



"Deadlock"

Suggested Era of Play: Any

Suggested Spotlight Role: Captain or Executive Officer

Synopsis

Two species are in open war, and both have applied to join the Federation, the Federation has agreed to consider their application only if they resolve their conflict. Starfleet has dispatched one of their captains to mediate the talks between the Reywl and the Aseri, but not everyone wants to see peace come to pass...

Opening Log

"We have just put the runabout down on the planet Inda, a neutral world for the two parties, their delegations shall be arriving shortly to which we will be playing both host and mediator, I hope a peace can be realised."

Major Beats

Opening Salvos

Eventually both delegations beam down to begin the talks, but both sides are more interested in simply throwing insults at the other and trying to "one-up" each other and make themselves out to be the only ones who should join the Federation. With generations of built up hatred between them, it will take considerable effort to get them both to be quiet, let alone listen to what the other wishes to say, a feat of diplomacy in itself.

A Deadly Taste

After a few days of talks things are better between the two species, they will agree to eat meals hosted by the mediators at any rate. As the main course arrives, a member from each delegation begins convulsing, collapsing to the ground, and frothing at the mouth, the poison is fast acting and deadly, saving just a single delegate will be a challenge, saving both will be hard! All trust is lost, but where did the poison come from?

The Enemies of Peace

The perpetrators of the poisoning flee once the poison's origins are discovered, a delegate on each side, Romulan infiltrators surgically altered, they have a cloaked shuttle nearby where they have reinforcements, if they can't destabilise the talks, they will end them prematurely. The Romulans are armed and have the

advantage of cover from their shuttle, but they're determined that no trace of their involvement will remain.

Minor Beats

These two species have been at war for as long as they can remember, what initially caused this enduring conflict? Inda seems to have pockets on its surface that scanners can't penetrate, what could be causing this?

Key Non-Player Characters

Yoot, leader of the Reywl delegation is much like his counterpart Laek, they are both combative and stubborn, driven by ingrained hatred of the other, but also a desire to join the Federation, as generations of focusing on war have crippled their economies and devastated their ecosystems; use the Ferengi Salesman Notable NPC in the Core Book (Page 326), changing their values appropriately. Nuhir and Dhael are Romulan deep cover agents, dedicated to their mission singularly focused to achieve it, Dhael however is the mission leader, for both use the Romulan Centurion Notable NPC in the Core Book (Page 320), use the Romulan Uhlan Minor NPC in the Core Book (Page 320) for any additional Romulans on the shuttle.

Conclusion

With the Romulan's discovered, it should be easier to work out why the species hates of each other have been stoked continually over the years, and eventually some kind of initial peace can be brokered, in the end both are desperate for the Federation's help. However, it begs the question as to why the Romulans want this region to remain unstable, is there more to the Romulan's actions than meets the eye?

Adding This Mission In

This mission can fit in any time the players have a gap between missions, their ship doesn't have to be available as they will be making use of a Runabout. The mission itself could lead further into dealings with Romulan agents, maybe provoking retaliation at a later date.