

STAR TREK[™]
ADVENTURES

The Roord

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INTRODUCTION

"The Roord" is an adventure for the *Star Trek Adventures* Living Campaign playtest series. This adventure is meant to be played by a Gamemaster (gamemaster) and 3-7 players, using the pre-generated characters provided.

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

For this playtest, you will need:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum.
- The pre-generated character sheets, and your selected starship sheet
- The *Star Trek Adventures* playtest rules (version 1.36 of the core rules, version v1.1 of the Starship Operations rules)

Synopsis

The characters are mapping a trinary star system deep within the Shackleton Expanse when they detect an alien spaceship listing in space. The pre-warp vessel, a ceremonial yacht of some sorts, is found to contain two unconscious and one dead alien. Also, the ship's nuclear-powered engine is about to fail. The crew is forced to evacuate the aliens before the ship explodes.

Upon bringing the aliens to consciousness, the crew learns that the two survivors, a male and female, are engaged to be married. They were on their way to becoming ceremonially bonded when their space yacht's engine failed. They are both members of the Roord race, though they hail from two different planets located in the trinary star system. They are members of their respective royal family. Tradition dictates that they must make the journey to exact spatial coordinates to perform the ceremony since their marriage can only be satisfied by planetary and solar alignment. Another problem surfaces when the crew learns that the third deceased alien was the only person capable of performing the ceremony. The ceremony requires the master of a vessel to consecrate the betrothal.

The crew comes to appreciate that the Roord must adhere to strict rules to solemnize their marriage. Otherwise, they must wait another twenty years to wed. In addition, their marriage is needed to prevent a war from continuing on their homeworld, a conflict that has been going on for one hundred and twenty years. With a ready starship and able captain, the crew surmises that they could help make this wedding happen. It would not be a violation of the Prime Directive since the Roord are aware that there are other space-faring species (even though they have not achieved warp travel yet) nor is it unheard of that a non-Roord performs the peacekeeping ceremony.

Wedding bells start to ring. However, rival Roord factions are eager to continue the war. They arrive to disrupt the ceremony. Can the crew hold off the wedding crashers, perform a solemn ceremony, and bring peace to this star system?

The gamemaster begins this adventure with two points of Threat for every player character in the group.

Scene 1: Discovering the Vessel Dead in Space

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

The ship has arrived in a rare trinary star system. The three red giants are exactly the same size bound gravitationally as a stable center to a tri-solar system with two planets situated in perfect geo-synchronicity along the same orbital paths. Long range scans indicate that the planets are Class-M, each inhabited by pre-warp but spacecapable species.

The crew launched a Class-IV probe to make preliminary scans of the trinary star systems. Class IV stellar encounter probes are modified Class III probes outfitted with a vectored deuterium micro-fusion propulsion supplemented with continuum driver coil. The sensors are perfect for scanning stars that have triply redundant stellar fields. They are loaded with particles detectors and an advanced stellar atmosphere analysis suite.

Readings are just starting to come in when sensors pick up a small vessel about 100,000 km from the corona of the second star. The elongated vessel is trapped in the gravitational pull of the star. No engine activity is detected; though strong nucleogenic readings are coming from a failing engine core. The ship is plated in gold-colored metal making it gleam brilliantly in the sunlight.

The adventure begins with your ship positioned in long range distance from the trinary stars. The ship's main viewscreen has been modified to allow stargazing. The probe allows the ship to enhance the scope and range of their scans as if they are in close range.

The nucleogenic particles are disrupting more detailed scans indicating that the engine may blow at any moment. The character at tactical or helm can try to hail the vessel. Attempts to hail the vessel will net zero results. They need to make a **Control + Engineering** with a Difficulty of 0, assisted by ship's **Communications + Engineering**. To perform a sensor sweep, the character at the Science Station or Ops can make a **Reason + Science** with a Difficulty of 2, assisted by ship's **Sensors + Science**. Complications may mean that sensor readings read false positives, the probe system's beginning to fail, or the alien vessel rapidly descending into the star's corona, disrupting rescue attempts. Other characters may assist, but don't spend too long resolving this Task.

