

ADVO03

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"PRIX AND PROXY"

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **FLIGHT CONTROLLER**

SYNOPSIS

On Renara III, both the crew's government and the Grand Proxy of the Ferengi wants exclusive rights to something valuable from the Renara, a member world of the Wairara League. There's one way to settle this, according to the Renara: a unique Grand Prix on land, over sea, and in space. The crew must build a shuttlecraft capable of carrying an amphibious vehicle for the race. While the Renara don't need to compete, they do for the fun of it.

OPENING LOG

"Our negotiations with the Renara, who are members of the Wairara League, are complicated by a counter-offer by the Grand Proxy. The Renara have proposed that it be resolved according to League law: both must participate in a Grand Prix, and beat the other to win. But according to the rules, we need a shuttle that can carry an amphibious secondary vehicle in order to participate."



MAJOR BEATS

BUILD PROTOTYPE VEHICLES

The Renara leader, **Yane**, meets with **Grand Proxy Morrot** and the crew to discuss the terms of the exclusive rights. She decides it will be settled by a special Grand Prix: a planetside land/sea race, simultaneous with a race among the rings of the nearby gas giant, **Renara IV**. As a win requires the a Scale 2 shuttlecraft to pick up the Scale 1 amphibious vehicle before crossing the finish line, the crew needs to quickly build a special shuttle prototype (see *Key NPCs*) within seven days. Cheating automatically disqualifies a team, but espionage is not forbidden!

FIELD TEST

The crew will have a day before the Grand Prix to field test their vehicles, but not on the actual courses. Successful tests will impress the Renara.

FURIOUS AND FAST

The Grand Prix proceeds with the Renara competing alongside the Ferengi team and the player team. First challenge is for the shuttlecraft to drop off the land/sea vehicle, then the race splits. Half the crew take the shuttle through the obstacles at Renara IV. The other half take the alternating land/sea route on Renara III. Some obstacles require scientific analysis or clever engineering on-the-fly; others, just deft piloting. Then, the two vehicles must re-unite and complete a final flight across the finish line in the skies above the capital.

MINOR BEATS

The crew may try to foil espionage attempts by the Ferengi. They may also make side bets with the Grand Proxy and Yane, but must put up an ante. The Viewing Circle during the Grand Prix could be a hotbed for intrigue and diplomacy.

KEY NPCs

Search our site for [ADVO03](#) for stats and further information on the **Renara**, the **Wairara**, **Grand Proxy Morrot**, his Hupyrian bodyguard **An'sini**, and the **Shuttlecraft Prototype Project**. Use **Quark's Treasure** for the Ferengi shuttle, and land/sea the **Ferengi Cashflow Racer**. Use the stats for **Wairara Pilot-Engineer** for the Renara. Their *Speedking* shuttles are **Wairara Speedracers** but *+1 Scale, +1 Resistance*; land/sea is the **Swift-Class Speeder**.

CONCLUSION

The crew needs to beat the Ferengi in the Grand Prix fairly to win those rights. Side bets are also settled.

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for non-Federation campaigns. If playing in ENT or TOS, you can use a proxy species for the Ferengi appropriate to the era, such as Orions. The exclusive rights could be anything appropriate in your campaign, e.g., a particular commodity, or access to Renara Space. For *Sargon & Beyond*, this could be exclusive rights to safe Renara corridors through the Cordon Nebulae.