th, Gul Inthat, who is also being supported by Orions in exchange for equipping him and gaining free trade footholds in the Union. The Romulans are in the process of retrenching and rebuilding after the war and the Tal Shiar and lesser coalitions are using this as an opportunity to remove the more moderate factions looking to negotiate some kind of peaceful relationship with the Federation. The Outback is the perfect place to engineer an incident...

The Klingons are more worried about their internal politics right now; the war has seen a lot of people killed...that means attrition and opportunity. Some see this as the chance to enhance their families' positions... Many are nervous about the thawing relations between the UFP and the Romulans.

There are a couple of planets that traded hands back and forth during the war; some have mixed populations that are not happy living together -- Federation & Cardassians, Romulans and Cardassians. Plenty of terrorist opportunities.

One other note: the Outback is not covered by any of the previous treaties between the UFP and Romulans, so they all have free access. I suggest at least a Steamrunner class ship.

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## Captain Zymmer

10-01-2001 07:31 AM

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Star Trek: Prime Directive: Era: Any: Type: Mobile

Location: Starship (though mobile could work as well)

Details: Take the Prime Directive idea and add Star Trek Elite Forces bits and create the first Starfleet permanent Away Team. Starfleet is tired of seeing ships become endangered because the command crew is always beaming down, so they decide to try their hand at something. The players are various type of specialists, cross trained and part of a grand experiment to see if this is a feasible endeavour. The upside is that players will have more to do without relying on "bridge positions" to slow them down. A bit more one on one action, some cool first contact missions, rescue operations and counter-intelligence operations are just some of the adventure types that can be explored :)

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## ghosty

10-01-2001 04:16 PM

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Starfleet Academy 90210: Series Format: Starfleet Academy

I'm sure this is old but how about a series of cadets from their first day at the Academy until graduation. You can have all the weird and wooly college movie themes with the adventure of Star Trek thrown in.

PCs should be cadets but can also be faculty advisors and instructors.

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## Tarbas

10-01-2001 09:28 PM

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### Star Trek - Alpha Squad

ERA: TNG: TYPE: Exploration: LOCATION: Alpha/Beta Quadrant:

The series begins with the beginning of the Enterprise D adventures. The Alpha Squad are young officers (Ensigns) who were chosen to be the first team of its kind (before Red Squad). The AS is a science team, their mission is to explore not to fight. The members are not the best and brightest Starfleet has to offer but one of the best teams.

For almost three years me and my players are playing the Alpha Squad series and it is a success. After 5 episodes they got their own little science vessel from an ancient alien race. This made it possible to play a lower decks series and mix it with the thrill of command.

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**PEACEKEEPER**

This one allows relatively low ranked PCs to command their own small patrol craft.

The Westfarian system contains two habitable planets. Yarvan and Talbert. Both worlds are independent. Yarvan has recently fallen to a military dictator who wants to control the entire Westfarian system. He begins by sponsoring guerillas on Talbert and supplying them using his small but effective navy. He also begins interdicting Talbert's trade by sponsoring pirates and other rogues.

The Federation has come in to keep the peace. Negotiations are ongoing but the dictator's activities have to be brought to a halt before serious negotiations can begin.

Enter Patrol Force 1 with its force of six Talon-class patrol ships and their mobile base platform. Their mission to root out the pirates and to stop Yarvan raids.

The Yarvanians are not well equipped but have a large number of small ships much like the Maquis able to threaten big unarmed ships and fast enough to escape if challenged. PF-1's force of fast patrol craft can bring the raiders to heel but remember the force has to adhere to strict rules of engagement as the Federation cannot be seen to be bullying any one side. Think of it as United Nations peacekeeping with the peacekeepers able to make peace with force but unable to do so because that's not in the rules.

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**Dan Stack**

10-03-2001 03:02 PM

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**The Final Frontier**

The characters are assigned to a major starship on an ongoing mission to explore strange new worlds. To seek out new life and civilizations. To boldly go where no one has gone before. :)

It's so obvious, but so often there's a desire to avoid doing "the same old thing" that "the same old thing" is never actually done... :D

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**Imagus**

10-03-2001 04:37 PM

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**Neutral Zone**

ERA: Dominion War

TYPE: Diplomatic/Intrigue/Military

LOCATION: UFP/Romulan Border

The PCs are the crew of a cruiser (Nebula or Akira type) patrolling a sector on the neutral zone, disputed by the Romulans. They deal with smugglers, local criminals, science missions and diplomatic missions, while combatting Tal Shiar plots. They are not involved in the ongoing War.

They become aware that Starfleet Intelligence (or Section 31 if that fits your version) is also operating in the area, with a decidedly illegal research base near the border.

After a few episodes the Romulans join the Dominion War, and the sector is handed over to the Empire as compensation. The ship is moved to the new border sector. The crew have to deal with indigenous and colonial populations upset by the move, and with SI/S31 who (taken by surprise by the handover) are trying to avoid their plots being uncovered by the Tal Shiar, and are not above blackmailing the crew into helping. Of course, some crew members may not be happy with the handover anyway.

As added spice, the Enterprise E is patrolling a couple of sectors up the border, and the local admiral does not like Picard. The crew will regularly find themselves pressed for time to prevent the Enterprise arriving and getting all the glory...

In my version, I also had the ship caught up in the First Contact battle against the Borg, and made use of the Neutral Zone ongoing plots.

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**Diamond**

10-03-2001 05:43 PM

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**Preserved Secrets**

ERA: Post-dominion war.

TYPE: Exploration/scientific discovery

LOCATION: Outback sector (obscure part of Federation/Romulan border)

Galaxy class USS Champlain explores the frontier. While there are tensions when the Romulans encroaching on neutral natives, the main thrust of the campaign is discovering the final fate of the mysterious preservers.

## Capt Daniel Hunter

10-04-2001 02:18 PM

Entak Nor

Era: Post Dominion War

Type: Exploration/Intrigue

Location: Coreward Frontier, far beyond Bajor Sector

Entak Nor is a Cardassian mining station (identical to DS9) orbiting a distant Cardassian colony. In the aftermath of the Dominion War, Cardassia is no longer able to support the colony or the station. As a result, Cardassia has requested Federation aid to support the colony, granting the Federation the right to explore this distant sector, using Entak Nor as a base of operations. The players are serving aboard the starship sent to explore the sector, and work with the Cardassians.

## ghosty

10-04-2001 03:45 PM

Star Trek: Borderlands

ERA: Late Movies

One of the first tentative moves towards peace after the Khitomer Conference was the joint administration by Starfleet and the Klingons of a border planet which had been disputed.

A small space station is located in the system which serves as a base for the joint administrators.

Tensions between the Starfleet contingent and the Klingon contingent are high and fights are common but soon they are forced to unite against a common enemy...the Romulans who are eager to make the project and the tentative peace between the Federation and the Empire fail so its up to the Starfleet and the Klingon commanders to unite their disparate crews and make them a team able to meet the challenges of the Romulans and others who would like to see war between the Klingons and Federation.

## Greg Smith

10-05-2001 01:12 PM

STAR TREK: DOMINION

Garak's bomb in DS9's 'In the Pale Moonlight' fails to go off. The Romulans never join the war. The Dominion infects Andoria with the quickening virus. The Federation surrenders.

The players: ex-Starfleet officers and other assorted anti-Dominion types. They must build a coalition to drive the Dominion out.

First they must get a ship and a base. Then they contact the Klingons, the Taurhai, the Romulans etc to build an alliance. All the while staying ahead of the enemy.

## Aedh Rua

10-05-2001 02:25 PM

**Name:** Star Trek -- Night Hunter: **Era:** TOS: **Type:** Romulan Exploration and Military

Location: This is a general purpose Romulan TOS campaign, which sees action mostly along the Federation Neutral Zone, and the Klingon Border. It starts in 2266, the same year as year one of TOS, and continues until whenever. It would have room for all kinds of episode, but the basic idea would be to create a Romulan version of the TOS kind of ambiance, with a little extra military action, owing to the cultural difference.

**Name:** Star Trek -- the Present: **Era:** 2001 CE: **Type:** Odd

Location: This campaign is set RIGHT NOW. The characters are the crew of an Orion pirate/merchant ship, who have to make their way from Rigel to Antares and back. Along the way, they get to visit locations like Aldebaran, Altair, maybe one or another Andorian colony, Vulcan, and, who knows, perhaps an unsuspecting Earth. Enemies would include the Vegan Tyranny, and a lot of other Orions. Player races would include Orions, Rigellians, Kaylars, and Chelari amphibians.

**Name:** Star Trek -- Quantum Probe: **Era:** TNG or later: **Type:** Romulan Time Travel

Location: This campaign features the crew of a Romulan timebird modified for changing quantum signatures, and so travelling to alternate universes. Their basic aim is to explore and see if there is anything the Empire can exploit, though they are also authorized to make contact with other versions of the Romulan Empire who follow a reasonably orthodox version of the Way of D'era. Worlds they might visit include the Mirror Universe, Nazitrek, Khan Victorious, Borg Victory, the Federation-Klingon War, the Vulcan Empire, and an infinity of others. The crew might even find alternate versions of the Romulan Empire to be very troublesome. Romulans, after all, are known for paranoia, and may not trust people who just appear out of nowhere in a timebird, Romulan or not.....

**STAR TREK: OLD SOLDIERS**

ERA: TMP (Some time after ST-6)

TYPE: Military/Adventure

LOCATION: Federation Sectors near Klingon Neutral Zone

The PC's on board a Miranda Class Cruiser get a priority one message from StarFleet Command....

Commodore Owen Finch and a small band of renegades have stolen the aging refit constitution II class ship *USS-Soldier*. Finch is a long time "Cold Warrior" and can not stomach the thought of making peace with the Klingons. He as too much to blame them for...the death of both his wife and son in a raid years ago.

Finch has not only stolen the *Soldier*, but has also taken the last working prototype of the \*Genesis Device\* StarFleet Science had been studying, his plan....to use the *Soldier* to get close enough to a Klingon colony and explode the device, thus dashing any hopes of peace between the Federation and the Empire.

Of course the PC's ship is the only ship in the area....they must locate the *USS-Soldier* and attempt to disable her then board her and recover the Genesis Device...and arrest Finch and his crew of die hard renegade StarFleet officers.

## ghosty

10-06-2001 05:50 AM

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**Star Trek:** Dreamscape:**ERA:** Dominion War

Project Dreamscape is a division of the ASDB whose mission is to test top secret systems long before they are deployed. They also test and design countermeasures to foreign weapon systems both friendly and unfriendly. Their ship the *Outreach* is specially designed modular ship able to switch systems in and out quickly. Since its so special, SI frequently borrows the *Outreach* and Dreamscape's new toys for very special missions.

**Star Trek:** The Ivestigators:**ERA:** any

Two officers, one a JAG investigator, the other a Vulcan security officer are charged with investigating strange phenomenon that are reported by ship captains...or to investigate any mysterious deaths or events.

**Star Trek:** Rapid Response:**ERA:** any

The story of a Rapid Response Team performing covert missions throughout the Federation, protecting the Federation in their own unique way.Excellent for those who want a change from the explorers and diplomats and just want to blow shit up.

## Michael Barratt

10-16-2001 12:03 AM

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Title: "The Other Side of the Wormhole."

Timeline: During Dominion War, just before/during/after the wormhole is mined

I've heard this one done in various ways, but the plan I've got coming up is to strand a Nova, an Olympic, and a Norway class on the other side of the wormhole just a short time before it is mined, and keep them stranded there until the mines come down.

Olympic is there serruptitiously providing aid to the Teplans, the Nova is there doing typical science surveys near enough to the wormhole to feel secure, and the Norway is the ship sent in to try and get them back through the wormhole before it is mined, not succeeding due to Jem'Hadar, etc.

Part of the plan is to replace quite a few crewman on the Olympic (which will be hard hit) with Teplans who are on board at the time of the rush-retreat from their space...



**Title:** "Singularity": **Setting:** Ship-based (pretty much any)

In the past, and a parallel dimension: A science officer who is from a race gifted with quantum abilities (Quantum sense advantage) is trying to modify shield and scanning technology on a quantum level. In his lab, there is an explosion, and when he wakes, no one in the reality of the player characters have any idea who he is or what race he's from.

Fast-forward to present: The officer has modified his looks and taken the place of a science officer assigned to the crews ship, after finding out the ship is heading to explore the section of space where his home world is supposed to be - a place rife with subspace disturbances. He is a specialist in subspace theory / quantum flux and comes armed with a quantum-phaser, and a few other quantum devices. He modifies the shields to allow the ship to pass through the subspace disturbances so they can explore the area.

However, every night the science officer waits until a crewman is asleep, and zaps them with a quantum phaser - exchanging them with a parallel from another dimension - and then questions that person, after waking them, for details about his own race. He figures he can find out a quantum reality where his race exists, find them, and align the ship to that reality as they get closer to the system his planet is supposed to be on.

So, every night, he finds another reality, and then every time he modifies the shields, he is sending the ship further from their own reality - using the quantum flux readings he got from the random person. He puts the random crewman back in the appropriate dimension before they wake up - so some crewman who "wake" while in the other dimension think they're having bad dreams (this can be a clue) until they come back.

Long story short - Quantum Alien, when he developed his technology, made himself a quantum singularity - there are no parallels of himself in the other universes. However, in the universe he fell into, (the current player character one), he obliterated his double - who invented his quantum devices on his homeworld, and used them in warfare. That warfare opened up the subspace fluctuations, and unfortunately parallel versions of the world tried to invade and stop the damage - since it was happening in every universe. The battle that happened - without the various parallels of the science officer - ended badly for everyone else but this version, and as such the planet is now covered with a quantum shield, emitting subspace errors, and having obliterated most of the traces of his people in every other dimension.

Once arriving at the planet, especially since the Science Officer is the only one who can get the crew home (and he's not telling unless they go to his home system), they'll find out who he was in this dimension, and work through a nasty social uprising, and - hey - if you're mean, you can kill him and leave the players to figure it out themselves. ;)

Then they'll have to navigate backwards through the quantum realities they ventured through (including ones where the Borg won, where the Federation was wiped out by Klingons, etc), and then finally find their way home...

Sidenote: when I ran this one, I had one of the science officer's "test crewmen," be replaced by a borg when quantum shifted, and that was the first major clue - the Science Officer killed the borg, and the borg body was found - the human crewman assimilated, but years ago, and the confusion that created sent the investigation into high gear - however, they never managed to recover that crewman - and he showed up years later in game time, having run like mad in the Borg universe, and eventually figured out how to get back, and being mad as hell he was abandoned...

**Title:** "Bridgetown,"

**Setting:** Station on Bridgetown, as mentioned in DS9 Handbook

**Time:** Post Dominion War

Starfleet assigns some frontier-capable individuals to bring a federation presence to Bridgetown and the forefront of the Kellinan reach. This would be like DS9 only with a heavier emphasis on the rogue elements, having to "bend" the rules a lot more often, and putting the PCs in a place where Federation technology and aid is quite a long way off... Not to mention being in a station that no one can really figure out...

