RPGA 2026 – Star Trek: The Last Generation – Brent Knorr

A Mission Brief for the Star Trek Adventures RPG

Opening Log Entry: "We have detected a vast sublight vessel entering an inhabited system. Its engines are firing, but its approach is troubling. Neither civilization appears warp capable. We must determine the danger before our presence changes either society forever."

Major Beats

The planetary system has one inhabited Class M world that is at a medieval level of technology.

The ship is over 1200 meters long and has a forward section that is a rounded command module with sensor arrays and communications equipment. This is followed by four massive rotating habitat rings. Next are several industrial modules, fuel tanks, and fusion reactors. The stern has three massive engines. There are smaller maneuvering engines along the sides of the ship.

Scan with **Reason** + **Science**, **D1** (Difficulty 1), assisted by ship **Sensors** + **Science**. Reveal the collision risk even on failure; a failed scan costs time or attracts attention. On success, reveal the first tier below; each **Obtain Information** spend or additional scans, can reveal another tier or answer a related question.

- The ship is decelerating stern first. with the engines leading. There are life forms aboard the ship. There are no communication signals coming from the ship.
- The maneuvering engines are not working properly. If the maneuvering engines are not repaired, the ship will crash into the planet decimating the population.
- The ship can sustain many more lifeforms than are currently onboard. There are approximately 2000 lifeforms but has capacity for 25,000.
- The ship is around 300 years old and is a generational ship. Assuming human lifespans, the 9th, 10th and 11th generations would be present. The ship can break apart, with each section able to touchdown.

A very focused scan from close range, or an away team can discover the following. If scans are being done from the PC's ship rather than by an away team increase the Difficulties by 1.

Reason + **Science**, **D2**. There are very few young people, less than 100. There are 1400 people over the age of 65, and only 500 between the ages of 35 - 65. The 11th generation may be the last generation.

An **Obtain Information** spend will reveal that the ship's population is bordering on being too small to maintain a genetically diverse population

Insight + **Medicine**, **D2** a virus has made most of the population sterile. The planetary population would also be susceptible to this virus.

The Dilemma – Both populations are covered by the Prime Directive. How much and what kind of help can be provided? Does the Starfleet crew risk contacting the Generational ships crew?

The engineers on the generational ship could repair the maneuvering thrusters and obtain orbit but are short on critical components, materials and time.

Reason + **Engineering**, **D2**, identifies compatible replacements; **Control** + **Engineering**, **D2**, installs them. Increase the Difficulty and Complication ranges by 1 if the PCs try to install them covertly. Repairs permit a safe orbit, but landing spreads the virus. **Presence** + **Command**, **D2**, may secure cooperation if contact is chosen; it does not settle the Prime Directive question.

The tractor beam can correct the ships course, but this would be noticeable by the inhabitants of the ship.

Reason + **Science**, **D2**, finds a narrow sensor blind cone behind the main engines. **Control** + **Conn**, **D3**, holds position in the exhaust-shadow approach; **Control** + **Engineering**, **D2**, assisted by ship **Structure** + **Engineering**, makes the correction. Complications can expose the intervention or strain the tractor system. Getting the ship into a safe orbit can buy additional time and lower the difficulty of developing a cure.

Developing and distributing a cure for the virus is a **Challenge** with Medical and Engineering components: **Reason** + **Medicine D1** for research, **Control** + **Medicine D2** for validation, and **Reason** + **Engineering D2** for production, **Insight** + **Medicine D2**, finds a viable delivery route; **Control** + **Engineering**, **D3**, implements it covertly. Failed work costs time; complications may reveal treatment or leave a habitat ring untreated.

Conclusion

The outcome should be judged by lives saved, the virus contained and the impact any interventions had on the two societies. A final scene could be played out where the Starfleet crew needs to defend the actions they took in front of a board of inquiry.

Quickstart Rules

The free Star Trek Adventures – Second Edition Quickstart Guide by Modiphius includes rules and pregenerated characters can be used to run this Adventure.