

The Space (and Time) Between Us

SUGGESTED ERA OF PLAY: **The Next Generation Era**

SUGGESTED SPOTLIGHT ROLE: **Engineering Officer**

SYNOPSIS

While upgrading a deep space communications array with hyper-subspace technology from the Pathfinder Project, the players establish contact with an extra-galactic civilization.

OPENING LOG

“Engineer’s Log. So far, all systems appear to be green with the test of the new hyper-subspace upgrades I’ve just installed in the Cygnet Communications Relay. Curiously, I’m showing a return signal that seems to be coming from beyond the edge of the galaxy. I need to make some adjustments to see if either there is a glitch in the receiver... or if I am about to make history.”

MAJOR BEATS

First Contact

The new hyper-subspace receiver establishes audio contact with a civilization in the Leo IV dwarf galaxy. The universal translators will have to be adapted for their very alien language. The speaker on the other end is called Isslas from a reclusive race called Meihk. They explore the galaxy via advanced observation and communication technologies instead of starships. This is the first time their people have proven they are not alone in the universe and wish for an exchange of knowledge.

Signal Loss

A distant pulsar is interacting with the hyper-subspace signal, which is enabling this long-distance communication. As the pulsar’s position shifts, the signal is lost. Reestablishing contact requires adjusting the receivers to compensate for the pulsar’s movement. The pulsar’s transit will cause the signal to be lost two more times, needing to be reestablished each time. After the fourth connection, the pulsar will move out of range, permanently severing the connection. Each time the

connection is restored, many months will have passed for the Meihk. Due to the odd interaction of the pulsar with hyper-subspace, the players’ communication is somehow being received sometime in the past.

A Call for Help

In the second call, Isslas reveals that Meihk scientists have projected that a gamma ray burst will strike their world in less than a year. They ask for knowledge and assistance to save their civilization.

MINOR BEATS

As the upgrades are still experimental, breakdowns may occur that need to be repaired to continue using the array. Depending on how the players wish to help the Meihk, a high-ranking officer may argue that it violates the Prime Directive.

KEY NPCS

Isslas (voice only) is the Meihk responsible for the communications of their people’s government. Commander th’Shal is currently in charge of the station. (Use the stats for Captain T’Mek on pg. 316 of the core rulebook.)

CONCLUSION

If the players choose to share technology or teach the Meihk how to save their world, it should require a challenging Extended Task, which could only be done during the third communication window. If the task is successful, Isslas can express their gratitude in the fourth and final communication. If the task fails, the final communication will be an automated recording from Isslas informing that the Meihk have been wiped out and asking that the players preserve their memory.

ADDING THIS MISSION TO YOUR CAMPAIGN

Removing reference to the Pathfinder Project can make this adventure fit into other eras. The mycelial network could be used as an alternative explanation for communication at such a great distance.