You'd have set-up episodes (getting a section of the station "bought" or otherwise aquired, then fitted, then powered up, then crewed, etc), then you'd have to start making contact with the various factions on the station, not to mention make nice with people who'd likely want you the hell off their station, gain trust of the little people who are just trying to make a living, gain some sort of authority to act out what you're saying are the new rules of the land, etc etc etc. :)

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**TITLE:** Ryk's Cafe Terrestrienne (or Tales of the Gold Mugato)

**SETTING:** The surface starport of a strategically located planet in the occupied Cardassian Union, primarily in and around one of the more popular bars, Ryk's.

**TIMEFRAME:** Post Dominion War

Ryk is an Orion ex-gunrunner, now running a bar on a world on the crossroads between the sectors of the Cardassian Union overseen by the various victorious allies of the War. The starport and town are rife with spies, smugglers, pirates, techrunners, refugees, terrorists, bounty hunters and other lowlifes. Any pair of people seen talking are probably discussing a plot of some description.

The planet itself once housed a Cardassian colony, but with the Jem'hadar withdrawal, it was hit by a slow-acting biogenic weapon, which will render it uninhabitable in a couple of years. Recently, ruins have been found under the sands and jungles resembling those of Hebitian Cardassia, indicating the existence of an earlier colony, presumably related to the distant and unfriendly Cardassianoid natives of the planet. Archaeologists and artefact smugglers from all over known space are gathering to get their mitts on this treasure (remembering that all Cardassian art from this period has long ago disappeared into private art collections).

The PC's are primarily civilians, local notables trying to make a living from the unrest. Ideally some are Ryk and his staff, other possibilities are spies and criminals, pilots for hire, mercenaries, archaeologists and do-gooders from Bajor and the Federation. Some might even play harrassed (and almost certainly corrupt) local agents of the Cardassian government.

Plots and feel should be similar to civilian movies from the WWII, with large amounts of pulp adventure and film noir thrown in where appropriate. Many movies from this period can be raided for plot ideas: Casablanca (try translating it into Klingon!); the Third Ferengi; the Obsidian Files; Passage to Betazedf; the Romulan Falcon and so on...

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## Michael Barratt

10-29-2001 09:07 PM

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**Title:** "To Get Back...": **Setting:** Planetary: **Era:** Any

To put a different twist on things, take the ship away. Maybe the players crashed, or their ship was hit by something while in orbit, and the crew had to beam out or used escape pods. Either way, strand them away from their ship, on a planet that "failed" in some way - be it ecological collapse, plague from ages ago, anarchy through governmental wars, etc. The technology on the place is varied, and the crew start together at a particularly awful spot with nothing but their escape pod items and maybe whatever they were carrying at the time. Starfleet might very well come to rescue them, but set during the Dominion war, for example, they'd be pretty much on their own.

The first episode would be the crash and immediate troubles of being on a world that has fallen apart. From there, though, they could learn of a place, in the northern areas or something, where the technology is still pretty together, and the people in power there have access to things such as powerful transmitters and the like. Just the ticket to get the hell off the mudball...

Lots of "survival" type episodes, trekking across a planet, meeting basic needs, making allies with roving anarchistic gangs, trading, bartering, and the erosion of "ideals" in the name of getting the hell home...

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## Michael Barratt

10-30-2001 06:24 AM

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**Title:** "A Foot in the Door,": **Setting:** Planet/Space Station: **Era:** Any.

The players are crew assigned to a station or planet-side near a planet in the last few stages of entry into the Federation. Working with the government of the planet, the crew help out with the last remaining factions who are opposed to the joining with the Federation, maybe a little intrigue with Romulans or Cardies trying to stop the Federation from getting this particular planet, but mostly a focus on the IDIC concept: this is an alien culture, and interaction with the Player Character Crew and the NPCs from this alien race would be a phenom time of role-playing. Tossing in a player or two from the alien culture would likewise be good (a la Kira's role, from DS9).

This would be a cultural campaign, with emphasis on helping/guiding a planet through the final few stages of entering the galactic community. Specific episodes could revolve around such things as the small resistance groups against the notion, old-soldiers who aren't so happy about being "demoted" when they're merged with Starfleet, world merchant associations confused and scared about the new "federation credit," religious/social issues around the increasingly common interspecies dating/marriage/childrearing, etc.

SERIES TITLE: Our Sacred Honour

This is based on an old story idea I had. After the Dominion War, the people of the DMZ both Federation and Cardassian citizens are disatisfied with their lot. For years they had been in the forefront of the Fed/Cardassian Cold War and during the Dominion War, they were oppressed by the Dominion and the Cardassians.

With the war over with both major powers having to rebuild their core worlds, the citizens of the DMZ have banded together ex-Feds and Cardassians and are prepared to go their own way...as a free and independent nation.

After declaring their independence, the new state, the Free Stars Union (or whatever you want to call it) prepares to fight for their own independence and survival. Most of the surviving Maquis and many ex-Cardassian soldiers and spacers sign up to assist their brethern.

With the help of the Ferengi they acquire a bunch of surplus ships from the Dominion War and a squadron of ex-RSN Stormbird-class (ex-KDF K'tingas) supplied by a very supportive Tal'Shiar.

The PCs are members of the FSU defence forces trying to build a navy from scratch and to maintain their independence from the various neighbouring powers. Also they are faced with having to protect worlds on their borders from raiders and others baddies.

## starkllr

10-30-2001 04:56 PM

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Series Title: Nexus One

Setting: Space Station

Era: Late TNG/DS9 Season One

As part of their withdrawal from Bajor, and just a few months prior to the discovery of the Wormhole, the Cardassian Union sells the incomplete Empok Nor station to a Ferengi-led consortium. Grand Nagus Zek is the largest single owner, but a couple of influential Federation corporations also have a stake in the station, as well as a company suspected of being a front for the Romulan Tal Shiar. The Klingon and Cardassian governments also have a small share of the ownership.

This group (the Zek-Trans Operations Group) completes the fitting-out of the station and will operate it as a trading post; specifically, the Nexus One Interstellar Commerce Facility.

Treaties and arrangements of neutrality are arranged with both the Federation and Cardassia, and everything's fine until the Wormhole opens up. Nexus One is only a few light-hours from the wormhole, as well as being only a day or two away from Deep Space 9.

The PCs are the staff hired to operate the station by the Ferengi owners. They include the command staff, security, medical, and the pilot of the station's small-but-relatively-powerful police ship, the Venture Capitalist.

Since the Tal Shiar, Obsidian Order and Starfleet Intelligence (even S31, if the GM's fond of them) will all be active on the station, as well as more official representatives of all the major powers, the PCs will have a difficult job keeping the peace.

This setting also allows for exploration of the Gamma Quadrant, involvement in Bajoran stories, the Dominion War, etc...

## Perrryyy

11-11-2001 12:43 AM

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### series seed

Star Trek: Hippocrates

Series type: DS9

The crew is stationed on a Gamma class starbase as a crew of medical and engineering personnel to support starships as they come off the front lines for repairs during the Dominion War.

Medical officers to attend to the wounded, engineering officers to attend to the ships, and science and command officers to find new technologies and new battle tactics to defeat the Dominion.

Star Trek meets M\*A\*S\*H\* / E.R (yes, I keep going back to this! :D So sue me!)

## First of Two

11-24-2001 03:34 PM

### STAR TREK: EMPIRE'S END

\*I want to start off by admitting that the concept of this story is shockingly similar to that of the New Frontier books by Peter David. However, I came up with the idea independently, before I ever read those books. Truthfully.\*

It's 5 years after the Dominion War.

The Romulan Empire, having used up most of its military resources during the War, and, due to its isolationism not being able to economically and politically recoup, has collapsed.

The Romulans have split into several squabbling factions, each of which is trying to gain power in its own way, including:

--- Old Imperialists --- The Tal Shiar --- The Unificationists --- Petty Warlords and Pirates

The Orion Syndicate is moving in.

Various and sundry planets that were previously Romulan-subjugated worlds with servitor people, are rebelling, some seeking simply independence, some seeking to startup their own little Empires.

The mysterious unknown powers on the other side of Romulan space (What I assumes the Romulans to mean in "The Neutral Zone" when they spoke of 'matters of greater urgency caused our absence') are making subtle moves and overtures.

Into this cauldron, as an attempt to help create a little stability, while simultaneously gathering information in space that was previously a no-go area, is flung our heroes' starship, either a veteran of the Dominion Wars, or a ship that was constructed shortly thereafter. The older members of the crew are War veterans, the newer ones not much more than cadets. (This would reflect the losses suffered)

They are guided through this space by a Romulan or two on board, possibly including a garaklike character (cross Garak and Neelix?), any or both of whom may have agendas of their own.

## First of Two

11-24-2001 03:45 PM

Another one, a bit more visual imagination is required.

Fade in to starfield.

Pan slowly upward, as a glow coms from off bottom screen.

\*background chatter, almost inaudible\*

BORG VOICE: "Resistance is futile."

Random chatter like in when the fleet in ST:FC first engages the Borg: "Lexington has been destroyed! Shields collapsing! fall back! No Effect!" etc.

Upward pan reveals a familiar once bluish planet... now assimilated.

Voice ('Alt. Riker from 'Parallels'): "The Federation's GONE! The Borg are EVERYWHERE!"

cut to visual of small, damaged-looking, loney-looking ship making its way through space.

Voice Over: "Captain's log, Stardate... irrelevant. These are the voyages of the Starship Excalibur. It's mission... to survive."

Caption: STAR TREK: THE LAST SHIP

## Perrryyy

11-28-2001 04:59 PM

Star Trek: JAG

Era: any.

Type: Court martial

Setting: Courtrooms of the Federation

The characters are assigned as prosecutors to the JAG branch of Starfleet. Lots of heated debates, court-martials.

## Perrryyy

12-21-2001 05:29 PM

### The Starbase that Never Sleeps

Star Trek: City of Latinum

Era: Any, but probably fits better post TOS

Type: Espionage, Comedy, Crime or "Other"

The characters are crewmen stationed on (or conversely, criminal elements of), a Lambda class Starbase/station.

Stories with Vic Fontaine style characters, Ferengi mobsters, the planet in TOS run by mobs/gangters.

Michael Barratt

12-21-2001 11:35 PM

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**Title:** Star Trek: Opaka

**Setting:** Bajor, Starship, Cardassia, the area thereof

**Era:** Post DS9, Post Dominion War

A new starship manned mostly by Bajorans, as one of the initial steps toward full federation membership (and celebrating the status of Bajor as officially a "Protectorate" of the Federation), the *USS Opaka* is a new ship, and assigned to the Bajor/DS9/Cardassia sector areas.

The ship's mission is to act as a floating base of Diplomacy, as convoy duty for the relief efforts on Cardassia, and to be a shining example of both the Federation and Bajor's intent to aid Cardassia as much as possible.

Crew would be mostly Bajoran, with likely a Human Captain (I can't see a Bajoran making it all the way to Captain yet... although the Dominion War would speed things up a tad). Class of ship is somewhat irrelevant, though one with high-cargo and planetary support systems would be a plus. Not a Defiant class, by any means, but not a little ship...

Fallout from the war, Cardassian and Bajoran hard feelings, Diplomatic nightmares, renegade Jem'Hadar, Obsidian Order remnants, and perhaps even a resurgence of 'The Circle' deciding that the path towards the Federation is not one Bajor should be taking - especially if they're to help Cardassia along the way!

Perrrryy

12-26-2001 12:32 AM

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**Star Trek: Relic Hunter**

The crew is stationed on a science vessel, mainly exoarchaeologists, searching for the lost relics and artifacts of lost civilizations (or civilizations of the Federation who have no idea what happened to their long lost icons).

Michael Barratt

01-01-2002 04:32 PM

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**Title:** Briar Station

**Setting:** Space Station, near the Briar Patch

**Era:** Post Dominion War

When what was going on on the Ba'ku world was discovered by the *Enterprise-E*, Starfleet realized that the Briar Patch, and the planet within, were destined to become something of a point of contention, regardless of it being within Federation Space.

As a result, a space station was begun at that point, and it has come online. The Federation, knowing that diplomacy at this point would be better served than keeping the Patch to themselves, opened a number of diplomatic seats for the station, a Romulan and a Klingon seat most importantly.

The series would feature the aftershocks of the "Fountain of Youth"'s discovery, as well as the creation of such things as research into metaphysics, a hospital facility on the Ba'ku planet, the reintegration of the So'Na and the Ba'ku, the fitting of ships with engine modifications so they could function in the Patch, Exploration of the Patch, various subterfuge and intelligence agencies wanting the place for themselves, not to mention Section 31.

The players would be the crew of said station, or ambassadors, or other important figures. There would be the "Talon scout ship" attached to this station as well. Many positions would be available:

Federation: Station Commander, Executive Officer, Ops, Engineer (for the ship refittings and the like), Security/Tactical, Chief Medical Officer, Science Officer, Pilot for the Talon-class ship, and so forth.

Diplomatic: Romulan, Klingon, So'Na, Ba'Ku.

Civilian/Other: Merchant Marine, Civilian families, "The Mall" shopowners/clerks/bartenders/etc.

Perrrryy

01-02-2002 03:51 PM

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**Title:** Star Trek: Outbreak

**Setting:** any starbase or starship, following "The Quickening"

**Era:** DS9 or later, even possibly after the Dominion War

Unknown attackers contaminate Earth, Andor, Vulcan, Telar & Alpha Centauri with a virus that threatens all the founding races of the Federation. Originally infecting the Vulcans, the virus seems to 'jump' species. Now the crew must find a cure to the mysterious virus before it threatens all of the Federation.

An idea based loosely on Babylon: Crusade



Michael Barratt

01-02-2002 10:40 PM

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**Title:** Starfleet Corps of Engineers (SCE): **Era:** Post "Relic" TNG: **Setting:** Starship, the *USS Musgrave*  
In "Have Tech, Will Travel," Captain 'Scotty' Scott mentions that one of two ships, the *da Vinci* and the *Musgrave* are his two top choices for a particular mission. Obviously, since the series follows the *da Vinci* crew, they were picked.

So, a series set on the *Musgrave* would be a decent shot: crewed with a staff with a bent or leaning toward exo-engineering, it is another of Scotty's SCE ships. Probably a small ship, with a crew of not more than 100, something like a good *Hokule'a Class* ship (crew of 60).

They get to go to crashed alien ships, fix engineering disasters, provide relief, all with an engineering point of view.

Michael Barratt

01-03-2002 12:03 AM

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**Title:** Post-Proxima: **Era:** Prior to 2371, and thereafter: **Setting:** Gamma Quadrant

The *USS Proxima* disappeared in the gamma quadrant some time prior to 2371, assumed to have been taken by the Dominion. This assumption is correct, and the game revolves around some of the survivors of the Nebula Class ship, who, together, managed to escape (shuttles, escape pods, and the like) and regroup. Starting with a series of "survival" episodes, by the time they gather a ship together and attempt to get back to the Alpha Quadrant, the wormhole could be mined, trapping them in the Gamma Quadrant, where they form a small rebellion against the Dominion, or the like.