Due to the vessel's proximity to the sun, it would waste too much time to take a shuttlecraft and attempt to dock with that ship. The fact that the alien ship's engines could explode at any moment could make any attempts to dock with the damaged vessel a dangerous venture. It will be necessary to move the starship within transporter range. Another issue arrives when scans reveal life signs. High levels of nucleogenic particles make it impossible to transport the bodies out. An away team can spend up to thirty minutes in that environment before they would suffer irreversible cell damage. The ship is of such long length that safe transport can be made only to the bridge. This would allow an away team to beam aboard, recover the injured aliens, return to the bridge, and transport back to the starship. To beam aboard, a character from Engineering or Ops can make a **Control + Engineering** with a Difficulty of 3, assisted by ship's **Sensors + Engineering**.

If the tasks generate Momentum, the characters can spend points to improve the results of the scan. The information gleaned is based on the amount of Momentum spent.

- **1 point of Momentum:** The ship's engine will lose containment in eight minutes.
- **2 points of Momentum:** The crew's scans reveal three alien bodies are in the engine compartment; two very weak life signs and another organic mass, most likely a deceased person. The bodies are located in the rear engine compartment on the complete opposite end of the ship from the bridge.
- **3 points of Momentum:** Repair to the engine is impossible due to a cracked engine block that has lost 30% of its material. New material cannot be replicated since a clear scan of its composition can't be made due to the extreme interference from radiation.

Once scans are complete, the captain can Rally the crew with a plan with a **Presence + Command** Task that involves forming an away team to transport to the alien vessel on a rescue mission before the vessel explodes. The players should be reminded this is a time-sensitive mission. At any time the gamemaster can reduce the

countdown if the players are lingering about.

Scene 2: The Alien Vessel

If the players spent two momentum to Obtain Information, the gamemaster should tell the players that they now only have five minutes to effect a rescue once they beam aboard. They should also be reminded that spending more than 30 minutes aboard the alien vessel will cause irreversible radiation poisoning leading to death. If they did not spend the momentum to Obtain Information, the gamemaster should emphasize how much radiation the engine is producing. The gamemaster can choose to inform the players of the time limit if they spend momentum to Obtain Information.

Gamemaster Guidance: *It may be a good idea to store up any threat gained in the beginning of this scene. It will come in useful at the very end of this same scene.*

Once the away team arrives on the alien vessel, read the following:

The ship's bridge seems built more for comfort than practicality. The instrumentation and monitors are built into consoles of ornate, polished wood. Thin, gold metalwork designs decorates the consoles. There are two plush, white chairs for the pilot and co-pilot. To the rear of the bridge is a comfortable white couch with a small table with deep-set indentations capable of holding cups. The lighting in the cabin is a relaxing orange hue though all of the monitors are blinking red, an alert status of some kind everyone can assume.

Alien Vessel

The vessel is a matrimonial longboat. It seems more like a pleasure yacht with large viewing ports on most surfaces. It is over one hundred years old though in good condition (except for the engine). There are no weapon systems. The gold-plating makes it gleam in the sunlight.

Systems

Communications	Computers	Engines	Sensors	Structure	Weapons
5	4	0	5	5	0

Departments

Command	Conn	Engineering	Security	Science	Medicine
0	1	2	0	0	0

Power: 3

Scale: 2

Shields: 0

Resistance: 2

Players may choose to initiate scans once they arrive on the bridge of the alien vessel. No doubt, they have their tricorders with them. If gamemaster may provide any information that was not gained in the previous scene if the players spend momentum to Obtain Information. The gamemaster can require Tasks to learn all of this, asking for a Difficulty 0 Task, and granting one piece of information for each Momentum spent. Accessing the computers will be a simple **Insight + Engineering** with a Difficulty of 1. This will provide data on the ship's schematics, provide access codes to all doors, and reveal that the engine's emergency injectors are malfunctioning. The computer also indicates that the emergency hatch to the engine room has been sealed shut to prevent seepage of the nucleogenic radiation. There is also a countdown timer indicating only five minutes until engine breach. The universal translator built into the tricorder will easily translate the language that appears on screen. Additional information can be obtained with momentum spends:

