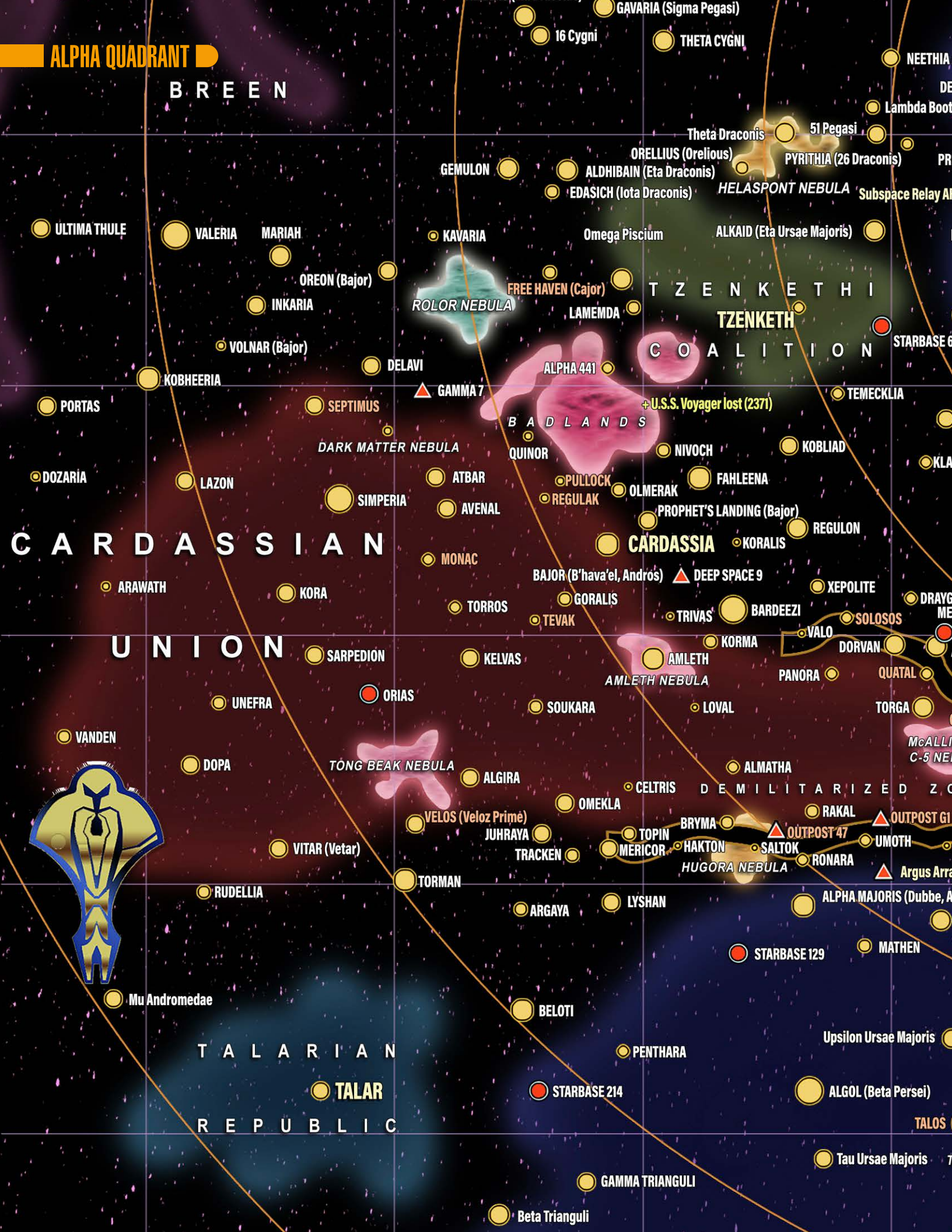
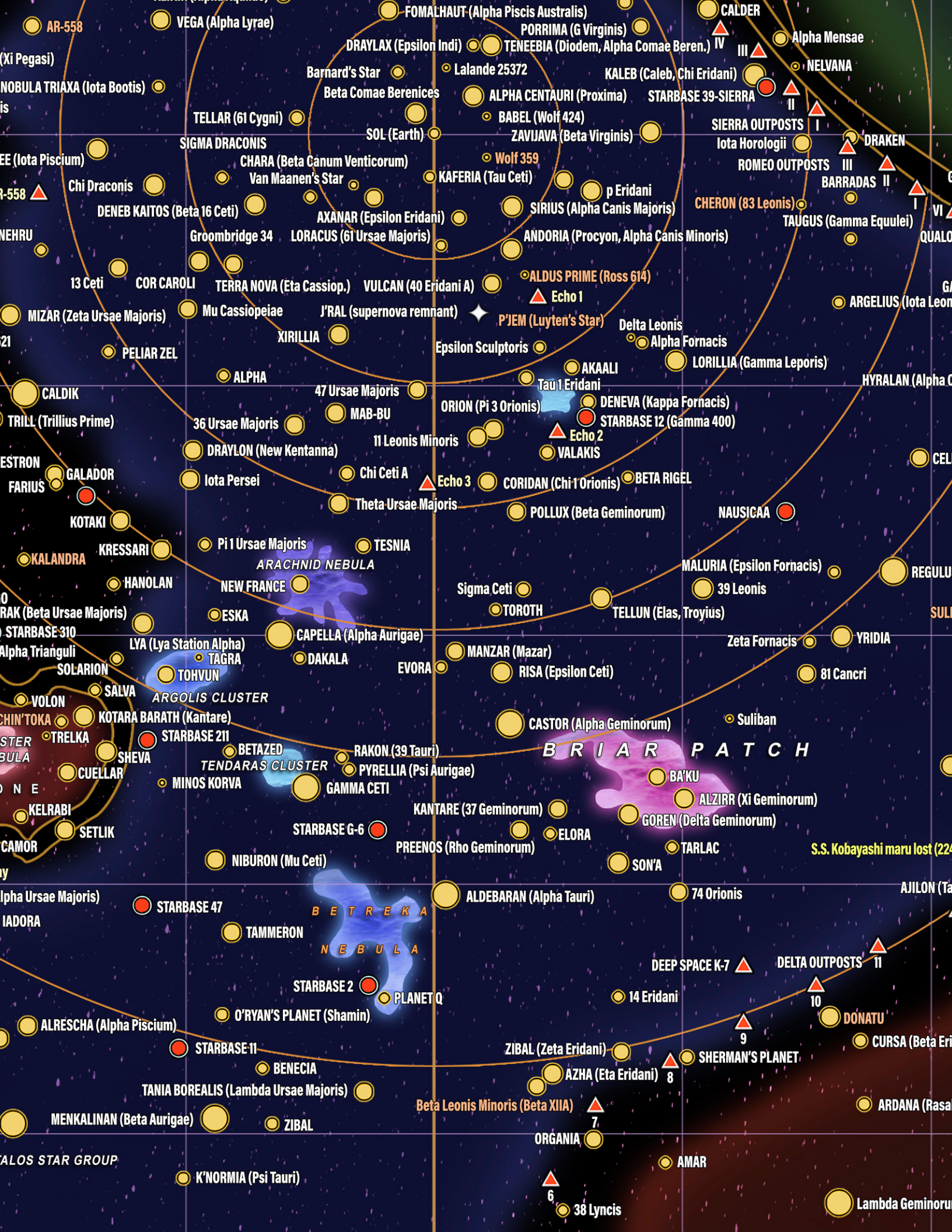
STAR TREK™ ADVENTURES



