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CREDITS

1732011

SYSTEM DESIGN

NATHAN DOWDELL

BOX ARTWORK

CRISTI BALANESCU

PRODUCED BY

CHRIS BIRCH

LINE DEVELOPMENT

DAVE CHAPMAN AND SAM WEBB

INTERNAL ARTWORK

CRISTI BALANESCU, MICHAL E. CROSS,
DOMINGO DÍAZ, JOSEPH DIAZ,
TOMA FEIZO (4%), CONNOR MAGILL,
TOBIAS MCNETTER, ALAIN RIVARD,
MARTIN SOBR, STEVE STARK,
AND RODRIGO TOLEDO

PUBLISHING ASSISTANT

SALWA AZAR

CAMPAIGN WRITTEN BY

MARCO RAFALÁ

OPERATIONS MANAGER

GARRY HARPER

PRODUCTION MANAGER

STEVE DALDRY

EDITING

MIKE BRUNTON, SAM WEBB,
AND JIM JOHNSON

ART DIRECTION

SAM WEBB

COMMUNITY SUPPORT

LLOYD GYAN

191984

GRAPHIC DESIGN

MATTHEW COMBEN

FOR CBS STUDIOS

BILL BURKE, JOHN VAN CITTERS,
MARIAN CORDRY, VERONICA HART,
BRIAN LADY, AND KEITH LOWENADLER

221084

PROOFREADING

ARIC WIEDER AND KATYA THOMAS

LAYOUT

MICHAL E. CROSS

AUX SYS



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2nd Floor, 39 Harwood Road, London, SW6 4QP, U.K.

[INFO@MODIPHIOUS.COM](mailto:info@modiphius.com)
[WWW.MODIPHIOUS.COM](http://www.modiphius.com)

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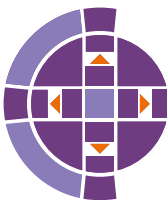
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Sample file



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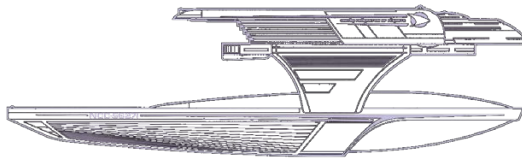
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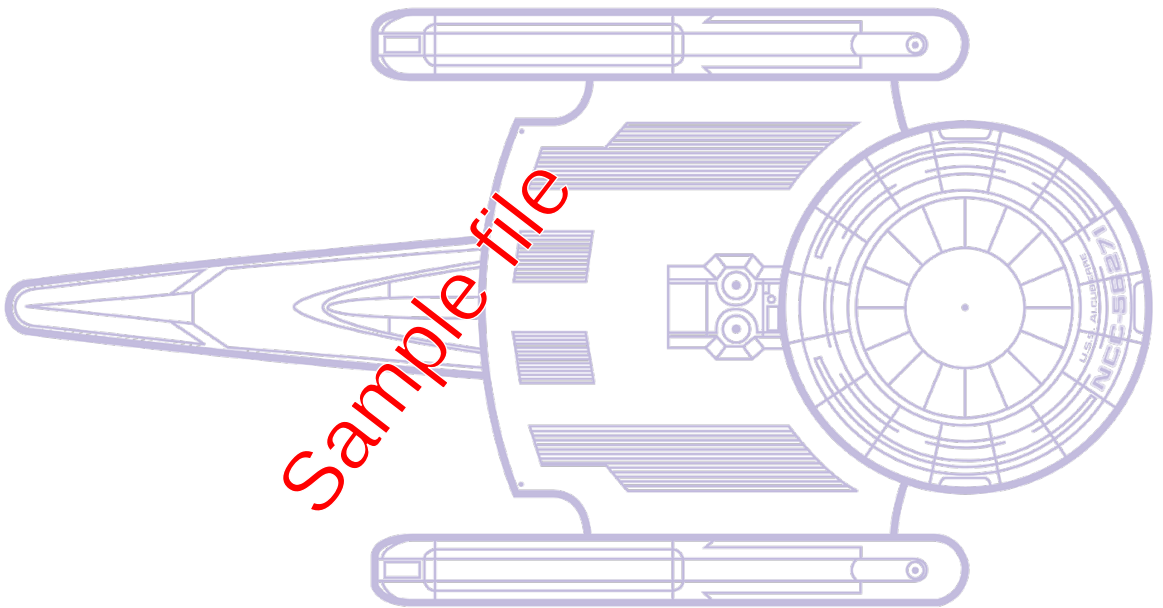
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LCARS 03-0370



SUBSPACE INTERFERENCE
SCAN INCOMPLETE

EF-01-8022



RT-01-0871

LK-02-8730

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41440	9830
773	12002
9980	107

4457029	3226	12300
29900	25903	80
3442	440	22058
1634780	2378	4408
10900	29911	

UNABLE TO DETECT LIFE SIGNS
IMPULSE DRIVE OFFLINE
THRUSTERS OFFLINE
WARP DRIVE STATUS UNKNOWN
COMPUTER STATUS UNKNOWN

38-2201

2301

9743

32-2088

7480

8720

1003

08-9697

USS ALCUBIERRE

21-8390

39366298	298421	553058	229451	455295	27383937
30265519	34792	620198	326899	260493	27044812
20343360	320901	236103	15032	273029	24730282
24369201	843920	175073	234921	138430	11239403
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12-3788

17-2880

19-3300

21-5540

22-9021



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01.10 CAMPAIGN OVERVIEW

006

INTRODUCTION

CAMPAIGN OVERVIEW

THIS CAMPAIGN

This introductory campaign provides a Gamemaster a storyline of 3 interlinked missions to launch into several sessions of **Star Trek Adventures**. It introduces the game rules as the story develops, and is designed to be run by a novice Gamemaster as simply as possible. By the third mission, the Gamemaster should be familiar with the 2D20 system, able to run any **Star Trek Adventures** missions, with the help of the *core rulebook*.

This campaign is designed to be used with the *Starter Rules* booklet, dice, tokens, and poster map included in this boxed set.

PART ONE: THE ALCUBIERRE

In their first assignment, the Player Characters must make contact with and recover the *U.S.S. Alcubierre*, a test-bed for a new type of warp drive. It introduces the game rules and advises the Gamemaster how to run the mission, one Task at a time.

PART TWO: WE ARE NOT OURSELVES

With the conclusion of part one, Players will have an alien mystery to follow and investigate, and introduces new game mechanics and guides the Gamemaster how to implement them at the table.

PART THREE: THE PIERCED VEIL

Part three brings the campaign to a dramatic conclusion, with the Players tackling the alien scheme head on, they will have to make difficult decisions that will tackle their moral perspective, and will introduce starship combat as an exciting part of the game.



PART ONE

THE ALCUBIERRE



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