Episodes would include the various Gamma Quadrant races (they could barter with the Teplans, secure a ship from the Dosi in return for their technological knowledge/know-how for example). It would be interesting to have no one ranked higher than full lieutenant, the captain and XO and most department heads having died in the attack or being taken prisoner - heck, a rescue mission into a Dominion prison would also make a great ep.

ghosty

01-05-2002 09:27 AM

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**SERIES TITLE:** Starfleet Expeditionary Force: **ERA:** Dominion War

Premised on a Marine Expeditionary Unit, the series focuses on a RRT battalion landing team and its mothership, the El-Darado class frigate *Montezuma* :) and its escort, the Saber class light cruiser *Tripoli* :) - nope no marines here just us humble RRTs :D.

The mission of the SEF was to roam the battlefield and lead raids on Dominion held worlds in strength or to act as a spearhead to sieze the landing zones before the main landing force arrives. The *Montezuma* was specailly rebuilt for the SEF with added facilities for assault ships, strikefighters and the ground vehicles the landing team requires.

Michael Barratt

01-12-2002 11:45 AM

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**Title:** Star Trek: Gamma Station

**Era:** Post-DS9

**Setting:** Starbase

After the Dominion signed a peace treaty with the Federation, Romulans and Klingons, they returned to the Gamma Quadrant. Odo returned to the link in order to cure their people and to explain the solids to them in hopes of making a peace between the two types of lifeforms.

As scattered rebellions, collaborating government overthrows, and completely destabilized conditions begin in the Gamma Quadrant, Odo puts forth an idea for the Dominion: a station, much like the one at DS9, for similar purposes: Diplomatic, unity of various life forms, etc.

Basically: PCs and NPCs would be the various leaders (many of them new ones put into place by the overthrowing of the previous collaborating governments). The Changeling played by Salome Jens would also be present on the station: further, Odo's influence would make a call to the Federation, Klingons and Romulans to bring a representative aboard as well.

(Ghosty's input, and a great idea is that the Romulans decline, and the Tal'Shiar is behind the uprisings, rebellions, and destabilization, in hopes of expanding the Romulan Empire into the Gamma Quadrant). Sessions would deal with the completion of starbase construction, various factions, diplomatic nightmares, and perhaps a Federation Starship attached to the station as a "relief" effort vessel, something like a smaller medical/science craft...



Okay. A 7 Season run eh?

### **Season 1**

Would be quite similar to the DS9 1st Season, with a story arc leading up to realizing that there is a force behind all of the various insurrections/rebellions on all these Dominion Worlds, with some sort of "leader" figure finally unveiling themselves at the end of the season - perhaps an NPC Science Officer pretending to be a Vulcan who is in fact a Tal'Shiar Romulan, when the station is under attack by rebels...

Season 1 would also be a long series of individual race/culture episodes: catching up and curing the Teplans, meeting with the Dosi, etc etc. The starship would be heading out often for missions of mercy and aid. Have the crew get captured once or twice by rebellion efforts people who pass on information (by accident or discovery) about the greater conspiracy at work here...

### **Season 2**

Would begin where it left off: the unmasking of the baddie, the retreat of the SF forces into their ship, and finding themselves on the wrong side of the wormhole, where their station is now the occupied territory of the badguys.

Working with the Founders, those worlds still loyal to the New Dominion, and remarkably grumpy Jem'Hadar (who have been told non-lethal force as much as possible), the SF Crew have to retake the station - through subterfuge and smarter tactics and the like. The culmination of the season might be the reoccupation of the station, and the resumption of communication with the Alpha Quadrant, letting the Alpha Quadrant know that the Rommies were behind the black out and the barracading of the Wormhole on the Gamma side.

### **Season 3**

Would be back to more of the 'Fixing the mistakes' and relief efforts, and the second shot at a Gamma Quadrant Dominion Council. Keep the grumbling annoyed Jem'Hadar in the background as a minor continuance, and let them feel they've managed to accomplish a whole lot in this season, with an emphasis on character growth and interaction with the various cultures (and maybe some interesting culture clashes of philosophy).

Then end the season with a couple of episodes where caravans of relief efforts, merchants, and the like are being attacked, but most often medical shipments/medical supplies. Confusion reigns, and at the end of the season, the SF Ship comes up face to face with the leaders of this mercenary band: the Jem'Hadar, who have finally got enough medical equipment to make their own white. Have a Jem'Hadar who the crew have met a few times take the foreground here, and quote Klingon literature: "The Klingon mythology is this: once there were Gods, and the Klingons did not like them, and so they slew them." A meaningful pause, and the dragging in of a Founder, which he shoots dead, "We borrow a page from the Klingons. Our Gods have us leashed, and we will no longer wear them." He then orders the crew sent back to their ship with a warning to never come back to "their space."

### **Season 4:**

The beginnings of the war between the Founders and the Jem'Hadar. Some of the factions who allied with the Tal'Shiar underground ally with the Jem'Hadar (especially the more warrior-like races). Many episodes where the attempts of the SF Crew and the Gamma Station clash with the Jem'Hadar and their ever expanding borders. Jem'Hadar culture would also be evolving, with a bent toward early Klingon as a model in many ways.

For a finale, a summit of Fed/Klingon Diplomats come to the Gamma Station and meet with the Founders, who are coming under attack by the Jem'Hadar now. After a long meeting, the Federation and the Klingons come forth with their decision: Sorry, we simply don't have the resources, nor the ability, to help you out here with what is, basically, an internal matter of your culture. Gamma Station will remain, and the Federation will remain with medical/relief support as their mandate, but they're not entering the Founder/Jem'Hadar civil war.

### **Season 5:**

The Founders are getting hit, hard, and the New Dominion fleets aren't doing well for it. The various ND Aligned races are starting to figure the Jem'Hadar are unstoppable - especially when ungoverned by the Founders, and many start to pull out of the fight, offering peace with the Jem'Hadar, who accept these terms: it seems to be a religious war for them: they want to kill their gods and earn their freedom from their tyranny. Vorta come centre stage here, begging the Federation for some middle-ground solution...

...which may come in the hands of the Federation and some of the Jem'Hadar who are still loyal to the Dominion. They do not wish to harm their former Gods, but to free themselves from their control. The impossible mission Bashir tried - and failed - Cure them of the White. If the Founders willingly handed over a way to stop the Jem'Hadar from being addicted to White, it would be a grand enough gesture to stop the hostility (maybe). The Founders, however, are cut off from communication with the Gamma Station now, their lines broken, by the new "Jem'Hadar Sector of Space." Only the Female Shapeshifter who went to the Alpha Quadrant is with the Gamma Station, and the technology to cure the Jem'Hadar would only be present on her homeworld/somewhere behind the Jem'Hadar lines. She requests this of the SF Crew, a trip there, and under the notion of medical/relief, the station commander blurs the 'don't get involved' rules and agrees. The ship launches.

#### **Season 6:**

The long dark ride into the enemy space. I'd be tempted to play up the isolation of the crew on the ship by damaging it badly, and early, and leaving most of the crew stranded on a planet the Jem'Hadar don't bother with and having to use something like the Captain's Yacht to continue the rest of their journey. Those left behind can use the shuttles or attempt to repair their ship to get back to the Gamma Station. The ship episodes would be with the Yacht, (and maybe "trading up" to a larger ship they barter/trade/win/board on the way to the Founder homeworld.) The final episode of the Ship half of this season would be getting to the Founder Homeworld and seeing that it has been badly battered, and the Founders are preparing for some pretty heavy retaliation.

Gamma Station episodes would see the Jem'Hadar coming and demanding control of the station, given that the Federation Ship did a no-no and was "destroyed" for its attempts. The Federation/Klingons attempt a peaceful resolution to this, and the Jem'Hadar barely agree. They rule the station, with SF/Klingon "advisors." The crew watch as the Jem'Hadar basically try to run roughshod over the painstaking treaties and political handiwork of the past five years, and threaten the New Dominion with dissolution. The finale of the station bound episodes in this season would be hearing from the Jem'Hadar that the Founders have been lying about their protestations of peace: they have a huge force of ships in orbit of their planet, which they used to wipe out the main offensive force of the Jem'Hadar. The Jem'Hadar are more angry than ever.

#### **Season 7:**

Here would be the real tension season, the search for the cure for the White addiction, the battle of the mysterious Founder-ships against the Jem'Hadar, ships which no one but Founders ever get to see the inside. The Station SF and Klingon staff are ordered recalled, and our crew heroes on the Founder Homeworld are the only ones who might have a chance of ending this war before it results in mutual annihilation.

Major revelations being that the "White" the Jem'Hadar have learned to make on their own is somewhat flawed and not quite as effective as regular White (meaning they're slowly going a little nuts anyway). Another revelation being that the "ships" of the Founders are actually small groups of Founders shapeshifting in tandem, forming a sort of mini-link, and as one functioning as a starship inside a genetically constructed "shell." And of course, the eventual unlocking of the "white" addiction (something the Founders never really bothered to solve, since it wasn't part of the plan to ever cure the Jem'Hadar), and the big ol' offer of the cure to the Jem'Hadar in exchange for the end of hostilities.

Ending the 7 seasons with the station somewhat back where it started: making peace in the Gamma Quadrant, fixing the mistakes of the Dominion, and making ties between the various cultures in order to get the New Dominion into shape...

## "Fall of the Dominion" commentary

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*Originally posted by Highway Hoss*

Very well done, Michael! This series could easily tie in to the post-WYLB continuity. This is definitely an idea that deserves further development.

BTY, what kind of ships will you attach to the station (beside runabouts)?

*Originally posted by ghosty*

Personally I'd attach a small "gunboat" type ship like a *Defiant* or *Saber*...fast and mobile light ship much like DS9. Although some of the capital ships deployed to DS9 could be sent to the Gamma Quadrant as part of the wormhole's defence force. Probably an *Akira* with its fighter group for extended patrol missions.

*Originally posted by Michael Barratt*

Something rather small, but capable of functioning with some shuttles and a Captain's Yacht on board. Something aimed more at relief efforts and medical aid than combat, so maybe a *Niagara* or a *Zodiac* (both maybe a bit too large), or a *Deneva* class (perfect for its adaptability), or a *Medditeranean* (refitted), or maybe an *Intrepid* class (which would be a bit cliché once they hit the "stuck on the wrong side of the wormhole" part). Nothing heavy-gunned, as this is a ship of peace/diplomacy (symbolically not armed to the teeth, again why I put the *Niagara* and the *Zodiac* on the list).

*Originally posted by Captain Zymmer*

In that case why not take an old *Miranda*, refitted after the war and basically being put out to pasture? Also something along the lines of a Talon Class, backed up by Runabouts and maybe a Delta Flyer.

*Originally posted by ghosty*

True but you need some teeth as well. Remember this is an allied station and the Klingons will have something to say about it and if they had their way, a squadron of Klingon ships would be parked at the station itching for a fight...no to protect the Alpha Quadrant :).

When you think about it, you may need a big ship in the scale of a *Galaxy* to overawe the opposition. The best way to keep the peace is to show that you are able to enforce but tempered with restraint which is a Federation specialty so a *Galaxy* might be ideal but since you don't want anything too big, I guess an *Ambassador* or *Nebula* might be better, they're primarily explorers first, combat vessels second. Or dare I suggest going with an old but reliable *Excelsior*...

*Originally posted by Michael Barratt*

Hrm. I definitely want the Captain's Yacht as a functional plot device, so I'm thinking either *Nebula* or *Niagara*. The *Niagara* has enough teeth to be decent enough, and was specifically designed with diplomacy in mind, so I'm going with her.

The Klingons, of course, might just assign a small wing of lighter vessels for defense of the station. Maybe that would be a good story arc: the Klingon "wing" of ships protecting the *Niagara* ship as it limps back to the Gamma Station and the small crew on the Captain's Yacht keep going forward - with a jury-rigged cloaking device "on loan" from one of the Klingon Captains, who tore it out of a Klingon bird of prey that was too damaged to salvage...

Also, while flippin' through my Trek Mag, I thought that Barclay would make a good "tie in" character to begin this particular series: coming to the Gamma Quadrant to set up very long-range communication devices in the station, as the Dominion com-nets aren't quite as good as those created by the Pathfinder Project.

Hrm. :) Ideas like popcorn burst from their husks in my skull. It makes a rattling sound that is not unpleasant.

*Originally posted by Michael Barratt*

The MiniPedia at the end of the 2nd Mass Market edition of the "Starfleet Corps of Engineers" books lists the *USS Musgrave* as a *Saber*-Class ship.

An SCE Series set on the *Musgrave* would be a real treat, especially given the crew of 40, with a total of only 15 capacity for "guests" and the like. :) I like the notion of a "tough little ship" for the SCE, maneuverable and somewhat well armed...

ANYway, just thought I'd drop that on this thread, before going off and gleefully rubbing my hands together at the thought of crewing the ship...

**Title:** Hippocratic Oath

**Era:** Any around TNG or later

**Setting:** Olympic Class starship, the *USS Hippocrates*

Similar to Perrryyy's M\*A\*S\*H idea, with a medical ship just behind the battle lines, this would be the similar set up during times of peace. Inspired from the latest *Enterprise* episode, it occurred to me that a mission not to seek out what is new, but to heal what is wounded, might be a phenomenal role-playing experience (and also give the doctor characters a little more to do).

Coming to the aid of Federation Aligned *and* neutral/unaligned worlds would be the mainstay, but a sincerely interesting story arc or two would be relief efforts inside Cardassian or Romulan space...

"Do No Harm," and the various urges to help, grant aid, or cure the incurable would make for some heartwrenching stories...

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## Perrryyy

08-26-2002 09:48 PM

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Star Trek: Stargate

Era: Any

Type: Exploration

Location: Delta/Gamma Quadrants

Details: The Federation Science Council has recently unearthed some ancient artifacts on a planet near the Romulan/Klingon/Federation junction of space.

The characters' ship are sent to secure the gate, but due to a malfunction in the engines, they are pulled into the gate. Now they have to explore, secure the gate, and try to get home to stake their claim.. before their adversaries do!

Basically an attempt to copy Stargate or The Janus Gate (book) series, with a few adversaries thrown in.

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## Silverthorne

08-27-2002 01:44 AM

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Era: After the Dominion War

A federation Ship is sent in to help the government negotiate peace between its factions. The factions are stopping the flow of Dilithium into the Federation. In the course of the negotiations, one side fires on the negotiators. Killing one. The Pc's are a part of the ship's crew or bridge crew, trying to pick up the pieces. Add:

In the midst of the fighting, a small scout type ship is spotted on sensors, it comes in system and mines an asteroid and leaves. The federation ship sees the little ship come and go before they can get a lock on it. in the midst of the confusion made by the killing of the Ambassador, the little ship strays too close to one of the planets defense satellites, and is severely damaged. The pilot is taken by on of the factions and tortured before the federation can get to it. The pilot dies from the interrogation and the federation now has another problem, their first contact with the race that the pilot was has been marred by the torture and death of the pilot.

