

STAR TREK™

ADVENTURES

Sample file

IDW YEAR FIVE TIE-IN

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YEAR FIVE TIE-IN SUPPLEMENT

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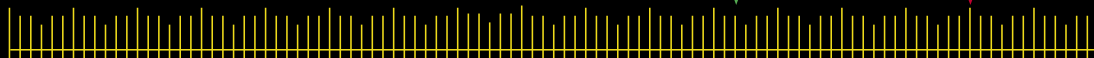
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YEAR FIVE TIE-IN SUPPLEMENT

INTRODUCTION

“Its five-year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.”

– CAPTAIN JAMES T. KIRK

With those famous words, the 1960s *Star Trek* TV show established its mission statement. Viewers joined Captain Kirk and his crew for voyages aboard the *Starship Enterprise* as they journeyed through space, the final frontier, on a five-year mission of peaceful exploration – except those voyages ended prematurely when the show was cancelled after only three seasons.

Fans have wondered ever since what thrilling adventures occurred during the final years of the five-year mission, what events propelled the main characters from where we left them at the end of the series to their new status quo at the start of *Star Trek: The Motion Picture*. Kirk gives up the captain’s chair for the admiralty. Spock leaves Starfleet to purge all remaining emotions through *Kolinahr*. The *Enterprise* undergoes a major refit. The series’ abrupt end left the details of those major developments to the imaginations of the fans. That is, until 2019, when IDW launched *Star Trek: Year Five*, a sprawling space epic that wrapped up the *Enterprise*’s five-year odyssey and set the crew on a path toward their new status quo as depicted on the big screen.

The comic series captures the vibrant action and adventure of the classic television show while also offering new insights into its iconic characters. The series revisits some familiar settings and supporting characters, adding new twists to familiar story elements. *Year Five* also embraces the franchise’s tradition of offering pointed social commentary relevant to today. And it’s *Star Trek*, of course, so all these elements are wrapped up in a larger storyline about alien interference, time travel, and galactic warfare.

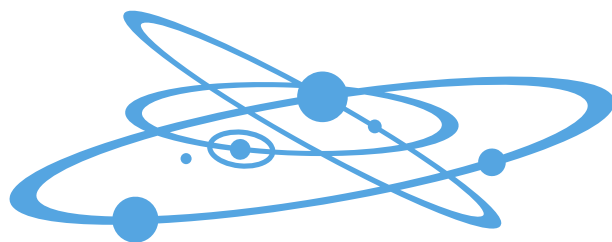
This compilation examines some of *Year Five*’s most intriguing factions, characters, alien species, and starships, making its exciting storyline playable for the **Star Trek Adventures** roleplaying game. This document provides full non-player character statistics for classic characters who appear in the comic series, such as Gary Seven, Isis, Harry Mudd, and the Vulcan philosopher Surak. It also features lifepath options for Tholians and Lotians, making those species fully playable. It also includes lifepath options, NPC statistics and starships for the water-breathing aliens called the I’Qosa, a wildly imaginative species that first appeared in the pages of *Year Five*.

This compilation attempts to capture these elements as they’re depicted in the *Year Five* comic book series. Many of these elements, such as the Tholians and Harry Mudd, will be familiar to *Star Trek* fans who have been watching reruns of the classic series for decades. However, *Year Five* sometimes introduces surprising new takes on many of these classic characters. Thus, some of the material contained herein may seem unintuitive to those who have watched the original show but have not read *Year Five*. It’s not required to read *Year Five* to make use of this material, but some familiarity with the comic series might be useful to get a full sense of how these elements fit together.

To illustrate this point, consider Gary Seven, the enigmatic character introduced in the 1968 episode “Assignment: Earth.” Gary Seven, along with his shape-changing partner Isis, teamed up with the *Enterprise* crew to save the day. The *Year Five* series reintroduces Gary Seven and Isis but casts them as the central antagonists. The comic series explores in great depth Gary Seven’s secret origins, and the central story arc reveals the machinations of Gary Seven’s extra-dimensional employer, Aegis. These developments respect the events established on the television show while taking the story in surprising new directions.

Now, gamemasters and players can do the same thing in their **Star Trek Adventures** games. Introduce Aegis as a mysterious new faction pulling the strings of galactic history. Explore the seismic shifts in Federation politics that awaited Kirk and his crew as they returned from deep space. Make contact with the I’Qosa far below the waves of their home planet.

The *Enterprise*’s mission may have reached its conclusion, but yours is just beginning!



