

The Friendship Games

SUGGESTED ERA OF PLAY: TOS (more specifically, after the episode “Errand of Mercy” and before Star Trek II)

SUGGESTED SPOTLIGHT ROLE: Any (there will be opportunities for all roles to shine in this mission)

SYNOPSIS

In the wake of the Organian Peace Treaty, the Federation Council and Klingon High Command came to an identical solution as to the best way to display to non-aligned planets (especially resource-rich or strategically-located ones) the clear superiority of their civilization, and the abject failings of their rival: an interstellar exhibition and competition. Thus was born the Friendship Games, a combination Olympics and World’s Fair, taking place on a newly built space station in neutral territory. The inaugural Games is about to take place, and the players’ ship has been ordered to serve as part of the security detail.

OPENING LOG

“Our ship has been personally ordered by Admiral Cartwright to proceed at top speed to Friendship Station, to help provide security and logistical support for the Friendship Games. With more than ten thousand competitors from dozens of Federation worlds and the Klingon Empire; and over a hundred thousand spectators, reporters and dignitaries from hundreds of non-aligned worlds, I expect we will be busy indeed...”

MAJOR BEATS

BEAT ALPHA

Upon their arrival, Admiral Cartwright personally briefs the entire crew: this event must proceed flawlessly, to show the Federation off to its best advantage. There must be no security breaches, no barroom brawls, and certainly no cheating or other shenanigans. He also notes that it would be best if the Federation won the most gold medals, especially in the more prestigious events (GM’s discretion as to which events those might be).

BEAT BETA

Admiral Cartwright has a further briefing for the players specifically: Prime Minister Zelos Tal of the dilithium-rich world of Gorash IV will be in attendance, and Tal has made it known that there is exactly one thing in the whole universe he cares about, one thing which will inform his decision as to who he will ally his planet with: he wants the greatest fighter in the galaxy as his bodyguard and personal trainer. Admiral Cartwright makes it crystal clear that he does not intend to see Gorash IV go over to the Klingons, so the Federation competitor **must** win the Galactic Martial Arts event. How that is reconciled with “no cheating, no shenanigans” is an exercise left to the players. Nobody ever said life in Starfleet was easy!

BEAT GAMMA

Friendship Station was built using components from both the Federation and the Klingons, and was not tested as thoroughly as might have been hoped. Even in the absence of sabotage, there will be no shortage of engineering problems, from the mundane (the automated scoring system goes down during a hotly-contested event) to the potentially catastrophic (a major life-support failure). And of course, sabotage is always possible, too.

MINOR BEATS

Intra-team difficulties might crop up within the Federation competitors: the Tellarites don’t really like the Andorians, the Andorians don’t really like the Vulcans and the Vulcans don’t really have all that much patience for anybody else. Guess who gets to help keep the peace?

The Orions might try to sneak a surgically-altered agent into the Games (hey, it nearly worked in the lead-up to the Babel Conference!). Worse, they might send their spy in as a Klingon, in which case the players will have the unenviable task of convincing the Klingon leadership that one of their top competitors is a spy. Good luck with that!

The Romulans (who were not invited) might show up, either in cloaked ships to cause trouble outside the station, or openly, to try and shame the Federation and

Klingons into allowing them to participate. Either way, they will create problems for the players to solve.

A star Federation competitor has an “accident” leaving the Federation without anyone to compete in a vital event. If it’s foul play, the players will have to figure that out, and bring the guilty party to justice without causing an interstellar incident. And regardless of the cause, surely one of the players has something in their background that would make them the ideal candidate to step in and compete at the last minute!

Remember that it’s not just sports, it’s science and culture as well. The rivalry between a Klingon opera diva and a Federation pop star (and between their overly passionate fans) can be every bit as heated as a sports rivalry.

Speaking of overly passionate fans, the Klingon equivalent of a soccer riot would certainly be a major challenge for the players to deal with!

KEY NPCS

This is a wide-open mission, with a limitless menu of possible NPCs. GMs may want to draw from the sports and entertainment pages to come up with suitably Trek-ified versions of real-world athletes and artists to populate the Games.

CONCLUSION

There’s no one conclusion to this mission; it’s really up to the GM’s interest, since there are so many possible story beats to play with. The main goal is for the players to avoid causing a major diplomatic incident; if they manage that, the mission should be considered a success.

ADDING THIS MISSION TO YOUR CAMPAIGN

This is a self-contained mission that can fit anywhere in a campaign; whatever the players were doing the adventure before this one, they can pick up again when this one is over (unless they disappoint Admiral Cartwright badly enough that he reassigns them to an ore freighter!).



For a Klingon campaign, nothing at all needs to be changed, except that “no cheating, no shenanigans” becomes “do whatever you have to do, but don’t get caught under any circumstances.”