- **1 point of Momentum:** The alien ship is property of the Roord. There are two species of Roord that respectively inhabit the twin planets that are in orbit around the trinary system.
- **2 points of Momentum:** Each Roord world had its own governmental structure. The first is called the Roord Interspace Consortium and the second is called the Roord Stellar Empire. Both are aware other interstellar species exist, though they prefer to keep to themselves and have made little or no effort to acquire warp capabilities.
- **3 points of Momentum:** Physiological data on the Roord is accessible. This information provides distinct information that could be helpful to a medical team and will make treating the aliens 1 point less difficult.

Players have only ten intervals to complete this **timed challenge** once beam aboard the alien vessel. Again, the gamemaster should penalize players for lollygagging. This will increase the suspense of the game.

Here are the four actions that must take place before the challenge can be considered complete:

1. Travel distance from bridge to engine room hatch (takes 30 seconds if they run). **Fitness + Security** with a Difficulty of 0.
2. Manually open sealed hatch to engine room. **Daring/Reason + Engineering** with a Difficulty of 1.
3. Locate two surviving aliens. **Fitness + Security** with a Difficulty of 1 due to needed to carry these large reptilians.
4. Return with aliens to bridge to initiate transport back to characters' starship. **Control + Engineering** with a Difficulty of 2 assisted by characters' ship using **Sensors + Engineering**.

Each Task attempted takes two intervals of time to attempt by default; characters can spend one Momentum on a successful Task to reduce this to one interval. A Complication may cause a Task to take longer, adding a single interval to the Task. This applies equally to both Key Tasks and to any others attempted during the Challenge.

Once inside the engine room, the characters will see three reptilian aliens. They have long hands with razor-sharp claws, massive jaws filled with three-inch fangs, and a muscular build. They stand over two to two-and-a-half meters tall, though they are currently sprawled on the deck. Scans will reveal that two of the aliens are unconscious. They are clearly male and female, have distinctive scale patterns, and wear no clothing. The other alien is dead. It is a male. He is wearing a long, flowy, black cloak that covers only the front of its body like a long bib. It looks like he died when a computer terminal exploded. Shrapnel embedded itself in his chest and he bled out. Detailed scans of the male and female (**Reason/Insight + Medicine** with a Difficulty of 1) reveal that they are suffering from extensive radiation poisoning that must be treated in a more advanced facility like sickbay. Their physiology is similar to other reptilian species in the Federation medical database. Any character who works in the science, conn, or engineering department will be able to do a scan of the cracked engine block as a **Reason/Insight + Engineering/Science** task with a Difficulty of 1. They can see that the containment chamber is damaged beyond repair. An immediate evacuation is recommended as it could literally explode at any moment.

Gamemaster Guidance: *This is a **Success at Cost Task**, meaning that the players cannot fail to transport back to their ship, but failure could incur additional cost. Complications or failure lead to damage to the ship and/or minor injuries (Complications, rather than full Injuries) to the crew or aliens. No matter what, the crew rescues the two surviving aliens.*

Once the away team arrives back on their own ship, read the following:

Your timing could not have been more perfect...somewhat. The moment the away team arrives in the transporter room, the alien ship explodes. Your vessel is in close proximity to the explosion. Shields were down due to the recent transport of the away team. As such, the vessel is caught in a brilliantly violent nuclear explosion that sends the ship topsy-turvy as consoles explode, bodies tumbled, and red alert klaxons come alive.

