

STAR TREK™
ADVENTURES

THE BEST PILOT
IN THE GALAXY

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INTRODUCTION

"THE BEST PILOT IN THE GALAXY" is a teaser adventure for *Star Trek Adventures*. This adventure is meant to be played by a Gamemaster (gamemaster) and 1-3 players. It is best used to start a current campaign. It may be inserted during a lull in the action, if appropriate.

To run this adventure, the gamemaster needs to be familiar with the adventure itself and the *Star Trek Adventures* rules.

Synopsis

One of every great flight controller's dreams is to be able to pilot their vessel in a challenging race versus other skilled pilots. This teaser allows your crew's flight controller to test his skills against other alien pilots. Whoever wins will become famed through the quadrant as the best pilot there is.

The rules of this race allow a flight controller, navigator, and science officer or command officer to participate. (The science officer would play the role of scanning for hazards.) Any character can assume the positions. It doesn't have to be the normal flight controller. There might be other characters, including the captain, who have a penchant for piloting and are eager to earn this title.

The gamemaster begins this adventure with two points of Threat for every player character in the scene. Keep in mind, this mission is added to whatever main campaign the gamemaster has chosen, so the Threat is only collected once.

Scene: The Best Pilot in the Galaxy

When the players are ready to begin, read the following:

“(Insert Reporting Officer’s Name) Log, (Insert stardate): After departing the newly-established Federation science colony on Chuntoo XIII, our crew ran into the Wairarapoo, a warp-capable race of engineers who base their faith on The Great Race, the belief that overcoming constant challenges drives the spirit of life and advancement. With that, everything the Wairarapoo do is considered a race; whether it is who can cook the fastest meal for new guests or who can speak at the most rapid and succinct rate to get the point across. As you can imagine, this has made first contact an interesting experience, especially when, after they experienced our transporters for the first time, we spent nearly two hours in the transporter room seeing which one of their brilliant engineers could modify the system to speed up the transport process.

One of their longest-held and most cherished traditions when meeting a new species is to offer them to race in the Wairarapoo Challenge, a specially-plotted course through the outer edges of their system replete with asteroid belts, gravity wells, short-period comets, gaseous anomalies, and even a temporal-particle stream. Only full impulse speed is allowed. In addition, only one pilot with two support crew per ship are allowed to participate.

I am proud to say our crew has done well so far, even after passing through the temporal-particle stream and reliving the embarrassment of my freshman year at the Academy. We are currently in the lead but only by a hairsbreadth. Their top pilot, Insenoo Per, and his crew aboard the *Tusslebout*, have pulled out every trick to try to make us fall behind. Now, we need to get past the final two challenges to be heralded as this race’s “Best Pilot in the Galaxy”!

The adventure begins with the pilot of the fast-traveling vessel needing to make a **Daring + Conn** and ship’s **Engines + Conn** with a difficulty of 3 to avoid a hyper-charged sungrazing comet that the race requires them to come within 40,000 KM of and then make a sharp course correction through an ionic anomaly. Failure means that the comet’s hyper-charged particles got into the impulse engines. There is no time to purge the system as this is the last leg of the race. The difficulty for all other actions, including future piloting rolls, is increased by 1. Success means that the deft piloting avoiding the particles. Momentum can be used to create advantages for the away team or banked for future rolls.

To win this race the crew must succeed in the following Linear Task:

1. **Chart Ionic Anomaly.** The ionic anomaly eliminates all sensor sweeps, nullifies force shields, and can cause major fluctuations in impulse engine controls. It is a **Reason + Conn, assisted by** the ship’s **Sensors + Conn** with a base difficulty of 4 to successfully chart this hazard. Other PCs can and should assist. Success means the anomaly is charted and the next step in the task is reduced in difficulty by 2.
2. **Exit Anomaly Avoiding Undetected Meteor Shower.** Right after exiting the ionic anomaly the crew faces itself in the middle of a wild meteor shower located on the fringes of a T-Tauri type star. This will be a **Daring + Conn** task assisted by the ship’s **Structure + Conn** with a difficulty of 4 (1 if the last task was successfully completed). No one can assist with this task, as it is unexpected. The pilot is on their own. If the pilot fails, the ship is pelted with meteors. For the fact that shields were eliminated due to the ionic anomaly, the ship takes 5CD damage. The ship may roll a resistance roll. Unfortunately, the *Tusslebout* passes the Players’ Ship and takes the prize. As quickly as the Wairarapoo came onto the scene, they warp away, disinterested in spending any more time with losers.

If successful, the players win the race. Read the following:

(Insert name of flight controller) of your starship zigs and zags through the deadly meteor shower with a determined agility the likes the quadrant has rarely seen. Instinct replaces thought. Reflex outmatches training. As the last stream of meteors comes within millimeters of the vessel's hull, the flight controller works the controls like a violinist masters a complicated solo. The zooming starship crosses the finish line, a rainbow halo of Zun, a white dwarf star named after the Wairarapoo's god of engineering. Before your crew can even cheer, they are transported off of the bridge and into the Famed Ceremonial Hall of Galactic Champions. (Insert flight controller's name) is quickly handed the Zun Award of Eternal Honor and heralding as "The Best Pilot in the Galaxy" in front of a throng of rapidly-clapping race fans and the beaming smiles of their proud crew.

That's all, folks. Gotta' run! Who knows? You might run into the Wairarapoo again somewhere in this area of space.