

## "NX SQUARED"

SUGGESTED ERA OF PLAY: **TNG**  
 SUGGESTED SPOTLIGHT ROLE: **CHIEF MEDICAL OFFICER OR CHIEF OF SECURITY**

## SYNOPSIS

While exploring, the ship must rescue a damaged Suliban cell ship being attacked by the Santari, who use hyperdrives instead of warp drives. Investigation reveals that the cell ship is part of a greater temporal anomaly: the generation-ship version of *Enterprise NX-01*. They must now help rescue the captured crew, stop a mutagenic virus, and retake the *NX-01* so that the Santari do not gain warp technology.

## OPENING LOG

*"We are passing through a part of space where we have detected no warp signatures other than our own. However, our sensors have detected plasma emanating from subspace corridors that seem to appear out of nowhere. We are investigating the nearest instance."*



## MAJOR BEATS

### DISTRESS CALL

When investigating a plasma-spewing subspace corridor, the ship receives an ancient Earth distress signal. It's sent by **Karyn Archer** aboard the damaged Suliban cell ship *T'Pol*, which is being pursued by a **Santari Hyperdrive Battlecruiser**. If they rescue her, Karyn Archer reveals that the Santari have taken the *Enterprise* generation-ship and captured all aboard, and also unknowingly claimed the last sample of the Loque'eque mutagenic virus. She begs the crew for help. The crew soon realize that this *Enterprise* is a temporal anomaly, since they were supposed to have been erased from the timeline after solving the paradox in the *Enterprise* episode, "*E<sup>2</sup>*".

### VIRUS AND CAPTIVES

The ship uses data from *T'Pol* to locate the Santari colony called **Pernax**. The *Enterprise* is at a military orbital facility, while most captives, including **T'Pol**, are on **Moonbase Gladius**. But the moonbase scientists lost control of the Loque'eque virus, which is now spreading fast. The crew must reinvent and distribute the cure, prevent the spread of the virus to the planet below, and rescue the captives.

### RETAKEING NX-01

**Lorian** and **Greer** are being interrogated at the orbital facility. The crew must somehow rescue them, deactivate the restraints on the *Enterprise*, and steal the *NX-01* from the Santari. But a direct assault may be too dangerous.

## MINOR BEATS

The crew may learn more about the temporal paradox that created this *Enterprise*, hearing how they had helped the original *Enterprise* but got tossed through time when by a subspace corridor. They may debate temporal mechanics and paradox.

## KEY NPCs

Search our site for [ADVOO4](#) for stats and further information on the ***Enterprise NX-01 (anomaly version)*** and the **Suliban Cell Ship *T'Pol***. Also, stats for **T'Pol**, **Lorian**, **Greer**, **Karyn Archer**, **Ikaaran Crewmen**, the **Loque'eque**, the **Loque'eque Virus Victim**, the **Santari** and their starships. Also see the **Pranir** entry concerning hyperspace.

## CONCLUSION

If they're unable to rescue the *Enterprise* or stop the virus, there'll be Prime Directive problems. If they succeed, you may either have the crew assist them back though time, or conclude that they have no past to return to (like Tasha Yar in "*Yesterday's Enterprise*"). The crew may have a new mission: get this *Enterprise* crew "home" to Earth.

## ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for the TOS era, or the ENT era if set after Season 3. It's harder to adapt to a non-Federation campaign, but one way is if the crew discovers that their original timeline has been changed, and can only be restored if this *NX-01* returns safely to the past.