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## tmutant

08-30-2002 03:12 PM

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After the Dominion War, Odo does too good a job of convincing the Founders that solids aren't all evil Changling killing monsters. They withdraw their controlling forces form most Gamma Quadrant worlds, only holding a few for Vorta and Jem Ha Dar to use as homeworlds near the Founders home. The rest of the Dominion begins to fall into anarchy as some worlds try to fill the power vaccuum, others seek the Founders to get revenge for long centuries of oppression, others try to make a quick credit on the chaos. Enter the Federation. The P.C.'s ship, probably Intrepid or Nebula class will be assigned to explore the Gamma Quadrant based out of DS9. First contacts, diplomacy, the occaisional shoot-em-up, hopefully very TOS-like, with a slightly stronger plot thread holding all the episodes together. Also the Federation may be forced into the postion of protecting the Founders from their former victims. Maybe Judgement at Nuremburg type story.

Federation outpost 738 is missing. The last comm from them indicated that there was unusual reading at the edge of sensor range. Outpost 738 is on the edge of the Klingon and Romulan boarder. The Pc's ship has been sent to investigate.

The Klingons lost their nearest station, as well as the Romulans.

All groups are coming to findout what happened.. the bases were built on small worlds relatively near each other. All three have basically been scooped off the worlds.. The culprit is a races of warriors, looking to find a worthy opponent.

The sensor reading are the the leading edge of the weapon they use to steal ships. How do you stop them, or better do you try to get help before you become the next ship lost...

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## Perrryyy

09-14-2002 11:03 PM

Title: Star Trek: Stargate ;)

Era: Any

Type: Exploration & Military

Location: Outer reaches of the Fed, or possibly Iconia

Details: Basically, Trek meets SG1. A starship crew (possibly the PC's, possibly not) find an alien transportation device and the Fed. Science Council sends a team (again, possibly the crew), to investigate. What they find is that there is not just one such "gate", but several, possibly hundreds of gates that can transport them practically anywhere in the galaxy.

Title: Star Trek: Sliders ;)

Era: Any

Type: Exploration

Location: anywhere & everywhere

Wesley Crusher, having returned from his stint with "the Traveller", discovers a way to travel to parallel dimensions on Earth. Excited by his new find, he calls up his old buddies from the Enterprise to show his new find. Unfortunately he reverses the polarity of the device that sent him on his journey, and his 4 hour tour lasts a bit longer... (

\* The Crusher bit was my attempt to rip off Quinn Mallory, whiz kid who found the Slider tech in "Sliders"

Title: Star Trek: Quantum Leap ;)

Type: Exploration

Location: Anywhere & Everywhere

One Captain Jonathan Archer's ancestors ;) develops a technology that enables the crew to "leap" into the lives of others, to help them along the way.

Title: Star Trek: A Stitch in Time

Type: Investigation

Location: Anywhere & everywhere, including following Janeway ;)

The crew are a part of the Federation Department of Temporal Investigations, assigned "to put right what once went wrong" ;)

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## Steele1701

01-22-2003 04:45 PM

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### Star Trek: Constitution

Era: 2245

The series I am putting together involves the launching of the first Constitution class starship, hence the name. I think this is a great time period as you have the Klingons as enemies and alot of unexplores space. The Federation does not have the members that it has in the TNG, and the tech is a little lower allowing for solutions other than technobabble. I am revamping the look of the ship to match a cross between the look of Enterprise and TOS. I have redesigned the bridge and engineering. I am about to start the designs for the hanger deck, then sickbay, transporter room, and then maybe some different uniforms. Very little has been seen from this time period allowing alot of leeway with the look and feel of this timer period.

Well I'm running my TOS game in 2269. six months after the last episode...I'm running with the idea that this is the second star trek show on the air in the fall of '69. One of our main players is female and wanted to be Captain...soooooooo....

STAR TREK

THE NEW FRONTIER

Episode 0 : Where no woman has gone before

Stardate 25.12.2269

After the incident with Dr. Janice Lester on Camus II (3.6.2269) James T Kirk leads a petition to Star Fleet Command to rescind the rules that forbid a woman from becoming a Starship Captain. With heavy support from more egalitarian societies like the Centaurians and Vulcans, Star Fleet changes its anachronistic rules regarding gender and command.

At the time the decision is made NCC-600 the USS Crockett is docked at the Utopia Planitia Shipyards for repairs and maintenance after a successful seven-year tour of duty on the Spinward frontier. Her Captain, Commander Sajek has retired from active duty and recommended the command of his vessel to his newly promoted first officer Commander Satsumo Takeda.

Starfleet however, has other plans. In honor of its historic decision Starfleet re-christens the Crockett the USS Artemis and designates it as the first vessel open to women for command consideration.

So we've got our first season in-cast conflict. The former first officer. the unproven captain (well not REALLY unproven, but she's the first woman to actually have commission as a Captain). We have in the cast so far a vulcan engineer, lakota helmsman, axanari medical officer, japanese first officer, anglo female captain... keeping with Roddenberry's theme of promoting multi-ethnic casts...I'm using the LUG Star Trek RPG for my background pretty strictly so that's the show..err..campaign...

jayphailey

01-29-2003 09:22 PM

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### Series Seed

Era - Any

Type - Variable, not lots of exploration, though, Unless the Gm works it.

Name - The bucket

The PCs are junior officers hopefully with quirky backgrounds, or civilian missions specialists also with quirky jobs and backgrounds.

The format is this, the PCs are members of the crew of a space station or starbase that has personnel issues, There are too few people spread over too many jobs.

They are often issued the USS Bucket. Imagine a Federation Answer to the BoP in STIII (I'd use a Peregrine class but there are serious discussions about how big this one is) I'd look for a ship with some legs, a crew of about a dozen people (optimally) and a cargo bay perhaps the size of a modern C-130

This ship is old, and used hard, it needs a crack engineer to keep running let alone dream of upgrades.

It's barely big enough, if an emergency cargo has to go through, the Bucket is the ship elected to carry it.

If a crime needs investigation the Bucket transports the investigators, (Or it's crew must \*be\* the investigators)

As the PCs succeed in their tasks they'll be assigned more and more complex or sensitive tasks. Their Boss, the Station commander doesn't have enough starships and crews to cover every call. He doesn't have time to look over their shoulders. Results count. He also doesn't have enough resources for quick backup for the PCs unless the Gm feels it makes dramatic sense...

If they have a diplomacy mission you can bet it's a junior diplomat and the situation is more complex than they'd imagined.

If it's an intelligence mission it's going to start off a boring milk run and go wrong, or perhaps they are considered a better risk than a full sized ship and crew. Or maybe someone is trying to get something over without Starfleet command noticing.

If you want to convert this to an more exploratory campaign, then the success of the PCs on the Bucket brings them to be transferred to a bigger ship, or the USS Bucket is assigned to the "Enterprise" as an auxiliary ship. The feel I'd aim for is trying to be Starfleet while on a budget and barely staying ahead of disaster. Sort of Firefly meets Star Trek.



## Typhonis 1

03-24-2003 01:36 AM

Dwarf Trek a crew of intrepid explorers are trapped on a ship far from home trying to get back .Think Red Dwarf as seen through Trek eyes a comedy series . Crew can be small with people doing many things ship advanced with its own AI and a self maint system

## arndog1975

04-16-2003 07:09 PM

### Star Trek: Absolution

What (I've often asked myself) does Starfleet do with "problem officers"? Simple answer: the Dirty Dozen. Starfleet Intelligence, specifically Section 31, has requisitioned a handful of hard cases and put them in harm's way. Set during DS9, specifically the Maquis era, they are assigned to infiltrate the Maquis and report any information on the Cardassian/Bajoran/Federation/Gamma Quadrant front. The crew is to operate in civilian attire, on board a "civilian" vessel: a Klingon bird-of-prey. However, it is no ordinary bird-of-prey, but the same vessel captured by Admiral James Kirk and sunk in the San Fransisco Bay. It has been refitted and refurbished and is commanded by "top men". My idea is to have them chase the Maquis for a while, but then be reassigned to the Gamma Quadrant after the destruction of the USS Odyssey. The cloaking device will serve them well on both fronts. Eventually, they will get caught up in the Dominion War and have to deal with internal command problems as well. Hopefully, my players will like it. They're all relatively new to RPGs/Star Trek, so I should be able to "exaggerate" with no problems from nitpickers. What do you think?

## Shran

06-15-2003 11:45 AM

### Star Trek: Sovereign: "Shattered Future"

I admit it: I love this. In the aftermath of Nemesis, it could be that the Star Empire fragments just in this fashion. Donatra could be the leader the Empire needs, and it was she who requested peace talks between herself and the Federation. As Preator, she lasted about a week before Anti-Federation powers took Romulus away from her. The Unificationists control scattered areas, and support Donatra when they can.

But there are a few Klingons who want a peice of this action, and Admiral Zowred is their leader. Martok has assigned a Weaponmaster (Kaa, Son of Mong) to the USS Sovereign to serve as liaison between himself and the Captain of the Sovereign (some guy named Tucker). Going along for the ride is the Unificationist Representative (Romulan Dr. Sejia) and a Deltan Counselor (LTCmdr Alia). The most decorated engineer in Starfleet, Cmdr Jake Cardigan, and First Officer Devon Shinoda round out the crew. Oh, Yah... Flight Control is provided by an Orion with a checkered past and the Ops Manager is an amnesiac Iconian... I think...

Thanks for the great idea... I'll update when we've started the game next Saturday!

## Sho-sa Kurita

08-23-2003 04:06 AM

### Star Trek: Colonial Affairs

Era: any time from the Ent-C era forward (excluding Dominion War)

Type: part the first - exploration/survey; part the second - planet-bound

Location: wherever, depending on what type of dangers you want to bring in.

The PCs take the roles of the leaders of a colonial effort in search of a suitable planet. The UFP Colonial Admin has a large list of planets tagged as possibilities. Many of them aren't surveyed yet, and SF and CA only have so many resources, but they lend support to civilian efforts whenever possible. The PCs have gained access to a ship like a Raven-class, have whittled out a short list of planets to check out, and set off in search of a new home.

Basically, as long as it's fun, the Crew can zoom around looking at new planets, and getting into trouble, occassionally reporting back to the colonial hopefuls. Once a decision is reached, Starfleet can be brought in to transport the colonists to their new home. After that there can be plenty of adventure settling a new planet, and who knows who might drop by to harass them?

**A colonial variation**

Sticking with the colonial theme...

Era: NX-era

Type: Cultural/survival

Location: Terra Nova

Terra Nova being the "Roanoke" of Earth's extra-terrestrial colonial efforts, I could see Starfleet sending the NX-2 or -3 by to look into setting up a fresh colony, and make another go of it.

Not only would the colonists need to learn survival on their new planet, there could be lots of good cultural fodder, re-introducing Earth cultures to Terra Nova.

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**Shran**09-25-2003 08:37 PM

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**Star Trek: Wanderer**

Era: Post Romulan Civil War (2381+)

Type: Freelance

Location: All of known space.

After I finish "Shattered Future," I intend to take a break from all the "high and mighty" Starfleet stuff and just bang around space in the *Wanderer*. The captain just inherited the ship, and the Engineer is a 15-yr old kid, the drive hands are both thugs with ties to the Orion Syndicate, and the doctor is quite mad. Oh... and the pilot is strikingly familiar to anyone who remembers that cat Gary Seven used to hang out with. Silly, but it's meant as a break.

Action will center around trying to stay ahead of the Orions, the FCA and every other trade or economic organization out there. Oh, yeah... and Starfleet, the KDF, the Cardassians, the Bajoran Militia and half a hundred other military groups.

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**Methuselah**01-06-2004 10:28 AM

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Renegades

Era: Any would work, but TOS would probably be best.

Style: Exploration / Combat

Although this campaign could be played standalone, it is intended as a sequel to an exploration campaign. The PCs are on their last exploration mission, ideally flying a small craft that is about to be decommissioned, when they come across a primitive planet that is being oppressed by some outside force. (Orions, Klingons, original baddie, etc...) They need to feel sympathetic towards this culture, so push the players' buttons. Make them badly want to help these people. Of course being in a remote sector and mindful of the Prime Directive, Starfleet Command cannot help. The crew return to Earth, and are cut new orders for different postings – they are about to be separated. But they receive a further request for aid from the planet, a messenger sent at great expense.

So what can they do? The planet needs a ship to protect it from the invaders, and the PCs must provide one. They could resign their Starfleet commissions and try and get hold of a private combat ship, or steal one from an unfriendly power. Or, they could pull off a STIII and steal their old vessel out of Spacedock. (Well, Kirk had to get the idea from somewhere...)

The campaign then revolves around getting their ship to the planet, making any necessary repairs and upgrades while finding any suitable new crew. (A good chance to replace any characters, and to break out some civilian or 'enemy' archetypes.) Then they must fight the enemy off, alone. Some character conflicts can be introduced – the captain is now captain only by mutual agreement, and he can't call for a court-martial anymore.

Some interesting twists could be brought in here. Perhaps the whole mission is under the control of Starfleet Intelligence, for some unknown reason. Perhaps the Admiralty wanted to help them, but could not do so officially. (Permission refused by the Federation Council, unable to antagonize the offending powers.) This could enable the players to return to Starfleet afterward, but otherwise it would make a great ending to a long campaign. (For maximum effect, destroy the ship at the end.)

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**White Knights vs. Black Ops**

**ERA:** Post-DS9: **ORGANIZATION:** Starfleet vs. Starfleet: **GENRE:** Espionage/Intrigue

Found a used copy of Deep Space Nine Season 6 on DVD which contains the first Section 31 episode "Inquisition." In it, Sloan establishes that it was a provision in the **Starfleet** charter which authorizes Section 31. When Bashir blew the whistle on Section 31 at the end of the ep, Sisko mentions that some of the Starfleet brass was covering up Section 31's activities.

So, it means that there's corruption within regular Starfleet amongst high ranking admirals and officials. It *also* means that Starfleet does have the authority within itself to disband Section 31 if it so chooses. This would be a great campaign springboard -- "White Knight" Starfleet attempts to clean up and take down "Black Ops" Section 31 Starfleet intelligence.

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**Sundowner**

02-20-2004 10:20 AM

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**Era:** Any: **Type:** Exploration, Time Travel/Alternate Realities: **Location:** Theoretically Anywhere.

Details: I got this idea from a ST Book, but the title eludes me for now. The PC ship (preferably an explorer with a bit of staying power), is testing some new tecnobabble equipment (in the book it was warp boosted shields), when someone hops through the guardian of forever & changes the past. Unfortunately this is no local change, they stopped the meteor from wiping out the dinosaurs. (You can insert what ever history altering event you want, but the further the better).

The ships & crew are protected but the new kit they are testing, but suddenly Starfleet & the Federation are gone.

