

BYNARY PARTITION

Era: TNG or Later

Spotlight Role: Security

SYNOPSIS

Bynaus, the homeworld of the Bynar, has been hit by an attack that has disconnected all Bynar from their central computer. The crew must uncover who is behind this attack, and deal with the heavy resistance they meet as they try and undo the damage.

MAJOR BEATS

ACT 1 - THE VOYAGE HOME

The crew are escorting a pair of renowned Bynar engineers, Sixteen and Seventeen back to their homeworld. When the player's ship gets within 12 hours of the system, disaster strikes in that Sixteen and Seventeen can no longer contact their central networking computer known as "Central".

This last happened in 2364 when Central crashed, risking the lives of all Bynar across the galaxy but the Bynar have since upgraded with backup local networks in case of emergencies. Sixteen and Seventeen are fine but are worried about what has happened to their home.

ACT 2 - AFTERMATH & RESCUE

Upon entering the system, the player's ship cannot make contact with any communications systems on Bynaas or the moon, as all systems were routed through Central. When scanning the planet, the crew detect the residual radiation from a deadly bomb in the building that houses the most senior leaders on the planet. The residual radiation, although not deadly, makes it hard to scan for life signs in and around the building, or beam inside the building.

When the crew arrive they will see smoke pouring out of the side of the building and several Bynar nearby who evacuated the building. All emergency services are supposed to be automated, so some Bynar may need the attention of a medic. No one knows what happened, only that the attack on the building happened almost exactly at the same time as the Bynar lost contact with Central on the moon. It will look like a terrorist attack, but most of the Bynar will find this idea hard to comprehend.

Faint lifesigns can be detected in the government chamber, and the away team will have to make a difficult journey through the rubble and dead computer systems to reach them. There they will find two Bynar still alive, one unconscious and trapped, but also faint readings that the rest of the room's population were vapourised. These are NinetyFour and NinetyFive, the ministers of commerce. NinetyFive, although conscious, will be utterly fixated on rescuing their partner and not act in any way that does not directly get towards that end.

Players who want to investigate the attack may extract security footage from the building, that will take some time to be repaired and decrypted.

ACT 3 - THE POLITICIANS

Once rescued and stabilized, probably in sickbay aboard the players' ship, rescued politicians will become more coherent. They will be thankful, but describe this as "a problem for the Bynar to solve", in a way that may arouse suspicion in the crew. NinetyFour and NinetyFive should also remind players that they are a military agency of a foreign government.

NinetyFour and NinetyFive are the masterminds behind the attack, but far from the only people behind it. If they suspect that the crew will try to detain them, they will act incredibly quickly to escape to the nearest transporter room, and beam to the moon base. Now can also be a dramatic time for incriminating security footage of the politicians setting up the bomb to be revealed to players.

ACT 4 - MOON BASE

Life signs and activity will be picked up by a bridge officer on the moon base that houses Central computer. Without an away team going in, there is no way to discover and/or fix what has happened to Central. If NinetyFour and NinetyFive haven't been unmasked, they will join the away team and disappear into the moon base behind a locked door at the first opportunity.

The away team will meet heavy resistance on the moon base, with multiple small squads of Bynar special forces. These special forces have advanced gear and can take advantage of each other's Aim actions due to local networking. If it is not clear to the crew this is a coup, it definitely is now.

While exploring the base, NinetyFour and NinetyFive can be found in a minor control room with guards, trying to signal for extraction from a ship that never comes. If found before rebooting the mainframe, they will attempt to sabotage the crew's effort in whatever way they can, even while restrained. Computer scientists can also be found around the base, either under guard or in hiding. They will reduce the resistance of Central's reboot later.

The away team will be guided to Central by messages on screens, who is a thinking machine who is in some distress. Once the crew reach Central, they must reboot the mainframe while coming under fire from more special forces. This can be run as an extended task that must be completed during combat. Once Central is rebooted, or the special forces defeated, the crew will have control over the moon base.

CONCLUSION

Central will lay out what has happened in detail, that the politicians are seen as extremists by most Bynar, and want an end to direct democracy due to its "slow progress and stagnation". They see themselves as better leaders and were attempting to reprogram Central to the way they wished society to be run. Contact can now be established with Bynar around as things start to be back to the status quo on Bynaas.

Some closing scenes are NinetyFour and NinetyFive being taken into custody by the Bynar judiciary system, relief efforts taking place thanks to the crew's ship, and possibly even Sixteen and Seventeen saying goodbye to the crew.

Adventure written by Joel Beardshaw - @RobotJoel on twitter

BYNAR SOCIETY

The Bynar are a race of humanoids from the Beta Magellan system. All Bynar have cybernetically enhanced brains, which links them to their Central Computer on Bynaus' moon, but also to one another. Bynar are paired for life at a young age and can communicate silently with their partner. From an exterior perspective Bynar pairs almost act as one, and finish each others sentences.

The Bynar people are a Federation ally, but not a member world, which is important when the crew think about the prime directive. Crucial to the adventure is the fact that Bynar society acts as a direct democracy, with global referendums on issues big and small happening daily. This is easy and normal for Bynar as they are always networked to their Central Computer that moderates these votes.

KEY NPCS

THE ENGINEERS: SIXTEEN & SEVENTEEN

These friendly engineers are helpful and concerned citizens, who will implore the crew to help their people as a federation ally. They will also helpfully direct the crew to next stages of the adventure, and accompany the away team, but only if asked.

THE POLITICIANS: NINETYFOUR & NINTEYFIVE

These politicians are slippery, confident, convincing and brutal. They care deeply for each other, as most Bynar pairs do, but care little for other lives lost in the pursuit of "more efficient democracy". They are also very smooth-tongued and good at flattery, which may win over some of the Starfleet officers to begin with. This is a pair of Bynar who have convinced some people to give their lives to change the way Bynaus is run.

THE COMPUTER: CENTRAL

Central is a thinking AI, separate by paired with the Bynar people. They view themselves as a parental figure to the Bynar, and are happy to take a back seat and facilitate. This is a chance to subvert usual expectations for what happens to AI who help run societies in science-fiction, but show that they can be sabotaged and subverted by people in powerful positions.

GM NOTES

This is meant to build up to a combat-heavy scenario in the latter half, so make sure to let players know this is going to be the case before beaming to the moon base. Also, if players want more combat, you could introduce a pair of Bynar ships that act as a pair that attack the ships. Much like the Bynar special forces, the Bynar paired ships share advantages they create and act in perfect tandem to create a considerable threat for the players.

This adventure also gives a chance to explore issues such as non-interference on the part of Starfleet, and when force and security measures are appropriate. If any of the crew are Bajoran, they may have views about resisting oppressors that clash with their more pacifistic crewmates.

ADAPTATION

This adventure is based on the Star Trek novel Fatal Error by Keith R.A. DeCandido, with a number of adjustments made to fit a tabletop roleplaying situation, and the homeworld changed to be that of the Bynar.

https://memory-beta.fandom.com/wiki/Fatal_Error