The nuclear explosion acts on like an attack. The Gamemaster should roll 11CD to determine the damage and effects on the vessel. This blast is considered to have the Spread effect and the Qualities of Devastating to Sensors and High Yield (p.231-2). You should let the players really up the drama as systems are impacted, damaged, or disabled all over the ship. Do not start effecting repairs until Scene 3, however. Focus more on the effects of the nuclear explosion to heighten the intensity that ends Scene 2.

Gamemaster Guidance: *As a major plot point, sensors should be completely fried whether damage to the sensors are rolled or not. An Extended Task will be assigned to getting sensors back online in Scene 3. Use some or all of the threat you have been saving up to really highlight the damage done by a close-proximity nuclear explosion. Complications can be created such as Shield Emitters Shattered, Weapons Systems Nonresponsive, Port Nacelle Offline, Deck 5 Life Support Fluctuating, Microfractures in Hull on Deck 9, etc. Some of these can have compounding effects on other actions that will increase difficulty and keep most of the players busy through the next scene.*

Scene 3: Assessing the Damage

This scene focuses on assessing the damage to the player vessel. It also focuses on assessing the health, condition, and mindset of the two rescued aliens.

Once the players recover from that hairbreadth rescue, read the following:

Damage reports flood in from all sections of the ship. Though the aliens are relatively safe in sickbay, the ship is forced to come to a full stop. In addition to multiple other problems, the ship's main sensor array is completely offline. It has been flooded with nucleogenic particles that destroyed the sensitive systems. You are basically flying blind. Any attempts to move the ship risks impacting a foreign object and compromising the vessel's hull integrity. Medium and long range sensors are dead. The farthest you could see is what the naked eye might discern looking through a viewing port. This is a perilous position for a starship to be in since it cannot effectively move through space nor detect incoming threats. Repairing sensors must be a main priority!

The captain acknowledges that there is also the mystery of the two aliens in sickbay. What were they doing out here? Are they friendly or hostile? And do they have allies or enemies searching for them? If so, with sensors down, you would never see them coming.

Repairing the Ship's Sensors

Repairing the ship's sensor systems is an Extended Task (p.90). It has a Work track of 15, Magnitude of 3, and Resistance of 1, and a base Difficulty of 2. While this task is being performed absolutely no actions involving ship Sensors can be used. Only one team can work on this Extended Task. Assuming a character with the highest Engineering Discipline takes the lead, they can have multiple assistants, perhaps even activating Supporting characters (p. 132-35). Repair will be a **Daring/Insight/Reason + Engineering** task with a Difficulty of 2 and represents sensor suites being repaired and/or replaced, a system reboot, and testing.

The nucleogenic particles that damaged the sensors are still in the ship's systems. These are highly-irradiated particles that could damage other systems or injure workers. If any complications are rolled, it is assumed that a worker was injured and had to be rushed to sickbay. This forces the repair teams to slow down and be extra careful. Unmark two points from the work track any time a complication is rolled. Characters playing medical personnel must stabilize the injured with **Daring + Medicine** with a difficulty of 2 with an assist from **Computers and Medicine**. If the bodies really start piling up, the Gamemaster can feel free to use any complications rolled to simulate explosions and other systems getting damaged. Unmark two points from the work track when this happens.

Gamemaster Guidance: *Assign a time period to each amount of work track. 1 point of work track should be considered one hour to the characters. To increase suspense, it will be up to you to bounce between repair scenes and the Aiding the Aliens scenes. The aliens will be giving enough information to indicate that their*

people are coming for them. Their pursuers will do anything to keep their marriage from happening, even kill them. As such, players working on the sensor systems should be desperate to get sensors restored to keep from being brutally blindsided by war-mongering Roord.