From here it is totally up to the players what they do, but remember, if there's no-one on Earth (as in the book) how do you find out where history has been played with. Also, if you take away the Guardian of Forever, (as i am), then they players will have no easy way of checking history.

Another plus is you can use all the existing alien races, but slightly altered, if you prep it right, none of them will know what a terran is, & it's first contact all over again.

This is one you can play around with for as long as you want & to top it all off, when the players do fix things, (If they do), they have to remember to use their new kit, or they'll end up not remembering a thing about what happened. (Also, if they 'Fix' the wrong thing, they could end up making things worse)

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**Maltese\_Falcon**

03-17-2004 07:19 PM

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**Era:** any, but prefer Post Dominion War: **Type:** Starfleet Merchant Marine/Time Displacement

Believe it or not, I got the idea for this after seeing 'The Perfect Storm' a few times too many.

The story goes like this: a group of commercial fishermen on a dragger are caught in something like the perfect storm, only at its center is an energy phenomenon. The fishermen are caught in the storm, unable to escape. Their boat, severely damaged and overloaded, sinks in the eye of the storm.....

.....and as it sinks, it gets pulled into a time portal created by the storm. The portal transports them hundreds of years into the future where they end up on an island (on Earth). Eventually, they're recovered by Starfleet officers. After some period of adjustment (shock of time displacement, getting reacquainted with long-lost descendants, learning the ways of the 24th century), Starfleet offers to train them in the Merchant Marine. Having nothing else better to do, the former fishermen undergo the rigors of Starfleet Merchant Marine training.

Eventually they get their own ship, which they rename after their lost fishing boat. Their new lives take them to the farthest reaches of Federation space: new challenges, new adventures, new rewards, new dangers.

This series has lots of opportunities to deal with issues like: first contact -- remember these are former fishermen. They'll be making contact with many Federation cultures for the first time.

business ventures -- since the crew have worked for themselves before, they'll know how to turn a potentially bad business deal into a profitable one, something the Ferengi might notice.

personal loss -- the adjustment to a new life will be easier for some of the crew than for others.

personality issues -- remember that a fishing boat crew is used to being on their own and relying on each other to work on a relatively small boat. Now they have to learn to work with several more people from different worlds on a much larger ship.

spirit of adventure -- fishermen have their own sets of adventure stories, some exaggerated, some not.

They won't have to exaggerate any of their adventure stories from deep space. They may even be a bit overwhelmed, for example, the first time they encounter the Bajoran wormhole, or giant beings made of pure energy!

## Scarecrow

03-25-2004 01:32 PM

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ERA: ANY but early Federation (Enterprise/TOS) is probably better.

TYPE: World Building.

Colony ship Omega arrives at the fourth planet from Epsilon Eridani (if it's far enough out) on the very edges of Federation Space.

Several dozen huge landing pods touch down in a 15 kilometer line and deploy their industrial equipment ready to start clearing the jungle and create a landing area for the colonist ships.

Enter the players. It's a new world with new dangers and new challenges. You don't get many Starships out this far, if any at all so it's down to you to organise the colonists and keep them safe.

Maybe this system is on the edge of a hostile or aggressive alien empire who contest the ownership.

Beyond that, the world can present its own mysteries and dangers. Maybe there is an ancient race here.

Or just the ruins of one with terrible secrets. Maybe the Federation want to set up a penal colony alongside the main one. There are wonderful new flora and fauna to study and dangerous ones as well and the planet has to make itself self-sustaining on schedule as well.

## varin

03-27-2004 01:18 AM

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### An Akira class vessel-Post DW-

My story is of a Akira class vessel in the post-Dominion War assigned to the old DMZ- Which the Cardassians have given up due to their losses of the war.

The Captain is a veteran of the war as are many of the crew; enlisted and officers alike-Their job is to try to repair the damage of the treaty of 2367 and to rebuild and protect the former colonies.

Their fleet-The Twelfth is based at Starbase 129 and the area of responsibility stretches from the Talarian Republic to the Alpha/Beta border with the Klingons

## plassis

01-09-2005 08:35 PM

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### Star Trek: Elite Forces

Era: Post-VOY

Type: Adventure, mystery and occasional diplomacy

Setting: Small ship. Special Forces HQ (from time to time) and alien planets, bases and ships for the missions

I really liked the idea presented in the Elite Force game. It gives me the chance to give a low rank crew their own ship while keeping them subordinate to a superior officer that can put them back on track easily.

The cast should comprise a medical officer, a command officer, an ops and a tactical officer, as well as a pilot/helm.

The episodes would be a mix of ST, SWAT and other action settings, with the opportunity of adding as much or as little combat and diplomacy as the players want. I especially like the chance to throw in tons of mystery plots, with a lot of conspiracy.

I'll elaborate on it soon and would appreciate if you have any ideas to add to it.

## Sho-sa Kurita

01-18-2005 07:21 PM

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Title: Will of the Prophets

Era: Bajoran Occupation

Type: Military, Espionage

Not terribly original, but the PCs would play Bajorans under Cardassian occupation. They could be resistance fighters, apparent collaborators, even sympathetic Cardassians. It would be a dark series, but could have a lot of great drama, and even some big guest-star possibilities depending on exact time-frame and group inclination.

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Working Title: The First Years

Era: Beginning in the early stages of the Dominion War

Type: Exploration, Military, Survival, Humanitarian

A Series focusing on the adventures of a group of SF Cadets (Final Year) who are drawn into the Dominion War during its early Stages.

So far I just made up some Ideas for the first season, which will certainly require some more refurbishing: The PC Group consists of some SF Cadets (Final Year) along with their Tutor (Ensign or Lt. jg.). At the beginning of the series they are travelling in a Danube Class Runabout, enroute to a long term field assignment onboard the USS T'Pol, an aging Oberth-Class Science Vessel. They are to meet the T'Pol at a remote supply outpost (a civilian deuterium refinery or something like that somewhere between Betazed and the Cardassian DMZ).

Upon arriving there, they learn that the T'Pol has not yet arrived, and shortly thereafter receive a distress call from it. Travelling there (perhaps accompanied by a small civil freighter who opted to help) they find the wreckage of the T'Pol. destroyed by the advancing Dominion Troops. The next Starfleet Capship is several days away and the PCs return to the supply post to warn the civilians and help in defending the station until they are finally evacuated.

While SF struggles to put up a defense perimeter against the advancing dominin fleet, the PCs are caught between the lines on a small hodgepodge fleet of SF and civilian ships trying to reach a save haven within the UFP. Along their way, they have to help in the evacuation of colonies, come to aid ships in distress etc.

In the end of season one, the fleet eventually reaches safe territories, the cadets receive field promotions to full SF Officers and are assigned to a small ship, ready for more action as season two takes them into the now ravaging war...

Overall the series would not have that full blown military campaign feeling, as SF would not sent freshmen directly to the front lines (at least not in the early stages of the war), with episodes focusing on the scientific/medical/humanitarian aspects of the war: M\*A\*S\*H duty, salvaging and analyzing of enemy equipment, etc.

Perhaps the later seasons would lead the SCs closer to the front line, maybe even dropping them into a "guerilla war season" at some time, as their ship crashes on a dominion occupied planet

## IceGiant

04-11-2005 03:12 PM

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Star Trek: Farthest Star

Era: Early TOS, late 2240's

Type: Exploration, First Contact, Conflict

A series based along the lines of PT Boats/Traveller Type S scout fleet.

Based out of a K type station on the edge of federation space, about a dozen "Mission" class scout ships explore large areas of space outside the federation. With crews of 9 and with deck plans available from Owen's site, it would have a very personal type style. The ships comes with 2 shuttles giving the pc's access to alternate transportation when the ship invariable runs into a phenomenon that renders the transporter non-operational. The PC's would be in command of one of the mission class ships and do the usual type of Star Trek Adventures. The station would be the home port and R&R facility. Missions could last up too a year, with a bit of time off at the end of each "tour".

Commanding officer would be a lieutenant, while the other pc's being officers and the rest of the crew enlisted. I'm aiming for a low-powered campaign, with characters building names for themselves.

STAR TREK: NEW ERA

Era: 25th C.

Style: Politics and espionage

The campaign would revolve around a rapidly changing Federation. Daystrom Institutes have cracked the android problem, and with the Data v. Starfleet decision, they have the same rights as normal sentients. The androids have been 'breeding', creating new androids that learn much like humans -- through mimesis and directed self-exploration -- or through the merging of 'mind-states', the memories and personalities of their 'parent' androids. They have become indispensable to Starfleet and increasingly do the 'heavy lifting'. Sentient starships are increasingly the norm and make the fleet more adaptive and powerful. These machine lifeforms evolve at the speed of life; new models come out in increasingly fast waves, each smarter and more life-like. Worries over biological obsolescence are on the rise.

The Federation is expanding rapidly, at the same time. The Romulans and Cardassians are either allies, or in the process of absorption. The Klingon Empire is fractured between the progressives, who have stuck to the alliance with the Federation, and the conservatives, who have sided with the increasingly powerful Ferengi-Orion Trade Confederation -- a free trade zone with increasingly potent technology, savvy advertisement, and a cleaned up image (the Ferengi not as drooling perverts, but as canny businessmen with some scruples...unless the profit margin is right.)

The Federation has expanded over much of the Alpha and Beta Quadrant and is constantly encountering new races, but the real challenges are in keeping the UFP together...the leisure class of the Federation, always large, is now beginning to collapse under its own ennui. Colonies are now being formed to escape the crush of bureaucracy and sloth, and are more apt to ally with the Ferengi and Orions. The core worlds are paradise, with long life and comfort the norm, but a strange trend -- suicide and a rise in extreme (read suicidal) sports is on the rise. People are literally bored to death.

Starfleet is the elite, as in all the shows. These are the people with the smarts or connections to get into the organization that more and more runs things.



# EVIL GAMES MASTERS SUPPORT GROUP

tmutant

01-12-2003 07:48 PM

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**Evil Game Masters Support Group:** Dedicated to the slow torture of player characters, both physical and psychological. (Fast torture is o.k. Some Gamers don't have enough time to sit through the slow variety.) The EGMSG is seeking evil, painful, or twisted ideas for GM's to use to add a little "spice" to their campaigns, or to eliminate a few player-characters who have outlived their usefulness.

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Robbert Raets

01-13-2003 12:33 PM

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Hmmmm..... Maybe give one of the PC's Academy rivals command of an experimental transwarp vessel and literally jump in and steal the Crew's thunder at critical moments...or give one of the enemy captains the demeanor of a Spam-posting Troll :D

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Lt.Khrys Antos

01-13-2003 03:55 PM

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Inform the crew that they are getting a new captain, Zap Raddigan (the lunatic captain from Futurama). Everytime their is a very dangerous situation he'll assemble an away team composed of the PC's no matter how ill thought out that is.

Whenever the PC's figure out the plot and are about to get the acclaim for it, the NPC's praise Raddigan for his leadership skills and forethought and so on... Works very well if the PC's were fans of the show.

*Originally posted by StyroFoam Man*

This would work very well with the Transwarp Bully idea above. Turns out this lunitic captain is the son/daughter/whatever of a high-ranking Federation official and nothing can be done about it.

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StyroFoam Man

01-13-2003 07:48 PM

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Another really evil thing to do is come up with plots that make no sense.

One involved trying to land a shuttlecraft on a planet. Problem was the atmosphere had a "One Way" sign, so you couldn't land.

Three hours later, and 5 destroyed shuttles later, the players came up with the illogical (yet funny) idea of flying the shuttle BACKWARDS down to the planet... Trust me, you had to be there.

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First of Two

01-13-2003 09:26 PM

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Horrible things to do to your players: \*I've only actually done two of these things.\*

1. Early on during the character creation process, get your players to tell you about their characters' worst fears, phobias, and secrets, no matter how painful or embarrassing. Pretend to forget this. Let several episodes pass, before you arrange an incident wherein a bajoran orb or group mind-meld will reveal everybody's secret to someone else.

2. Tribbles.

3. From the moment the game begins, always assume everything anybody says is "in character."

4. Put your characters into situations which are way above their heads, and to which they are not much more than slightly involved spectators, but whose outcomes directly affect their lives. (Getting caught in the crossfire between rival omnipotent beings would be a good start. So are Amazing Colossal Space Dragons (TM))

5. Create a Disposable Ensign. Kill him in various ways EVERY TIME the ship gets in any sort of firefight. Do little more than have someone else report this, or have one see it as an aside. ("You see Ensign Martin's body split in half by the Exploding Console of Doom (TM)") See how long it takes until the players say "Hey, you keep killing the same guy every time!" Deny any South Park connection. Let your players wonder if you're hiding something. (Never let on that you just keep getting new ensigns named Martin.)

6. Get into "live action" gaming. Have everybody get/make uniforms. Act out what you're doing. Once they're all comfortable, announce "Tonight's episode is entitled "The Naked Time.""

## Lt.Khrys Antos

01-14-2003 02:40 PM

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I just remembered an episode I did years ago. The crew travels back in time through some McGuffin and wind up on the TOS Enterprise on one of Kirk's Away missions. Have them be involved by having Kirk pick one of them to go unto the planet with him and Spock+McCoy. Remind them also that they are all red-shirts in this timeline and that Kirk keeps forgetting their name. It really doesn't matter what's on the planet, if the PC's knew about Kirk's red shirt casualty rate then that should suffice to drive them paranoid. Whatever he asks them to do; like go check out that glowing pool should be a death defying adventure.:D

## C5

01-14-2003 03:28 PM

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Inform your players that they will be transferred to a new and better ship, for instance the Galaxy class USS Odyssey, and tell them it has been called in the Bajor sector to settle something on the other side of the wormhole.

Or have them onboard one ship and learn they must rally Wolf 359 at once... And so on...

## Ineti

01-14-2003 05:04 PM

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Start an episode like this:

"You've just been assimilated by the Borg. What do you do?"

To anything they try say, "That is not in your programming. What do you do?"

Evil and malicious. I have yet to try this. :)

## Silverthorne

01-15-2003 04:30 PM

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Or as i did to one group.. I gave them the Farragut 2 aka "that thing flies?"... aboard was :

Hydroponics had a plant based alien life form roaming free..

Right warp nacell was swollen and warped from repeated over heating

TOS era..

Pair of Klingons trying to get the security people to do their duties..

Pair of Romulans that were trying to help repair the warp drive

Chief Engineer's lead assistant is found fried in one of the warp conduits, fell asleep on the job...

Computer speaks three languages, at the same time.. usually to the pc that does not speak one of the languages..

parts for repair are due on thursday next..

phaser is tied into the warp core for a jumpstart, just in case..

## Siroth

01-18-2003 06:14 AM

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Well, one idea I might try if I take the Narrator's chair again is to repeat the 'deja vu' effect from the TNG episode "Cause and Effect".

Basically the ship is caught in recursive causality loop. Some explosion destroyed the ship but also formed a rift in the the time/space continuum and flung the ship back in time, thus making it repeat the destruction over and over and over and... you get the idea.

