

## EPISODE: "ARSENAL OF FREEDOM"

Planet: Minos

Draw: Destroyer *ISS Drake* is missing and was last reported in this system. The Empire has ordered the *ISS Enterprise* to investigate and retaliate if necessary.

Riker's Old Friend: Captain Paul Rice (not very smart, but inquisitive)

### **Threats**

Ground combat robots

Space combat robots with cloaking devices

### **Minos**

They were weapons dealers in the Ersalope Wars.

An automated salesman is all that is left

### **The Salesman**

The Salesman **won't**:

- Raise an "anti-transporter" shield around the planet—"It would keep out the customers."
- Let the captain or crew get away without buying anything. They all can afford whatever they want—on easy credit terms.

If the characters buy here, here is what they might get:

- Hunter-killer assassination drones
- More powerful phasers
- Stasis field projectors
- Assassination androids: explosive, phaser or poisonous
- Battleships...

### **REMEMBER: After Action Review:**

1. Have each player state Victory Conditions and achievements
2. Recount plots and achievements

### **Mission Agendas:**

1. Picard: Acquire as much alien technology as possible for your own personal power.
2. Troi: Insure that all alien technology is turned over to the Empire.