YEAR FIVE FACTIONS

“The Originalist movement will spread like a poison through the body of the Federation if we let it.”

—AREEL SHAW

ORIGINALISTS

Many changes awaited the crew of the *U.S.S. Enterprise* upon the completion of its five-year mission in 2270. Starfleet had christened a new flagship, updated its duty uniforms, and a new political movement was sweeping the United Federation of Planets like wildfire. Members of this new movement called themselves Originalists, and they argued that the Federation had placed too much emphasis in recent years on expansion and exploration. The drive for expansion, the Originalists claimed, had left the Federation's founding worlds with too few resources and diminished influence. New worlds joining the Federation diluted the power of the founding planets, according to the Originalist viewpoint. Part of the movement's platform called for an end to any further five-year exploratory missions like the one just completed by the *Enterprise*, and the movement's opponents worried that, if given the opportunity, the Originalists would decimate Starfleet and scrap its mission of peaceful exploration and scientific advancement.

The Originalist ideology spread rapidly and drew enough adherents to its banner in just over a year that the party's candidate for Federation president stood a realistic chance

of winning election. Influential political figures on Vulcan, Andor, Tellar, and Earth pledged their support for the Originalist platform, and the movement even made inroads among the highest ranks of Starfleet. Admiral Koraxi, an avowed Originalist, orchestrated unethical medical experiments carried out aboard the *U.S.S. Asclepius* and gave Starfleet bypass codes to a Klingon ship in the hope that the Klingons would kill James T. Kirk, whom Koraxi identified as a threat to the Originalist cause.

Areel Shaw, a former officer in Starfleet's judge advocate general who rose to the office of attorney general, recognized the Originalist movement as a cynical, caustically nationalistic force that threatened many of the Federation's core ideals. After the plot on Kirk's life failed, Shaw tried to convince Kirk to seek the Federation presidency to oppose the Originalist candidate. Kirk refused to run for office, but he did agree to a fact-finding mission to meet with the Originalist candidate, who turned out to be none other than notorious con artist Harcourt Fenton Mudd. Mudd utilized xenophobic rhetoric in his appeals to the Originalist base, which won him a devoted following in the movement. But Mudd's true intentions were to use his new position as a political darling to steal





classified information from Andorian computer systems. Kirk and his allies derailed Mudd's candidacy by exposing his deception.

However, the Originalist movement remained a potent force in Federation politics even after Mudd's fall from grace. An Andorian administrator named Renei vowed to take up the movement's mantle. Gary Seven recognized the Originalists' potential to disrupt the Federation, which would be a helpful outcome for his employer, and made contact with Renei to urge her to run for Federation president.

Following Kirk's refusal to run for office, Shaw announced her own bid for the presidency. The election appeared to put Shaw and Renei on a collision course with the soul of the Federation hanging in the balance. As the presidential race reached a fever pitch, a potential war with the Tholians loomed large as a central issue in the campaign. Renei, the Originalist candidate, blamed Kirk and Starfleet for igniting the diplomatic crisis at the heart of the Federation-Tholian conflict.

USING THE ORIGINALISTS IN YOUR GAME

Characters who are allied with the Originalist movement are most likely to belong to one of the founding species of the United Federation of Planets. They view the Federation as under attack from outsiders and at risk of losing its identity as it admits more new member worlds. They also view Starfleet with a deep sense of skepticism. Originalists

believe Starfleet's exploratory mission is naïve and wasteful at best, and downright dangerous at worst. Originalists believe they are waging a war for the very identity of the Federation, and they are willing to cross virtually any moral and ethical boundary to gain control of the levers of government power.

This, of course, flies in the face of the principles of infinite diversity and peaceful exploration that lie at the heart of *Star Trek* storytelling. That makes it unlikely that player characters in a Starfleet game would be members of the Originalist movement. However, gamemasters might introduce supporting characters or villains who believe in the Originalist cause. These characters create opportunities for interesting conflicts that allow the player characters to uphold the core tenets of the Federation and Starfleet. The Originalist embrace of the "might makes right" political philosophy creates a compelling contrast to player characters who might refuse to toss their ethical standards aside when they become politically inconvenient.

Originalists, however, do not see themselves as villains. Rather, Originalist characters are much more likely to view themselves as righteous crusaders who are fighting for a better future for the Federation. It is precisely this unshakable belief in their own righteousness that makes them compelling foils for Starfleet player characters, particularly those who are committed and believe in the value of exploring deep space.