

25 Mission Teaser Ideas

Talent show - The crew is putting on a talent show. Each player states what they are doing for the show and plays it out. To make this fun, add rolls to determine success and at the end just before they announce the winner the ship is jarred or goes to red alert or something else that takes the members away.

Asteroid trajectory – The crew must work together to alter the trajectory of an asteroid heading towards a Federation colony. Tailor these activities to the roles playing: Medical – inoculating the crew against radiation coming from the asteroid, Conn – maintaining a course alongside it, Engineering – developing a method to adjust the course (try something other than a tractor beam), Science – identifying the composition of the asteroid so engineering knows what to work with, etc.

Cargo ship singularity – A small cargo ship is stuck in a singularity and the crew must help to free them. Tailor these activities to the roles playing: Medical – treating injured, Conn – pulling them out, Engineering – modifying a tractor beam to cut through interference, Science – identifying the special harmonics needed to make the tractor beam work, etc.

Crew tensions – Two crew members are caught fighting in the mess hall. They need to be separated, their issue must be identified and resolved. This could be something fun like they are roommates and one is messy.

Ship maintenance – Have a ship system, like an EPS relay, blow out. The results effect the other departments, medical's lights go out, the conn has to navigate using thrusters, the engineers have to identify and fix the issue, etc. If you need a system for the rest of the game, end by having the captain announce the crew did well with the simulation and have all systems return online.

Dilithium sampling – The crew must take samples from a planetoid they discovered which shows signs of dilithium. Each position can be involved since they will need to get there, scan the area, and extract the dilithium sample. The security chief can do a survey of the area for potential risks and the doctor can treat someone who rolled their ankle (preferably an NPC).

Unknown pathogen – A crew member reports to medical with some weird symptoms, after being scanned the doctor realizes a previously unknown pathogen is now loose on the ship. The team must perform lockdown procedures and sterilize everything.

Movie night – The crew is attending their regularly scheduled classic movie night in the holodeck. Antics ensue when the movie comes to life and the crew is mistaken for characters. The command system is offline so the crew must participate in the activity until the engineering team can shut it down. Use a fun genera such as a Romcom, musical or even an animation.

Stowaway – When returning from an away mission a member of the crew accidentally transports a small rodent onboard, but it runs into the ventilation system. They must locate and isolate the creature before it does damage to the life support system. Preserving its life is important.

Nebula research – The team must alter and launch a probe into a class 6 ionic nebula to study it. Each role can have a different portion of the process.

IMH – The emergency medical hologram keeps randomly activating and trying to take over for the doctor. The crew must solve the issue or rename it the interrupting medical hologram.

New element – The crew discover a new element in the rings of a planet. They must get in close enough to transport some aboard to begin testing it.

Cultural unfamiliarity – The crew returns from an away mission. Before they can depart the ship is hailed by the planet. Apparently one of them is now engaged to be married because they shook someone's hand or something else innocent before they left. The crew must convince them it was an accident before they can depart.

Medical aid – The crew must provide medical aid to a colony. This entails transportation of good by shuttle craft, training from the doctor, coordination by a command officer, hooking up equipment, etc.

Array repair – A deep space research array has been damaged by an ion storm and the crew is there to repair it. All of its systems must be fixed and this can only be done with a spacewalk.

Ancient artifacts – On an away mission the team must collect and analyze several ancient artifacts, one of which gives off a faint energy signature. This device can be as impressive as a powerful telepathic device or as simple as an early form of a battery.

Mixed messages – A message buoy is trapped in an inversion field. It is emitting a message stream that can't be deciphered. The team needs to free it or unscramble the data. When they do the message can be a Segway into their mission or is just the recipe collection of a species.

Mind altering – The crew finds their consciousness in the body of another character. When they investigate they find a crew member experimenting with a piece of technology designed to help him read minds, but instead it switches them between crew members.

Reporter onboard – A Starfleet reporter beams aboard and needs to be escorted around to discuss the status of the crew's mission thus far. Each department needs to also give a demonstration of something they have been working on lately.

Second contact – The ship proceeds to a planet to make second contact where they are to negotiate the inhabitants entrance into the Federation. While there they realize the planet has two classes, those who manage most of the resources and the other that does all of the work to be provided with mere table scraps. The crew must decide if they want to extend an offer to join or not.

Bad luck – A new crew member beams aboard and is being given a tour. Everywhere they go something seems to go wrong. They think they just have horrible luck. Turns out their communicator has been altered by Romulans to act as a recording device but is disrupting systems.

Prisoner transport – The ship has been tasked with transferring a prisoner from one ship to another. Security must prevent an escape attempt, engineering must treat injured and engineering must fortify the brig so they do not escape again. In the end they are transferred to the next ship and the crew continues their mission.

Poison gas – A plasma converter ruptures and poisonous gas leaks out. This must be contained, the converter repaired and those exposed need to be treated.

Bussard alignment – A team is assembled to perform a routine alignment of the bussard collectors. This involves establishing a zero momentum position, which in space is extremely difficult, and a space walk to align the routing matrix.

Cultural training – The ship hosts a guest lecturer who is supposed to be providing training on the cultures in this region of space, but inconsistencies arise in the information they are providing. With a successful reason check someone realizes this and after looking into it he is a conman just looking for a ride to one of the planets where he has heard of treasure.