

“DEEPEN”

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **CAPTAIN**

SYNOPSIS

Answering a distress call, the crew encounters the **Maloculans** in the midst of their invasion of a **Nelbinar** colony in the **Deepen** star system. Depending on the circumstances, the crew may decide to defend **Deepen One** against the invaders, or attempt to impose a ceasefire. However, **Tismunwor** (who’s leading this Maloculan offensive) demands the glory of a one-on-one starship duel between the **Maloculans** and the **Nelbinar** to settle the matter. Will the crew take sides, or stay neutral?

OPENING LOG

“While passing near the Deepen star system, we received a distress call from the Nelbinar colony, Deepen One, about an attack by unknown forces. We have changed course to assist.”



MAJOR BEATS

CAUGHT IN THE MIDDLE

The crew finds three **Nelbinar *Cavernous Class*** ships defending against two **Maloculan *Diamond Class*** and two **Maloculan *Prism Class*** ships. One Nelbinar ship, *Delving*, is about to explode, and needs help with evacuation. Prior encounters (if any) with either side may affect how the crew responds. If seeking a ceasefire, the crew will need to convince both sides to listen, especially **Tismunwor** as he believes he has the greater firepower compared to the forces of **Sov’n**, governor of Deepen One.

IN CASE OF CEASEFIRE

Likely there will be a ceasefire called, unless the space battle yielded a decisive victor. The crew may host diplomatic negotiations. Nelbinar reinforcements will not arrive in time to help. This may be one or two First Contacts for the crew, or neither, but it will be a volatile First Contact between the Nelbinar and the Maloculans. Tismunwor will resume his invasion unless sovereignty is settled via a one-on-one starship duel to the death between his ship, *Talgis*, and Sov’n’s ship, *Rockburst*, in 2 days.

THE DUEL

If the crew doesn’t interfere, the *Talgis* will destroy the *Delving*. They can talk down win conditions from destruction, and perhaps volunteer to step in for the *Delving* with their own ship. Crew members may also ‘take a leave’ in order to join the *Rockburst* crew temporarily, to give them a fighting chance.

MINOR BEATS

If this is First Contact with either species, the crew may learn about that culture in more depth. There could be humanitarian aid to help the injured. Also, they may assist one side or both with repairs in advance of the duel.

KEY NPCs

Search our site for [ADVOO7](#) for stats and further information on the **Maloculans** and their ships and language, the **Nelbinar** and their ships. For **Tismunwor**, you can use **Maloculan Soldier** but convert to a Major NPC. For **Sov’n**, you can convert a **Nelbinar Engineer** to a Major NPC.

CONCLUSION

One way or another, the fate of Deepen One is settled. How the players portray themselves to the Nelbinar and the Maloculans here will have long-term repercussions for their governments. Will more Maloculans invade Nelbinar territory? Will the Maloculans turn their eye to Federation colonies?

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for non-Federation campaigns and other eras. You can substitute other colonies and starships in place of the Nelbinar. This adventure could be the introduction of the Maloculans as a new threat. If playing in the Sargon & Beyond setting, what transpires here could affect whether the Federation may pass through Maloculan and Nelbinar space.