Aiding the Aliens

Reviving the aliens in sickbay is a Linear Challenge. Despite what is going on in other parts of the ship, this challenge should begin right at the beginning of Scene 3. It represents the medical team doing triage on two very injured aliens. The linear challenge is constructed as such:

1. Stabilize Aliens' Vital Signs: **Daring + Medicine** with a difficulty of 2 with an assist from **Computers and Medicine**.
2. Devise Inoculation from Radiation Specific to Unknown Alien Physiology: **Insight/Reason + Medicine** with a difficulty of 3 with an assist from **Computers and Medicine**.
3. Administer Inoculation: **Reason + Medicine** with a difficulty of 1.

It will take some time for the inoculation to work. However, the computers will inform the medical team that their efforts were successful. If this becomes a **Success at Cost**, the inoculation could have an adverse effect on the aliens, though nothing lethal. This could break down the trust between the aliens and the crew making future Persuasion tasks more difficult.

The Two Roord

The Roord have the appearance of evolved velociraptors. They have long hands with razor-sharp claws, massive jaws filled with three-inch fangs, and a muscular build. They stand over two to two-and-a-half meters tall, the Gamemaster should describe them in such a way to make the players hesitate about just trusting them since, to less experienced Starfleet officers, they might seem like a race capable of doing a lot of physical harm. The male Roord is named Uzren. The female is Yiif.

Traits: Reptilian, Hopeless Romantics, Royal Family

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	6	10	9	9	8

Disciplines

Command	Conn	Engineering	Security	Science	Medicine
1	2	2	3	1	1

Combat

Stress: 13 **Resistance:** 2

Weapons:

Unarmed (Melee, 3[CD], Knockdown, Size 1H, Lethal)

The first alien to wake up will be the female. Read the following to the players:

The female alien stirs. Her large elliptical eyes open. She is still groggy and her large jaw opens to emit a hissy moan. The universal translator kicks in as she asks, "Where...Where am I?" Her eyes take in the strange surroundings and she suddenly notices that she is not around her kind. She tries to rise but is too weak. "What is going on? Who are you people?" she asks in a panic, her breathing growing more rapid.

Players must attempt a **Presence + Command/Medicine** task with a Difficulty of 2 to bring calm to the situation. (The difficulty of this might be harder if players failed in the previous Linear Challenge and the Gamemaster evoked **Success at Cost**.) Once the situation is in control, the players will get a chance to question the female. Momentum can be used to Obtain Information before the female passes out again.

- **1 point of Momentum:** The male Roord is named Uzren. He comes from the planet held by the Roord Interspace Consortium. The female is Yiif. She comes from the other planet ruled by the Roord Stellar Empire. They had rendezvoused and were on their way to be married aboard their sacred matrimonial longboat when the ancient vessel's engine failed. They are each members of their planet's royal family.
- **2 points of Momentum:** Tradition dictates that they must make the journey to exact spatial coordinates to perform the ceremony since their marriage can occur only be satisfied by planetary and solar alignment. Another problem surfaces when the crew learns that the third deceased alien was the only person capable of performing the ceremony. The ceremony requires the master of a vessel to consecrate the betrothal. The Gamemaster should explain to the players that the time of alignment coincidentally coincides with the estimate to repair the sensors.
- **3 points of Momentum:** The crew comes to appreciate that the Roord must adhere to strict rules to solemnize their marriage, the most important being tri-solar and planetary alignment. Otherwise, they must wait another twenty years to wed. In addition, their marriage is needed to prevent a war from continuing on their homeworld, a conflict that has been going on for one hundred and twenty years. There are parties associated with lucrative weapons manufacturers and shipbuilders that seek to prevent this wedding from occurring.

Once the female passes out, she will not awaken again until the next scene along with her husband-to-be. Players should take time to convene and discuss the situation in light of the Prime Directive. With a ready starship and able captain, the crew might surmise that they could make this wedding happen. Some might strongly reason that it would not be a violation of the Prime Directive since the Roord are aware that there are other space-faring species (even though they have not achieved warp travel yet). The captain makes an acceptable candidate to perform the wedding, which is a requirement for the wedding to be recognized by both the Roord Interspace Consortium and the Roord Stellar Empire.