The narrator will have to make sure the players act only on information they possess in the current causality loop and then throw in a few intuitive premonitions now and then.

This will no doubt drive the players mad with frustration, so it's probably best to make the promise to play the adventure without getting mad first ;)

Oh, and best of all, since Data is unique, there won't be an android on the ship to conveniently save the crew's behinds, so the characters cannot copy the solution from the episode even if they might be able to figure out they are in an experience similar to that of the Enterprise-D ;)

[insert evil grin here]

tmutant

01-19-2003 08:59 PM

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An oldie, but a goodie: an episode filled with illogic because the players are being pestered by an uber-being who 'ain't quite right in the head'. I got it from my first Star Trek GM, Doug Adams, who based it on a David Gerrold novel called "Trek to MadWorld". Very fun, even for the players pulling their hair out with frustration trying to figure this nut out.:D

tmutant

01-23-2003 07:15 PM

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Anyone remember 'A Doomsday Like Any Other', a FASA adventure? Basically, run into a Doomsday Machine like the one in TOS, only feeding it a starship doesn't work. Players have to figure out how the original builders controlled it. Assuming they didn't suicide trying to stop it. If so, roll up new characters and have them try to figure it out, with the machine getting ever closer to the core of the Federation. Plus, there are Romulans racing to figure out how to control it also.:D

StyroFoam Man

01-23-2003 08:44 PM

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**Re: Another idea**

We could expand this....

Ok, roll up 4 starship crews ahead of time and assign players to the characters. Detail four ships, each progressively weaker. (Start out in a sovvie, then an Ambassador, then a Connie, then a Miranda....) Then send them into this situation. Every time the ship is destroyed, they loose all the knowledge they gained UNLESS they specifically specify that they have transmitted their findings to HQ....

See where I'm going with this?

Now THIS is Game Master Evil. WOOOHAHAHAHAHAHAHAH!

***Posted by Siroth***

Actually, that only ranks as high as 'nasty'.

No, evil would be to tell them that since their characters won't survive the confrontation you won't tell them what happened since they might try to find out with their new characters.

Oh, and if they specifically pointed out for their previous characters that the made extensive reports to Starfleet, perhaps even kept an open channel in case they failed (as they did), just tell that Starfleet says the signal didn't get through or, if they dig, that the information was classified... then have the Admiralty become suspicious about them since they are snooping around classified files they shouldn't know existed in the first place.

Now **that** would be evil :D

***Posted by Karg***

How is this for Evil!

When i ran this adventure, I placed 2 Slavers in stasis in the control room of the Doomsday Device (For those of you who have not read Larry Niven's "Known Universe" Stories the slavers were an ancient race before even human came about and the died off. Their Tech was super science (Even compared to Trek's) and they were super Psionics. The Animated Episode of trek "the Slaver Weapon" was a rehash for Trek by Niven of one of his short stories in this universe.)

Antonsb214

02-04-2003 04:38 PM

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So, what would the stats be for a Doomsday Weapon?

Doomsday Weapon

Size: Bigger than anything you got.

Decks: It's a freakin planet-chompin'-ship-killin'-weapon-of-mass-destruction!!! Have a nice day.

Ops: See above.

Tactical: See above above.

Notes: Run for your life.:D

## Capt. K. Vaughn

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Re: Another idea

I ran this awhile ago but since it was my fifth running, I put a serious twist on it.

1st: It was set during the Dominion War and the Dominion were making overtures to the Gorn. The PCs had to escort an ambassador there to attempt to keep the Gorn from joining the Dominion and forsaking the treaties they had with the UFP.

When they arrived, a transporter accident melded the Andorian Ambassador with the Human Captain and dropped the resultant being into a coma so the First officer had to take over negotiations while the medical officer and several other PCs tried to figure out what was going on. This left the Second Officer in charge of the USS Preye.

Eventually, as the negotiations began to get worse, the Preye was called out to rescue a trader vessel only to learn about the Doomsday Machine heading for the Gorn home system.

There were three factions of Gorn involved in the negotiations: The first wanted to maintain the status quo of being part of the UFP (but this could easily be switched to mirror more standard Trek History). The neutral faction wanted to secede but maintain trade with the UFP and the other wanted to secede and join the Dominion.

So as news of the Doomsday Machine came about things became far more complicated as the Gorn Neutral and Pro-Dominion Factions tried to grab it for themselves. A Dominion squadron showed up and tried to take it while the crew became aware of at least one pirate and another Romulan warbird in the region.

Things got quite ugly and as negotiations broke down, a (what was thought to be) a climactic battle for the Machine took place. Unfortunately, they found out otherwise as they found in the control room the original coordinates that this Machine came from. Unfortunately, one of the PCs sacrificed themselves to destroy the machine but not before that information came out.

So, the various factions raced to these coordinates only to find a massive station seemingly orbiting the event horizon of a nearby black hole. What was worse, sensor readings indicated that this station was building the Doomsday Machines.

It became quite the mad race as everyone tried to get to the Station to either capture or destroy it. It caused the negotiations to become quite heated and the end result was quite impressive as six different factions formed alliances, worked together, betrayed and tried to sabotage the others. In the end, no one got it as the Dominion did suicide runs against the station damaging it enough that it could no longer maintain itself on the event horizon.

Given the energies involved, this caused a specific event to shift that timeline somewhat and bring it further over from its original FASA beginning and in line more with LUG's. It changed the reasons for the negotiations but I wrapped that up as an epilogue.

But if I were to run this in a regular game, such an event would have left the negotiations in shambles. I would keep my original tear in the fabric of subspace and once the crew has closed it as most of the factions would have bailed except for the Pro-Federation and Neutral factions though they may well be too crippled to do anything. Depending on who destroyed the station the Gorn-aligned faction would have their political influence seriously damaged and in the case of the Dominion faction they may flee with the squadron when the rip occurs. Given the conflict and the endangerment the other major opposing faction would also have their influence hurt...now the crew have to finish the negotiations hoping to keep what agreements were already in place and not watch the Alliance pull back into full isolation as they were over a century ago.

Plus, the crew still has to uncover the fact that the transporter accident was actually Dominion sabotage and find a way to separate the Captain and Ambassador.

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tmutant

02-08-2003 04:21 PM

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A good source of material for this sort of thing is "The Hitchhikers Guide to the Galaxy" series. For example, while on an unexplored planet, have a blue whale materialize about five thousand feet above ground level, and fall, crushing a flower pot full of petunias as it lands. A telepath in the group (player or NPC) clearly hears the petunias think "Oh no. Not again."

Then the players get to figure out that the intelligent race on this planet has developed an infinite improbability drive.:D

**Posted by Sarge**

There is a precedent for infinite improbability drive in Trek. Remember the DS9 episode "Rivals"? El Aurian Chris Sarandon had a gambling machine that altered probability. Nobody knew where it came from, but the original hand-held version is probably sitting in a Starfleet lab.

tmutant

02-08-2003 09:02 PM

:eek: Oh my God. What have I done?:eek: :D

What setting? Era, mobile or not, etc. I usually like to start with the characters regaining conciousness, preferably in an escape pod about to enter the atmosphere of an unknown planet. But that's just an idea.

tmutant

02-10-2003 03:45 AM

Back on topic, for an episode to be truly evil, the characters have to be profoundly affected by it. Death, loss of ship, or status, or a loved one. Or their home planet.

First of Two

02-10-2003 08:47 PM

I don't know how "evil" this is, but...

My crew is currently undergoing a Bajoran Orb experience. Each character, along with one other acting as an observer / participant, is confronting their deepest, darkest secret, fear, or anguish.

So far, it's been fun.

The CO is being court-martialed by Evil Kirk from "The Enemy Within."

The XO is surrounded by dead people. Who are talking to her.

The CMO is running from the Tal Shiar, who have come to take her home.

The Assistant CMO is a captive on the Orion slaving vessel she grew up on.

Capt.Hunter

02-21-2003 11:25 PM

The probability device thingamajigger. Section 31 has got hold of it - just as the PCs were about to bring them down... :)

Weird spatial anomaly causes all crewmembers to switch genders :eek:

SIR SIG

02-22-2003 02:41 PM

Quote:

*Originally posted by Greg Smith*

**My favourite:**

**A fleet of Dominion ships is heading towards Bajor. The only way to stop them is to unleash a bunch of Pah Wraiths from the Orb of War.**

I kept transferring the crew to ships that canonically are doomed and then set the pc's up as the inadvertent instigators of said destruction. ;)

erhershman

02-28-2003 01:59 AM

I have Section 31 show up. My players in my tabletop game usually don't react well to anything that has to do with Intelligence.

Now, I'm working on thinking of something evil I can do to the Starbase 619 group... any ideas? :D

tmutant

03-04-2003 08:34 PM

Try a race of Pisceans: fish. Overcame first the water/air barrier, then moved into space. Their primordial ancestors were pack (er, school?) hunting carnivores like sharks. They have to wear SCABA (Self-Contained Abovewater Breathing Apparatus) suits in atmosphere, but keep their ships full of water. Invade new planets by taking over the eco-system from the oceans up. Fighting them underwater puts your group at a serious disadvantage. :D

Idea: The SCABA suit just keeps oxygenated water flowing over gills, but allows them to use their teeth.:D

Cptn. Taggart

03-17-2003 09:47 PM

You can always try stuff like I do. to date I have sent them back in time where they saved the Federation and the entire galaxy but can never tell anyone what they did cause no-one in the present time remembers there being anything wrong. And then I sent them to another Galaxy where I stole their ship and made them have to make due without all that fancy tech stuff they love so much till they managed to steal it back. Is any of that evil enough?

Greg Smith

03-17-2003 11:23 PM

My latest.

The PCs are in a desperate struggle against the Dominion they have 20 or so ships and a few allies. Rai Joban (El-Aurian PC) has a long term relationship with Neresia (Andorian NPC). But Vexa (Klingon NPC) has taken a shine to Joban. On their first meeting Vexa makes it clear to Joban that she likes him. On their second meeting she learns about Neresia and she says that an Andorian is a worthy mate for him. But when she turns up for the third time, with her brand new squadron of 36 warships - granted for glorious service to the Empire, she tells Joban that she comes to claim him as her mate and her ships are her dowry.

Joban dare not refuse her for fear of angering her with mortal (or painful) consequences. But worse, he has to choose between the woman he loves and a marriage that will double the size of the PCs' fleet.

I love to see a player with his head in his hands. :D :D

All through the session the other players were saying, "But remember the thirty-six ships..."

Capt. K. Vaughn

03-20-2003 01:47 AM

### **Anyone remember 'A Doomsday Like Any Other'**

I ran this awhile ago but since it was my fifth running, I put a serious twist on it.

1st: It was set during the Dominion War and the Dominion were making overtures to the Gorn. The PCs had to escort an ambassador there to attempt to keep the Gorn from joining the Dominion and forsaking the treaties they had with the UFP.

When they arrived, a transporter accident melded the Andorian Ambassador with the Human Captain and dropped the resultant being into a coma so the First officer had to take over negotiations while the medical officer and several other PCs tried to figure out what was going on. This left the Second Officer in charge of the USS Preye.

Eventually, as the negotiations began to get worse, the Preye was called out to rescue a trader vessel only to learn about the Doomsday Machine heading for the Gorn home system.

There were three factions of Gorn involved in the negotiations: The first wanted to maintain the status quo of being part of the UFP (but this could easily be switched to mirror more standard Trek History). The neutral faction wanted to secede but maintain trade with the UFP and the other wanted to secede and join the Dominion.

So as news of the Doomsday Machine came about things became far more complicated as the Gorn Neutral and Pro-Dominion Factions tried to grab it for themselves. A Dominion squadron showed up and tried to take it while the crew became aware of at least one pirate and another Romulan warbird in the region.

Things got quite ugly and as negotiations broke down, a (what was thought to be) a climactic battle for the Machine took place. Unfortunately, they found out otherwise as they found in the control room the original coordinates that this Machine came from. Unfortunately, one of the PCs sacrificed themselves to destroy the machine but not before that information came out.

So, the various factions raced to these coordinates only to find a massive station seemingly orbiting the event horizon of a nearby black hole. What was worse, sensor readings indicated that this station was building the Doomsday Machines.

It became quite the mad race as everyone tried to get to the Station to either capture or destroy it. It caused the negotiations to become quite heated and the end result was quite impressive as six different factions formed alliances, worked together, betrayed and tried to sabotage the others. In the end, no one got it as the Dominion did suicide runs against the station damaging it enough that it could no longer maintain itself on the event horizon.

Given the energies involved, this caused a specific event to shift that timeline somewhat and bring it further over from its original FASA beginning and in line more with LUG's. It changed the reasons for the negotiations but I wrapped that up as an epilogue.



But if I were to run this in a regular game, such an event would have left the negotiations in shambles. I would keep my original tear in the fabric of subspace and once the crew has closed it as most of the factions would have bailed except for the Pro-Federation and Neutral factions though they may well be too crippled to do anything. Depending on who destroyed the station the Gorn-aligned faction would have their political influence seriously damaged and in the case of the Dominion faction they may flee with the squadron when the rip occurs. Given the conflict and the endangerment the other major opposing faction would also have their influence hurt...now the crew have to finish the negotiations hoping to keep what agreements were already in place and not watch the Alliance pull back into full isolation as they were over a century ago.

Plus, the crew still has to uncover the fact that the transporter accident was actually Dominion sabotage and find a way to separate the Captain and Ambassador.

## Capt. K. Vaughn

03-20-2003 02:08 AM

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One of the things I did had to do with a long-term NPC, a Vulcan admiral who was the step-father of another PC. At the very beginning of the campaign, the PCs were touring their new assignment, the USS Challenger with this admiral. The Challenger in my campaign is the prototype of the future Enterprise seen in "All Good Things..."

Dominion agents stole the ship with them aboard and were going to use it to destroy the alliance between the Klingons and the Federation. The adopted daughter during the climactic finale had to choose between preventing the destruction of the Alliance or her father's life.

Furthermore, she was the only one anywhere near him but by the time she could get to him after stopping the Dominion Threat, he was beyond saving and she had to accept his katra to return to Vulcan. But before that could happen, certain events took priority and through each succeeding episode, certain memories would pop up in her mind, distracting her and revealing things both good and bad giving her a more indepth understanding of the man who had been her father and then having to decide whether or not she could or should keep some of the secrets revealed.

That player eventually had to leave the campaign but was able to return for a mini-series of episodes where those players crossed over and became part of the season 2 finale of the Challenger. The character sure did a double-take when she met her father's duplicate from another dimension and learned the reason why he had stolen her father's katra.

Then she had to decide whether to stop him and obey orders as she was under the nominal command of DTI at the time or to take the risk and chance the possibility of having her father among the living again. That NPC has been an active part of that timeline and that PC's life for a decade of real time now so it made for some great RPing and agonizing both in- and out-of-character.

## Cptn. Taggart

03-31-2003 05:49 PM

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### Evil huh? Okay...

