

Intermix

Suggested Era of Play: The Next Generation era

Log

While heading to our next assignment after our recent return to Earth, we've picked up what appears to be a matter/antimatter intermix reaction—and a potential warp signature—from the Akaali System. This may be a First Contact situation, and we've been diverted to take a look. The Akaali were first encountered by the NX-01 ship, Enterprise, over two hundred years ago, just prior to the Akaali's industrial revolution.

Suggested Spotlight Role: Security, Conn, and Command Officers

Synopsis

After a trip to Earth, the crew's ship happens to be the closest Starfleet vessel available upon the detection of what could very well be an Akaali warp signature in their home system. Checking the database reveals a long history of Starfleet, Vulcan Science Directorate, and eventually Federation visits to the Akaali system, in part due to a one-hundred-year closeness to the ill-fated Malurian System, from which the Malurians made several attempts to rob the Akaali of valuable minerals. The Akaali have a habit of exceeding expectations when it comes to their cultural, scientific, and technological advances, and though the Federation and Starfleet both believed they were still a few decades away from attaining warp drive, it appears the time has come.

En route to the system, long-range sensors confirm the presence of an unidentified warp ship in close proximity to the Akaali homeworld, of a simple design and likely having launched from the planet's moon and heading to the outer edge of the system itself—likely a “quick tour of the solar system” to test their new ship. But before the crew can arrive in the system, three more signatures appear on long-range sensors, and these are easily identifiable as

Nausicaan. The crew can only watch as the three Nausicaan vessels seem to capture and drag the Akaali ship on a course toward the former Malurian system.

What was intended to be a First Contact Mission and celebration of another species reaching the stars instead turns into a search and rescue and recovery mission on the former homeworld of the Malurians, which was sterilized by Nomad in 2267, and since been occupied by a variety of ne'er-do-wells, criminals, squatters, opportunists, and muscle-for-hire, many of whom to this day sift through the remains of the eradicated Malurian people hoping to find something valuable. Recovering the crew—and ship—of the Akaali and getting them back to their homeworld to initiate a more genial First Contact, will take skill, subterfuge, or perhaps just a really big stick.

Directives

- First Contact protocols come into play the moment the warp signature is detected in the Akaali system.
- While technically, the Akaali vessel *Lalogi* (roughly translated as “Heritage”) sent a distress signal back to its homeworld during the attack, Starfleet responds to all distress calls, so a rescue effort is within their usual mandate.

Major Beats

- **First Contact, Interrupted**—Long-range sensors pick up what could be a controlled matter/antimatter intermix reaction, specifically one powering a simple warp drive coming from the Akaali system. The crew prepare themselves for a First Contact situation, and set a course to welcome a new species to the galactic stage. Unfortunately, plans have to be tucked aside when Nausicaan warp signatures snatch the Akaali ship from the edge of their system. It'll take some fine-tuning of the long-range sensors to get an idea of what happened (the ship was taken aboard one of the Nausicaan ships) and which way the ship's went thereafter (toward the Malurian System).
- **Grave-robbing Kidnappers-for-Hire**—The crew's ship follows the Nausicaans to the Malurian System, which was sterilized by Nomad in 2267, and has been host to less-than-desirable elements ever since, including a fairly large

contingent of Nausicaans who generally act as “for-hire” muscle types, but seem to have decided upon capturing the Akaali ship for some reason. Locating the ship on the planet involves hunting for the particular intermix ratios the Akaali ship appeared to be using, and getting past some sensor-scrambling networks set up by the Nausicaans at their base. Once located, the players will need to come up with an extraction plan—including recovering the Akaali and their ship *Lalogi*, if possible, since ideally the Akaali pilots should return to their world with the ship, proving they have, indeed, reached the stars. This may involve the crew planning something more like infiltration among the former-Malurian complexes the Nausicaans have turned into their base, or some “cowboy Diplomacy” (or outright threats, depending on the tactical strength of the crew’s ship) to convince the Nausicaans to let their captives and ship go. Either way, once the crew are face-to-face with the Akaali pilot and co-pilot, they can attempt a *rea*/First Contact.

- **Let’s Try That Again**—After extracting the Akaali (and hopefully recovering their ship), the crew can head back to the Akaali system, with their rescued pilot and co-pilot giving them a hand at a First Contact done right. The Akali planetary leader and council are understandably concerned—they have no way of knowing the crew’s ship wasn’t part of what happened to the *Lalogi*, something they could only watch from their homeworld—but some old-fashioned diplomacy should pave the way to successfully saying “hello” to a world the Federation has been watching grow for hundreds of years.

Minor Beats

The Akaali pilot and her co-pilot haven’t been completely idle, and they’re not willing captives; if you believe your crew don’t mind a small hit to their ego or will find it amusing, they may find the Akaali in the process of rescuing themselves—one way to underline the Akaali are adaptable, intelligent folk—but don’t steal all the crew’s thunder; getting the Akaali ship back from the Nausicaans, and getting away from the Malurian system with them *and* the ship, should require some quick thinking, fancy flying, and even a well-aimed photon torpedo or two.

Key Non-Player Characters

Nausicaan Brutes and Marauders can be found in the Alpha Quadrant Sourcebook; for their ships, aim to create three ships of a Scale that, when taken together, form a challenge against the crew's ship not to be immediately dismissed, though taken individually that wouldn't be the case. For the Akaali's ship, the *Lolagi*, use the Phoenix from Utopia Planitia, or another Scale-1 vessel, though perhaps nudge up the Systems a tiny bit to represent the Akaali tendency to surprise and exceed Federation expectations. The pilot and co-pilot can be represented by Maquis Pilots, and have similar, scrappy-underdog vibes.

Conclusion

Obviously, the best conclusion is for the crew to recover the Akaali, their ship, and deliver them back to their system and showing their people space has positive surprises, as well as negative ones. If the crew can't recover the ship itself, perhaps they return to the system without it—still knowing the Akaali are warp-capable, even if their first attempt failed due to no fault of their own. Their people might at first worry the crew's ship are the same that attacked the *Lolagi*, but some quick diplomacy should turn that tide.

While it's secondary to recovering the Akaali and returning them to their system, why did the Nausicaans want the Akaali ship in the first place? If bested, any captured Nausicaans (or their logs) could reveal the truth: the Nausicaans don't actually know—they were hired to do this, and were waiting for the other half of their payment—to be given when handing over the ship and Akaali pilots—but that doesn't happen now the crew are involved; this could turn into a mystery to see who, exactly, seems to have an interest in the newly warp-capable species, and *why?*

Further episodes could unravel the mystery. Perhaps revealing that not every Malurian activity on the Akaali homeworld was stopped, and someone in the Malurian system learned of a valuable former Malurian site on Akaali that might still hold items of a great deal of value—if they can get to it unnoticed, past Federation eyes. It's likely in some way they wanted the Akaali (or their ship) to do just that. First Contact will make criminals sneaking onto the planet more difficult, but perhaps not impossible...

Adding this Mission to Your Campaign

A First Contact mission suits any era, really, but the Akaali wouldn't be ready for warp in the ENT or TOS eras—but simply changing their names and setting the story elsewhere would work, though perhaps altering the Malurian System to a Nausicaan Asteroid base like the one seen in Enterprise's "Fortunate Son."

(The Akaali appear in the Enterprise episode "Civilization" and the Discovery Episode "The Examples." The Malurians appear in the Enterprise episode "Civilization," and are meet their dire fate in the TOS episode "The Changeling.")