

A NEW WARP SIGNAL

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **COMMAND**

SYNOPSIS

A new warp-capable species has been detected in the region of Federation space near the Ferengi Alliance. This meeting requires a delicate hand and the First Contact specialist **T'Lar** joins the crew to make sure it goes well. The crew finds they aren't the first to arrive, though, and need to act quickly when they find **Thot Let Pann's** ship in orbit. Soon after, a vessel commanded by the Ferengi merchant **Soloc** enters the system, further complicating an already tense situation.

OPENING LOG

*"After becoming aware of a new species nearing Federation space, we have rendezvoused with the **Musa Keita** to take on Lieutenant Commander **T'Lar**, a Vulcan and first contact specialist. We have orders from Starfleet to make first contact, always an exciting and potentially treacherous adventure for any crew."*



MAJOR BEATS

NEZFLIZ

The crew has just left a rendezvous with the *USS Musa Keita* where it picked up T'Lar and arrived in an unclaimed sector of space just beyond the **Vlugta Asteroid Field**. A never-before-seen vessel has come into the sector. Once hailed, they identify themselves as the **Nezfliz**, explorers who provide stories of their exploits to denizens of their world.

BREEN

Hulu will explain that they are about to conclude a pact with **Thot Pann**. The Nezfliz will be allowed to explore Breen space if they share their advanced life support and sensor technology with the Breen. T'Lar will want to open a discussion on the matter. The **Nezfliz** are willing to host the negotiations on their *Vudu*-class vessel. The Breen will not take kindly to someone interrupting their negotiations and will likely take hostile action against the Starfleet crew. The **Nezfliz** will be uncomfortable with any violence.

AND NOW FERENGI

Enter **Soloc**. Taking advantage of the Breen and Starfleet skirmish, **Soloc** promises the **Nezfliz** endless opportunities for safe adventures from "a thousand different cultures" with whom the Ferengis have peaceful trade relations. **Soloc** will do his best to schmooze the **Nezfliz** highlighting the violent and backstabbing ways of the Breen and Starfleet. **Soloc** wants the advanced tech for himself.

MINOR BEATS

Crew adept in Social Conflict get to try their hand and multilateral negotiations. Bridge crew will have the opportunity to engage in ship-to-ship battle. Engineering and science officers may have the opportunity to study advanced **Nezfliz** technology.

KEY NPCS

Search our site for ADV013 for stats on [T'Lar](#), [Thot Let Pann](#), [Soloc](#), [Nezfliz](#), and [Breen ships](#). Ferengi vessels can be found in AlphaQ p.87, §1, and Core p.267, §5. Also check links for info regarding the [Vlugta Asteroid Field](#).

CONCLUSION

The crew will have their hands full trying to establish First Contact, negotiate for advanced technology on behalf of Starfleet, survive a possible ship-to-ship battle, and build trust with the **Nezfliz** all the while dealing with an unscrupulous weapons dealer like **Soloc**. This is a battle of personalities, trying to win over a new species to the ideals of the Federation.

ADDING THIS MISSION TO YOUR CAMPAIGN

This campaign is best suited for TNG-era games as it involves the Breen and Ferengi. However it could be adapted to other eras by replacing the two aforementioned races with Romulan and Orion, respectively.