So another season ender has come and gone as of this weekend. The crew of the USS Wanderer has finally managed to return home with help from forces in Galaxy M-94 as well as lots of support from various scientists in Federation space. How is this evil you say? Ever seen Event Horizon? No the ship did not come to life. As a matter of fact the Wanderer was so heavily damaged from the transit, that she is due for decomissioning.

What did happen was that each player got to spend part of the adventure in their own personal hells. Their hells were born of the predispositions that each player has role-played over the last couple of seasons. one had issues with trusting others. Two had a children and spouses on the ship. One had been subverted by an alien lifeform that the crew had met and only recently completely overcame that. One was duty driven and honorable. And then there was the Vulcan. And when the hallucinatory nightmare ended the real one began. Each of them found themselves in a situation that was similar to the one that they had just gone through. Though the real situations were merely there to put salt in the wounds. I dipped into a little bucket of pure evil for each of them and was rewarded by one of the best roleplaying sessions I ever saw, as actual players started to tear up and shut down from the pain, and fear that I inflicted.

I now believe my players are masochists as they all want to know when we start on the next voyage.

Nope, this is a standard Evil Game Master tactic : when a player says something, always have him repeat what he said, then take a very somber expression and don't say anything for at least ten seconds. Usually the player is either gnawing through his nails at the end of this time or the other players are dispatching him for doing such a foolish thing. :D

## BouncyCaitian

04-11-2003 04:37 AM

Evil humor Ideas:

- 1) One of the Crew, who is something of a degenerate, is running a 24th century equivalent of a pron/spam server in the ship (which the Federation frowns on), and it's beginning to suck bandwidth abords the Station/Ship....
- 2) EMH loads the incorrect protocols: "Please State The Nature of the Interrogation Requirements." And it can't be shut off....
- 3) The Nanites down in R&D have evolved they own political structure and have worked they way into the Computer System....and have gotten a warped senss of humor along the Way. "What are you doing, Dave?"....

## j\_travis

04-12-2003 08:51 AM

### Did I miss something?...

Let me start by saying that, as a GM, I run my campaigns in much the same way as I play chess, go and other strategy-intensive games: careful but flexible long-term planning.

I balance that with a very good sense for when to tell the PCs what's going on... and when to shut up and let their own imaginations do the (dirty) work for me.

With these things in mind:

One PC thread I developed involved a Very Evil Force (hereafter referred to as The Dark) that began contacting said PC in dreams, offering him "the usual perks", character-specific enticements to allow The Dark a permanent, tiny little speck of room in the PC's psyche. That's not so much to ask, is it? The PC very intelligently rebuffed these offers, though some were, in the Player's words, "Seriously Tempting".

This went on very sporadically for several months-worth of weekly game sessions, by which time The Dark was already making similar overtures to the other PCs, and was similarly rejected. Finally, The Dark stated simply (to the original PC) that, if the PC wouldn't LET it "in", it would methodically and deliberately corrupt and destroy everyone the character cared about, **one by one**... and then it would STILL come and claim him.

Fast-forward another month or so, during a scene in which The Dark has physically manifested and is in hot pursuit of the entire group, who are very intelligently running for their lives. Naturally, the obligatory, mostly-nameless NPC (redshirt-equivalent), stumbles for the merest fraction of a second, and is caught, vanishing without trace, or even a scream. In an unexpected move, another PC with an over-developed sense of Nobility turns back to assist, and is (apparently) similarly annihilated.

Needless to say, no one else pulled THAT stunt...

And so onward they flee until the original PC looks ahead and sees his brother, a relative he KNOWS (through the previous plot development) has been devoured by The Dark. Naturally, he veers off a bit to avoid a direct confrontation, but still passes close enough "To be sure..." and as he passes by, despite all the noise and confusion of their passage, he hears the apparition softly utter a single word... "...One..."

The player was so wiggled out, he had to leave the room... twice. The rest of the players sat there, stunned, until he finally came back in and we resumed play.

Oh, and what (you might ask) happened to the PC that was apparently destroyed? She was saved... by another, equally twisted plot-thread...

No, this didn't happen in a ST game, but the technique, and the plot, are easily adapted. And the players always come back for more.

And yes, I sleep with a perfectly clear conscience after doing such things to my group. :D

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Dave (n): Term used by members of Starfleet to describe personell who have fallen afoul of a malfunctioning or malevolent computer or artificial intelligence.

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## Capt. K. Vaughn

04-13-2003 07:54 PM

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In my Challenger Campaign, the PCs encountered the Taurhai while working with the Romulans after an accident had occurred that eventually left them on the wrong side of Romulan territory. The situation escalated into a rather ugly series of confrontations before the Challenger managed to leave the region and evade the Taurhai task force sent after her. Given the uproar this has caused among the Taurhai, I plan to do a spinoff where my new players encounter a Taurhai starship in Federation space and have to clean up this mess and misunderstanding with Taurhai without ever knowing the root cause as the Challenger has been listed as destroyed in action and no record remains of the Challenger Logs to give the UFP a grounding on what actually occurred. So the PCs will have to piece it together while the Taurhai are insisting on blood so to speak and keep them from leaving rashly to prevent possible war while the UFP is rebuilding after the Dominion War. It is still in the planning stages but I thought it would be fun to return to the old TOS idea of another ship messing up or leaving unresolved situations that another ship and crew has to come along and clean up but before they can they have to discover what really occurred. With war hanging in the balance, a "known" first contact situation that certainly reveals a previously botched first contact and the mystery of what the heck the Challenger was doing there - it should cause my PCs a few decent fits. :D

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## T'lara

04-14-2003 04:48 AM

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Well what I am doing is I am playing off the fears of what I think Starfleet/Federation would be feeling. Changing around some storyline ideas I decided to run my Star Trek game in a Babylon 5ish manner for my players and it seems to be working. My ultimate plan is players on theor Starbase declare independence from Starfleet and deal with that Paristic Controlling race in TNG. So they have to fight the Federation and recruit ships and Captains while making sure they do not know where their true enemies are... Makes the paranoia of a Founder pale in comparison.

### ***Posted by Capt. K. Vaughn***

I did something like that in a mini-campaign but on a much smaller scale. It worked rather well and put the PCs in the middle between two powers with a history of conflict trying to prevent a war while removing the parasitic threat. I put it in the first part of the Dominion War when the Federation was on its heels and couldn't divert any help with the PCs in an Excelsior class Cruiser.

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## USS Kochanski

04-19-2003 07:49 AM

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Borg Tribbles.

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## Capt. K. Vaughn

04-19-2003 10:12 PM

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One plot I am considering for a player of a Trill character is a Section 31 plot to test her mettle. She gets kidnapped while home without realizing it and becomes involved in a "Borg" plot to partially assimilate the symbionts with nanite technology. This assimilation will remain unnoticed until a number of Trill have been joined and then the dormant nanites will complete the assimilation of both the symbiont and its host whereupon the hosts will go on to absorb other Trill. Depending on her success, she'll either wake up believing it was all a nightmare but with clues she can unravel and lead toward revealing the real plot or she'll face recruitment of a sort by Section 31 leading to a challenge of her morals and whether she'll become a recruit or attempt to destroy this cell, disentangling herself from its web and remain true to her Starfleet ideals. Just an edit since it seems some missed the actual intent of the post: No actual Borg are used or hurt in this plot consideration. It is a **Section 31 plot** similar to the one in DS9 where Bashir was being tested.

## Karg

04-20-2003 02:29 AM

There was a story about this in the latest New Worlds Anthology "The Trouble with Borg Tribbles"

A Drone assimilates a Tribble in an escape pod from Koloth's Ship that fell thru a wormhole.

The drone was 3 of 8 (For example)

The later in the story (Numbers are arbitrary)

3 of 1,254

then

3 of 542,456

Then

3 of 6,457,624,652

## tmutant

04-28-2003 11:06 PM

### Truly Hostile Environment

First, take away the ship. Lots of different ways to do it, the more traumatic the better. The crew is plopped down on a planet crawling with life. No long range comms, may take months to get rescued. Give them LOTS of phasers. They will need them. Anyone familiar with Harry Harrison's WarWorld trilogy?

David Drake's "Thin Red Line" is also instructional. The planet is *programmed* to kill the intruders, either by an outside source, or by it's own interconnected lifeforms. Grass grows poisonous spurs overnight. As characters climb a sheer rock face it comes apart due to plants growing into the rock. Trees bend back like catapults and throw hornets nests into the group. Be creative. Have fun with it.:D

## Silverthorne

04-28-2003 11:55 PM

The crew on liberty at a neutral port are greeted by a man that can only be seen under the light of a phaser blast of destructive levels. He is interested in the tech that allows others to see him. He is only invisible under most light conditions. how do you keep him from stealing a phaser and them trying to make himself visible by shooting parts of the station.

The crew enter a neutral port and and seen as heroes by the lower half of the station, and utter criminals by the upper half. because of shirt color..

A crew is sent to locate a lifeboat for one of the emissaries for a race not yet in the federation. The ship he was on had a minor accident but the race cannot with stand the new conditions of the ship without dieing. The Ambassador is stuck in a life pod and help was sent for. The crew arrives and locate the life pod, on the nearby planet. The ambassador is no where to be seen.

The ship is on routine patrol, when a unknown ship flies up and tags the ship with a very low powered laser and darts off. Examining the "damage" the crew finds words appearently painted on to the hull. The next day the same thing. The little ship moves as fast or faster than the ship the PC's are in. The little ship is also invisible to scanners. but not the naked eye. This continues for several days. all attempts to contact the ship meat with failure, it does not answer hails nor does it seem to receive the messages. The pilot of the craft is a child by his race's standards and just out joy riding and painting things passing ships.

## tmutant

05-05-2003 06:24 PM

Andromeda Galaxy. Getting stranded there ala Voyager means you aren't coming home without a wormhole, or some ultimate improbability drive. And don't forget the nasty aliens who turned TOS crew into sponges. This is their home turf and they have had centuries to improve their technology. Of course, to make it interesting, let's have those guys losing a war to their mortal enemies, who built the Doomsday Machine.:D

## Siroth

05-26-2003 03:36 AM

How about running an episode where the transporter continually malfunctions and teleports people around at random. I can hear T'Pol already: "Excuse me, Captain, but what are you doing in my sonic shower?" ;)

How about "The Vanished", an old FASA module. A research facility in deep space (i.e. more than a light year to the nearest star, to avoid interference with experiments) has an experimental transporter capable of transporting over 400 people at once. It's accidentally activated, and stores everyone in the pattern buffer. Coincidentally, an unknown, intelligent, spaceborne species happens upon the station and enters. They never closely approach stars, getting organic compounds to eat from Oort clouds and outer planets, never staying to long in one place. They will eat ANY organic matter. They have never encountered intelligent life, and are so alien that the universal translator is of little use. About forty enter the station. That's when the standard resupply/research support run (the PC's) comes in and finds no one answering comms. The aliens are a red herring, but they will still try to eat the PC's. Hopefully, while shooting aliens, no one will shoot the transporter console with the urgently blinking lights. The aliens communicate by generating blue beams of energy that at short range can stun humans.

## StyroFoam Man

06-13-2003 04:32 PM

### "Titanic" Meets "Groundhogs Day"

Ok, your characters awaken on the starliner BRITTANIC with no memories. They play through the episode, one character meets an NPC and falls madly in love with her. Ship is attacked by Jem'hadar and is destroyed. Repeat.

Each time, the characters awaken with just a touch more info. "oh! I have a tricorder in the desk..." Things like that.

Over the course of several sessions, it was discovered that the PCs were on a mission to kill a spy.... sent by Timefleet. Each time they fail, the ship is destroyed and Timefleet sends them back to the start.

The evil twist was the romantic intrest turned out to be the spy. "I can't shoot her! I love her!"

Ah yes... "You Asshole!" is a compliment in this case.

07-05-2003 02:52 AM

I'm thinking about a campaign with the Gorn as the primary adversary. Their neutrality in the Dominion War leaves them with an intact fleet. They decide to take advantage of it, beginning to expand, and consolidate. They will attack weaker species first, perhaps the Breen. Star Fleet is forced into defending their recent adversary, and get pounded on by a numerically superior Gorn fleet. The PCs get to crew a border patrol vessel (Sabre or Steamrunner class), and try to avert a war, fail, then they get to fight one.

## 7 of 11

08-13-2003 08:03 AM

Dunno if this counts but, in one of my solo campaigns I run, the player got 'imself a VERY nice character at creation. Trimmed him out with energy weapons,sysops command, and tactical, skills for a first officer. Well so far he has yet to fire a phaser or command a ship because he's the First Officer so the Captain sends him down planet/station side to "persuade" or Negotiate his way out of EVERYTHING. He has a 0 in those skills but a 1 with mods. His shipmates invite him out to play sports or games (again 0 in skills and 2 with mods) poker, 3-d chess, and tennis then truly tastes defeat by the hands of the youngest cadet (doesn't have rank yet, working on HER commission) onboard the ship. Does that qualify as evil?

08-14-2003 04:15 PM

Putting characters in situations for which they are patently unprepared could be construed as evil. :D Make 'em use that experience to round out the characters a little. It's great to be the best \*engineer\*pilot\*doctor\*tactical officer\*insert-specialty\* in the fleet. But even Einstein played the violin. So tennis, maybe a musical instrument, dancing, or gambling can all make the character more interesting to play and more useful in the campaign.

Ok this has to be evil, it reeks of evil. Just two words.... Premade characters. Find the worst species for the worst profession like a Klingon Councilor, or a Jem'Hadar Mystic and have your players roleplay them. Well it may not be that evil but it'll get your players hating you before the game starts. Watcha think?

## BouncyCaitian

08-16-2003 11:59 PM

### A Small Evil

"Activating Holodeck Scenario LV-426. Warning: Holodeck Safety Protocols Have Been Deactivated. Vocal Deactivation systems Offline."

## BouncyCaitian

10-23-2003 11:45 PM

A bit of Evil adapted for Dominion War era:

The players are on border patrol when they hear panicked broadcasts from across the Cardassian border.

"We can't stop them!! Self-Destruct Is Offline! They're overrunning the base..\*crackle\*

Then in a voice all too familiar:

"Assmiliation of Dominion Cloning Facility Complete. Assimilation of Support Vessels Complete.

Ammiliation of Jem'Hadar Drones Complete. Accessing Federation Data Archives."

"Assimilation of Sector 001 Intelligence Files Complete."

"Downloading Federation Data Archive."

"Accessing Starfleet DNA Data Archive."

"Downloading Starfleet DNA Data Archive."

"Accessing Starfleet Holographic Data Archive."

"Downloading Starfleet Holographic Data Archive."

"Commence Tissue Generation."

A long silence, punctuated by occsional updates on drone generation, then.

"Drone First Of Seven: State New Designation."

"I Am Locutus Of Borg."

"State Function."

"To Facilitate Assimilation Of The Alpha Quadrant And It's Associated Species."

"State Directive."