Scene 4: Assembling the Wedding Party

In this scene, both aliens have awoken. They are feeling much better (barring any complications on the aliens from a Success at Cost in the last scene.) The captain may decide to offer them private quarters after the determination is made that these Roord are non-lethal pacifists. Since this is the opportunity to get to know a new race, the players may decide to hold an impromptu reception to get to know the Roord better. This should be a scene where the love-lizards really pour on the drippy romance and how their marriage will help bring a wonderful peace to their planets.

If the crew have not offered to help solemnize their marriage, Uzren and Yiif will officially ask the captain to perform the ceremony for the sake of their species. Uzren and Yiif may need to confirm that their people are aware of other space races. But their people have a Directive of their own: not to explore the universe until peace is achieved among all Roord. (For those gaming groups that want to incorporate this into the Living Campaign, you can add any details collected from other missions in the Shackleton Expanse to flesh out this section of space and the Roord's connection to the epic adventure.)

Gamemaster Guidance: *This is a good time to inject some good, old-fashioned Star Trek humor into the situation. I suggest that gamemasters take a look at the players and find things that make them distinct from others. For example: One players may be the only female over six-feet tall. Or another player might be the only one capable of playing a woodwind instrument. The more obscure the better. This gives you a chance to explore player characters' more interesting traits, focuses, or even possibly challenge values. The more*

uncomfortable, the funnier this is likely to be. Why will this be important, you ask? The next scene set up will explain...

Once the captain accepts the responsibility to marry Uzren and Yiif, the two explain a few more details. The wedding must take place in a section of the ship that offers a view of the trinary stars. Depending on the type of ship your characters have, this could be the mess hall or ten-forward since sensors are out and projections are impossible. This should not be the bridge, however, since it is needed in Scene 5.

Since this wedding is not being performed by a fellow Roord and it is taking place on an alien spaceship, other conditions must be met. For one, the captain must wear the Roord ceremonial garb for the marriage to be recognized. This is the same garb that was seen on the deceased Roord, a long, flowy, black cloak that covers only the front of its body like a long bib. This would leave the rear exposed and a strong breeze would be most revealing. Just as the players are no doubt enjoying watching the captain stir with discomfort, Uzren and Yiif explain that they each need a *j'leel*. A *j'leel* is equivalent to a best man and maid-of-honor. This is where the gamemaster should be creative. The requirement to be a *j'leel* should sit into a trait, focus, or value that pulls other players into the wedding party, of which all are required to be nude as they perform their *j'leel* duties.

The gamemaster can decide other humorous requirements that fit the player characters like making them recite a poem, perform a dance, or anything else generally out-of-character for their character. Have fun with this one, perhaps making the most serious characters the *j'leel* to the pleasure of more jovial, carefree characters. The gamemaster can also decide the size of the audience, although, a bridge crew comprised of some player characters will be needed for the final scene that comes next.

Scene 5: Wedding Crashers

Once the laughter and good-natured teasing has died down, read the following to the players:

CAPTAINS LOG, SUPPLEMENTAL

"The engineering crew are close to completing repairs to the sensor array. In the meantime, I and (insert other characters) make preparations for a matrimonial ceremony the likes we have never seen to be conducted in the (insert location). We have moved the ship very slowly via impulse power into position along the precise coordinates provided to us by our Roord guests. Apparently, it is most imperative that the final vows are exchanged at the exact moment solar and planetary alignment occurs or else the marriage will be invalid leading to another twenty years of guaranteed war between their respective homeworlds."

The gamemaster should explain that it took time to prepare for the wedding ceremony. That time coincides to the Extended Task of repairing the sensors wherein the engineering crew is almost done with repairs. By this time, other complications may or may not have been removed, depending on how much damage the ship sustained from the nuclear explosion. Any lingering complications could make this scene interesting.

