

# **Mission 13 Stowaway**

## **Overview**

Ferengi Merchants have requested and paid the crew of SS Mary Rose to deliver cargo to Betazed. They are using outside handlers to avoid FCA taxes and bribes but little do the crew know what is inside until they are attacked and the shipment opened to reveal a stowaway. Do they give her up to the invaders for the supplies they need desperately to save a crew member's life or do they protect the stowaway and blow the chance they have been looking for?

## **Key Characters**

**Fezzik** - Ferengi Merchant

Jenna Mitchell - Fezzik's Betazoid partner

**Persis** - Stowaway (Kriosan)

## **Timeline**

**MD -14 - -1 :: Deep winter Shore Leave free cloud (optional)**

**MD 1 - 7:: Travel time**

**MD 08:** Rosie crew rendezvous with Fezzik and Jenna to bring them onboard. Rosie is confronted by pirates wanting the cargo for themselves. In the chaos, the pod is opened and a girl is found to be in stasis and the crew is given 48 hours to hand over cargo.

**MD-09:** The crew ponder the morality of going through with the delivery and work on plan to get out of the situation they are in.

**MD-09 late:** Ship boarded before 48 hours are up.

**MD-10:** Scheduled drop-off at Betazed - crew makes a decision.

## **Achievements**

**Inconceivable!** - JP with Fezzik the Ferengi merchant

**Persis-tent** - JP your character in conversation with Persis

**All Hands Repel Boarders** - Take part in the defence of Rosie from attackers

**Compass** - A solo post of 500 words or word considering the moral choice

**Last Chance** - JP your character with Dixoho Saa

**Not Dead Yet** - JP you character as part of the medical team working to keep Dixoho alive.

**Freecloud Freedom** - Write 3 shoreleave posts.

### ***Key posts***

- *Setting up the Cargo route*
- Rosie crew rendezvous with Fezzik
- Confrontation by pirates
- Cargo bay shot at and cargo shifted around and Persis discovered
- Persis waking up
- Pirates boarding Rosie
- Arrival at Betazed.