"We Add Their Biological And Techlogical Distinctiveness To Our Own. Their Cultures Will Adapt To Service us. Resistance Is And Ever Shall Be....Futile."

The players will now run screaming. heh. :D

### **Posted by C5**

Even more evil would be the next drones being the assimilated clones of the players themselves... :D

## sooth

10-24-2003 04:43 PM

### Random Patterns

Hows this?

In the middle of battle with [pick aggressive species of choice] a power overload causes the ships transporters to malfunction and to randomly relocate the crew around the ship; i.e Captain to Medical; Counsellor to Engineering; etc. etc. (basically wherever their characters will feel most like a ship out of water).

Then crash the turbo-lifts and communications & have hot plasma vent into all the jefferies tubes so that no one can move around too much.

For further refinement have the cargo transporters randomly relocate their equipment.

It could be great fun having one PC do open heart surgery on another PC based on instructions from the computer while the medical staff race to prevent a warp core breach!

To add extra spice the transporters could beam some people to the enemy ship or beam some enemy over to the PCs ship.



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**How about this....**

Okay last gaming session, just before they hit the climax of the story (they were about to discover who was behind the craziness of the WHOLE 1st season) the pizza girl showed up so I stopped them so we could eat. They didn't want to wait but I refused to go on until I ate (and slowly mind you) so we did. For about 30 LONG minutes they asked me question as I chowed away. But not once did I answer their gaming questions. Most of them didn't eat, they sat there reviewing notes and talk among themselves trying to figure out who is was, letting the pizza grow cold and stale. Is that evil?

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**C5**

11-07-2003 02:12 PM

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I think that one has been submitted on this thread, but I'm too lazy to go checking :D  
So : the players beam down to a planet with a nameless ensign. Then things start going awfully wrong, and soon every crew member of the crew is harmed in some way, except for the ensign. And when things can't go possibly worse, have the nameless ensign suddenly say "Computer, end program".  
After that, the players find themselves at a meeting with the Captain, who is sending them on an away team to the surface along with... nameless ensign, who comes running from the holodeck.  
Another evil idea : have the players experience very vivid collective hallucinations. Blend it with the reality so that they soon aren't very sure of what is real and what is not. Put them in a dangerous situation (without them knowing of course, if it's real or not). Enjoy :D

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**BouncyCaitian**

11-12-2003 10:16 AM

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Then of course....the Classic 'Mirror,Mirror' scenario. Except the United Empire of Planets did not fall here....and are looking to expand Elsewhere.  
I was particularly cruel and made the Imperials ruthlessly competent, motivated, and utterly evil. And not in the campy way. I made them 'KG' (many Europeans should know this term) and Gestapo competent. When the players finally figured out what they were up against, they pulled an original one on me. They found out the rally points where the Imperials would come through.....and let this 'leak' so the Dominion would think it was Starfleet rally points.

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**tmutant**

12-28-2003 09:19 PM

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Just a little story idea I had. It can work in any era, probably best in TOS or TOS Movie Era.  
Your PC's crew a small (Frigate or Light Cruiser) starship. They answer a distress call from a larger ship,( famous, massive reputation, use one of the Enterprises, or a similarly famous ship) that has just gotten its butt kicked by a group of unknown alien vessels. They arrive to find a badly damaged ship, with survivors, that they will have to tow to a starbase for repairs, or do heavy repairs on site for several days. Not enough space on the PC's ship to carry the survivors and the possibility of the unknowns returning mean they can't leave to track the aliens. As a pay-off, the aliens do return. The same one's that kicked the bigger more powerful ship's butt. Enjoy.

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**Mitchell**

01-27-2004 04:20 PM

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Hm...I JUST managed to convince my Dad to try it, by telling him I was going to make it nice, easy, and fun... So, now he starts off as one of Kirk's Ensigns!  
When that gets boring, it's time for Freak Freezing Accident, and he gets to go to Picard's era. Bit of Ensigning there, and then a new ship...  
Which ends up against the whole Dominion-Borg thing. Lots of cloned borg. (They also get better tech, knocking them out of the Voyager's Mooks problem they had.)

Y'know, i thought i was a nasty GM, but there are some really nasty & devious ideas here... I LIKE!!!:) The fondest memory i have of being close to this devious was from a couple of years back. I'd been running a game for a few years, and during the game i'd put a nemesis in the game for my players. I'd been using him for several years & he had cropped up from time to time to annoy the players or to disrupt (in whatever way i could devise) the players latest scheme. After a while, he got his hands on a time machine, and as all bad guys do, he decided to take his opponents out by killing them back in time. Now, i'd been running this game for four years (real time), so i had a bit of game history to work with. The bad guy ended up trying to kill the team by the simple expedient of a drive by shooting. What the team soon remembered (They had followed their nemesis) was that this drive by shooting had happened four years ago. and they survived, by destroying the van & all in it. Four years i had tortured them with this guy, and they had killed him during the very first game session. :)

I had to make a rapid exit from the house then, as two of them went for a couple of bits of 2 x 4, and another went for his car keys with the firm intention of running me over. Long & drawn out, but fun & very satisfying in the end.

**Posted by Liz Not Beth**

Now that would be great... Or even better, the charaters go back in time to stop a horrible war/disaster and end up having to kill themselves.

**Posted by Sundowner**

Having the players kill themselves is a nice twist, but be ready for the "what happens to me now" questions, and the "but if i'm killing my self & i don't remember this, did it happen"? queries. Temporal Mechanics is great fun when you're a GM & the players hate it. :)

**Posted by Liz Not Beth**

Why don't they remember? Simple.

"Because you are now dead, and this is the afterlife! MUAHAHAHAHAHAHAHAHAHAHA!!!!!"

## tmutant

03-02-2004 11:41 PM

A concept I ran into in the eighties, a naked singularity. All the space time weirdness, none of the gravity.. Which makes it very hard to detect. It may be a wormhole or subspace anomaly, but it causes altrations to the physical laws of the universe in the space near it. It transects Earths' moon, and becomes trapped in the core. On Earth, suddenly, magic works. Vampires, ghosts, werewolves, demons, and angels all spring into being from the population. It was the basis for a projected role-playing game that I never saw, or played, just heard about. Any evil thoughts?:D

## 7 of 11

03-03-2004 12:21 AM

Anyone ever see the movies Identity? Imagine if you could pull that off on your players? Maybe have everyone create a new character and plan a campaign that's inside a crazy guy's head? It's real and what not but have little details that are not exactly right in the world. Have the Galaxy crumble around the players and they try to save the galaxy only to find out that it's all not real. What do you think?

## tmutant

03-03-2004 12:58 AM

You could also run a "Usual Suspects", with the characters in the role of the Fed who doesn't believe in Kayser Soser. Until he has already walked out the door. Use it as a way to introduce a long-term nemesis.:D

## tmutant

03-16-2004 09:04 PM

Time travel to an era in the future when a war has blasted the Federation (andthe entire Alpha and Beta Quadrants along with it) back into the stone age. Characters have to find the cause, then violate the temporal prime directive to fix it, or allow the Borg to waltz in and take over. No easy "somebody else broke the rules so we have to fix it" answer, either. Ain't moral dilemmas fun?:D

## Sundowner

03-22-2004 03:56 PM

Anyone remember that DS9 episode, One Small Ship, i believe, where O'Brien, Bashir & Dax were shrunk due to some spatial phenomenon or another.

They spent the whole episode wandering around the defiant in a runabout, and unable to leave it cause someone actually remembered, if you shrink your molecules, air gets to big to breath.

Now, anyone remember that old 70's film, Fantastic Journey/Voyage or something. Where they were shrunk to go into someone to fix some brain damage that couldn't be fixed with normal surgery.

OK, lets mix. :D

Miniaturised assassins have been injected into a high ranking diplomat/officer/VIP & can't be beamed out cause their too damn small. So, a team is sent in after them. The only reason the VIP isn't dead yet, is that the assassins are lost. So the team have to go & find them.

However,

**1/.** No high powered E-Weapons, can't go around injuring the person you're trying to protect.

**2/.** No backup, the miniaturising project can only do a few people at a time (for some technobable reason or another)

**3/.** once inside, the team loses contact for some reason with the outside world as well, so they cannot be beamed out either.

You could conceivably keep them inside for quite a while. Long enough to have some fun anyway. :D

## tmutant

03-27-2004 07:59 PM

Then there's always an Alien-type adventure, with the ship called away for an emergency rescue mission while the PC's are on an away mission on a planet. Use an abandoned dome, with a working fusion power plant (can't use phasers on any of the higher settings or kaboom). Introduce nasty hungry aliens. Stir well and serve.:D

## tmutant

04-03-2004 06:58 PM

Alternate timeline for a Mirror Universe type campaign. Ceti Alpha Five did not blow up, laying waste to Ceti Alpha Six. Kahn and the genetically engineered humans with him survived, tamed the planet, and prospered. Fast forward to Post-Dominion War. Kahn is still alive. Though age has slowed him physically, his mind is still sharp. A combination of natural reproduction and cloning has allowed the population to increase to 100,000. They have sublight communications , but no warp capable ships (Too resource intensive for such a small population). They discover the instability of Ceti Alpha Five, and call for help. Mix well and serve. should serve 4 to 6. Serving suggestions: Try keeping Khan pure of heart and free of evil intent. The Federation may want to try him for past war crimes, creating conflict with his people. Conversely, make the whole thing a ploy to steal a couple starships and wreak terrible vengeance on Star Fleet for stranding them.

## Karg

04-08-2004 07:16 AM

Taking a Cue from Mactavish's great Dominion Vs the Borg Book.....

Q pop's the PC's ship into the gamma quadrant, tells them that a sphere is on the way to anihilate a planet. They later find out it's the Founder's homeworld.

What do they do, Find a way to stop the sphere and let histoy progress as we saw on DS9 or do nothing and let events unfold as in Mac's book:D

## tmutant

04-17-2004 04:20 PM

The Dominion assimilate the Borg, using Borg technology to improve the Jem Hadar. Or the Borg realize that the only way to add the Founders biological and cultural distinctiveness to the Collective is through an alliance. The Borg will continue to try to find a way to assimilate Founders, of course. :D

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Anyone seen "Forbidden Planet"? Might make a good scenario, especially if your players haven't seen it. Being attacked by monsters of your own creation, from the depths of your own unconscious mind. Kind of a neat way to explore the darker side of humanity, and what it takes to overcome it.

## Mitchell

05-17-2004 08:16 PM

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How about this...

Players are sent to a planet to stop a group of evil pirates. When they get to the planet, they are attacked by some insects, and a giant pterodactyl thing. These are the pirates, and after a short fight, they say they are willing to make a deal.

If the players accept, the pirates reveal that their "mother" is lying dead in a tomb, and they wish to get the body. In return, they will quit pirating, or aid the players against one of their enemies.

Enter tomb, see Statues made of Sand. They have to fight some evil floating blob-like things, which can drain life energy. If anyone, like a mook, is killed, the victim turns to sand, and disintegrates. His body was completely drained of electrons.

Eventually, they get to the body, and find the brain is alive. Mission Accomplished, Pirates agree for peace...

BUT....

They just helped Ripley, from Metroid, rescue the Mother Brain, and the Metroids! This is "kill your GM" evil. Especially when they face Mk. 2 Metroids, which are immune to Phasers, unless frozen...

## tmutant

05-20-2004 12:09 AM

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Thank you. I do my best to keep new stuff in here to keep it on the first page.

How about a race of cyborgs that aren't the Borg, but may be worse. // Adapted from the Mechanoid Invasion from Palladium Games.// A species of intelligent humanoids altered (through surgery, nanotech, and genetic engineering) to become a unit of space explorers. Their organic brains and nervous systems were grafted to robotic bodies, either ground vehicles, or space vehicles. They were made capable of reproduction so that they could expand through space, and replace losses. They were also made psionic, to communicate securely. Eventually, they returned home, sensed the revulsion and horror their new form caused amongst their progenitors, and collectively went insane. They annihilated their humanoid predecessors. Then they started looking for more humanoids. To kill them. They breed constantly, and build new, enhanced bodies to cope with new threats. They are quite rational with non-humanoids, and form alliances and trade agreements with them. They immediately kill any humanoids they find, unless they feel that they can gain useful information through torturing them to death slowly. Their largest form is a base ship, which is capable of carrying out the invasion and extermination of an advanced humanoid world without additional support. It carries swarms of smaller Mechanoids to achieve its goals.

## tmutant

05-28-2004 10:57 PM

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Another idea inspired (in a round-a-bout way) by the Enterprise season finale. Could be a Temporal Cold War adventure if you are running an Enterprise-era campaign, maybe a Guardian of Forever adventure in a TOS-era campaign.

An alien or group of aliens travel back to World War II Germany. They provide assistance to help the Nazis win, altering the time line. They cure Hitler's physical ailments so that he survives to unify the world under Nazi rule, with the Japanese as partners. The U.S. is partitioned between them (a la "The Man In The High Castle" by Phillip K. Dick) and they do horrible things to the racially impure. Eventually, they move into space, attain warp drive, and encounter other life. They immediately set about subjugating or destroying any aliens they meet. They build a large, powerful fleet. A Grand Alliance of alien races forms to stop the Human scourge. Vulcans, Andorians, Tellarites, and Axanari join forces, and after a costly war, drive the Humans from space, and enforce a quarantine on Earth. They endeavor to form a permanent alliance, a Federation, to ensure their future security. A weaker, less widespread Federation that can fall prey to Klingons, Sphere-builders, or villain of the week. The characters are recruited to go back and stop the divergence of the timeline by stopping the aliens in 1944.

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**Try this on for size...**

...I saw the preview to I, Robot. Imagine if the trial for Data being massed produced failed and they massed produced Data to do everything from mining to security teams. Then they AND the Holograms revolt! The players are ordered in to talk to the rioters and to try to talk some sense to these programs or stop the riots be the means of force. Imagine them trying to talk to Data or a Hologram that's a million times faster, smarter, and stronger than anything the Federation has. They are well trained in Security tactics and know the planet/station better than anyone else. Do they talk it out, fight it out, or try to prove that these programs are living being beings? May need tweaking suggestions would be great.

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**tmutant**

06-12-2004 12:27 AM

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I've recently started the Master and Commander books by O'Brien. It's started me thinking about applying that whole milieu of a ship and her crew at war to a campaign. It could be set in Pre-TOS Klingon War (like the FASA Four Years War stuff), TNG-era Cardassian War, or (of course) the Dominion War. The idea is to undertake long, multi-episode missions, with multiple encounters along the way, repairing damage, burying the dead, and continuing on. It would be a very military campaign, but one shot episodes could deal with diplomacy, mercy missions, even exploration. Just throwing out thoughts to see if they inspire anything.

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**tmutant**

06-25-2004 08:08 PM

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Hmmm. An invasion of the entire Milky Way Galaxy by Andromedans. Technologically more advanced than any race, violent and expansionistic, they take on the Borg first, considering them the greatest military threat. This (may) allow the Federation and its allies enough time to put together a credible defense.