The wedding ceremony begins with all the pomp and pageantry the gamemaster and players see fit. You may even want to stand up and act out the ceremony, especially if ceremonial dancing is involved. (Gamemasters: Please videotape this and send it to michaeldismuke1@gmail.com if this or any other amazing things happen. I would love to post it on my blog at Continuing Missions.)

Just as sensors come back online, read the following to the players that are on the bridge:

Engineering is proud to report that all sensors have been brought back online. Just then, proximity warnings begin to blare. Two alien vessels are approaching at a high-rate of speed. The two ships are in weapons firing range and have locked onto your vessel

The two warships hail from the Roord Interspace Consortium and the Roord Stellar Empire, respectively. They are under orders to stop the wedding at all costs, though the ship commanders would prefer not to kill a member of their particular royal family. (Bad for politics, you know.) The commanders can be considered of having the Stubborn Focus, which will make negotiated for a peaceful resolution near-impossible since their only concern is stopping the wedding. Once the wedding is consecrated, however, they will have no reason to fight since tradition dictates a cessation of hostilities.

This is now a Timed Challenge of six intervals. The captain must complete the wedding ceremony hoping that the bridge crew can hold off the Roord warships and still get or keep the ship in position of the trinary star system during cosmic alignment that will occur in a few minutes.

Gamemaster Guidance: *The Gamemaster should make up three key ceremonial rituals to perform to represent the Timed Challenge, each task taking two intervals of time. The three required rituals are listed below.*

- The Bridge crew needs to keep the ship in one piece and keep the ship in position at the exact moment the captain completes the vows. Each round of action is considered two intervals wherein the ship is being buffeted around and making maneuvers to avoid getting blown up by the Roord warships. Failure could mean complications that make the captain's tasks more difficult like *Unsteady Ship, Stubbed Toe, or Lights Out*.
- The captain has 3 key tasks to perform:
 1. Walking with the lit candle toward the betrothed while reciting the wedding mantra. Make a **Fitness + Security** task with a Difficulty of 1. (Other complications might apply).
 2. Receive the vows of confirmation in the exact tone required by sacred law from Uzren and Yiif. (Explosions and other noises might invalidate the vows.) Make a **Presence + Command** with a Difficulty of 1.
 3. Perform joint dance with Uzren and Yiif at the time of trinary star and planetary alignment to consecrate marriage. **Fitness + Security** with a Difficulty of 2.

Resolution

The crew involved in this outlandish adventure may or may not succeed in performing the marriage in time.

If the crew succeeds, the enemy Roord can be notified at which point they will want confirmation that all protocol requirements were met with satisfaction. The captain can choose to transport the delegates from the rival governments on board and present the evidence. Though dissatisfied, the commanders will accept the marriage. Uzren and Yiif will be elated, of course, for having ushered in a new era of peace based on their passion and love.

If the crew fails, Uzren and Yiif will be crushed. It will be another twenty years before another attempt at peace can be realized. By then, the warmongers would have sunk their roots deeper into the commercial and government institution of their worlds. The crew may want to plead on behalf to the rival governments on behalf of Uzren and Yiif, perhaps negotiating a peace if the players want to spend time going that route. Other players may view this as interference and a violation of the Prime Directive. Either way, Uzren and Yiif will be separated and taken back to their families having failed in their quest to bring peace to their peoples.

Allow the players to discuss the aftermath of either scenario. Whether the crew succeeds or fails, this is an adventure they are not likely to ever forget.

Roord Warships

Sleek and gold-plated warships, they are incapable of warp travel but maneuver fairly well. Their pencil-shaped design makes them harder to hit.

Systems

Communications	Computers	Engines	Sensors	Structure	Weapons
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5	5	7	5	5	5
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Departments

Command	Conn	Engineering	Security	Science	Medicine
2	2	3	0	0	0

Power: 3 **Scale:** 2

Shields: 0 **Resistance:** 3

Crew: Proficient (Attribute 9, Discipline 2)

Weapons: Light Torpedoes (Torpedo, Range Long, 3CD, High Yield)