ALPHA QUADRANT SOURCEBOOK


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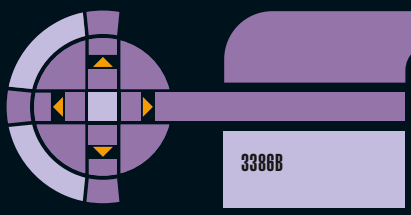
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CHAPTER 01.10

INTRODUCTION

WELCOME TO THE ALPHA QUADRANT

"IN THE END, IT COMES DOWN TO THROWING ONE PITCH AFTER ANOTHER, AND SEEING WHAT HAPPENS. WITH EACH NEW CONSEQUENCE, THE GAME BEGINS TO TAKE SHAPE."

– BENJAMIN SISKO

Welcome to Deep Space 9, Captain.

While your ship patrols the space between here and the Cardassian border, this station will likely be a popular destination for you and your crew. Many captains would wish for a safer assignment, like one near the founding planets in the Beta Quadrant, but I know you and your crew are up to the challenge the Alpha Quadrant holds. Our mission is the same as it has always been – peace and understanding – but on the precipice of war we must hold even tighter to the values that tie the Federation together.

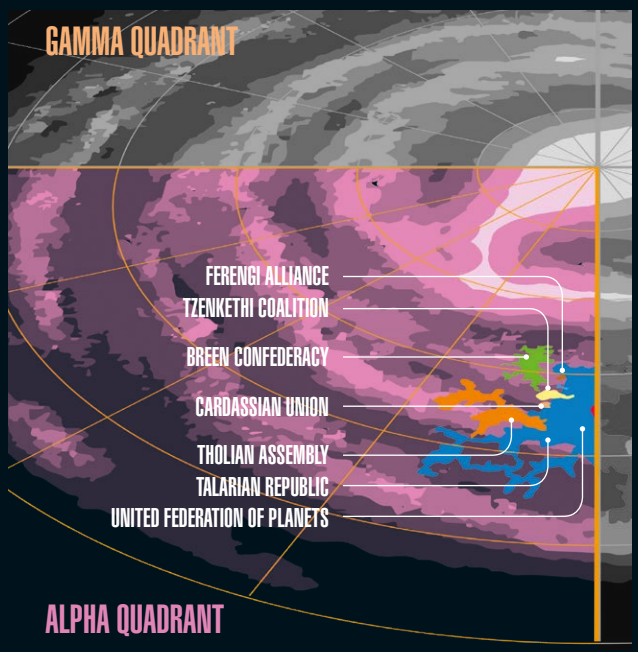
The reports you've heard are correct – the Klingons have withdrawn from the Khitomer Accords. After receiving reports that the Cardassian leadership was taken over by the species known as Changelings, the Klingons invaded Cardassian space. Their attacks began with the outer planets within the Cardassian system, but quickly cut to the heart of Cardassian life – Cardassia Prime itself. With Federation ships light-years away, the crew on DS9 had no choice but to launch a mission to save the Cardassian Council from what would've been summary execution at the hands of the Klingons.

This blow to our great alliance comes on the heels of the Dominion intensifying their conflict with the quadrant. We still have precious little knowledge of what motivates the Dominion's troops to wage their shadow war upon us and perhaps with that we have a chance. The more we learn, the greater chance we have for negotiation. This promise of knowledge the deeper we get into this conflict means there could be an end – a peaceful end – for everyone in the quadrant. Knowledge is key, and so I urge you: explore, befriend, and ferret every bit of intelligence you can during your stay here, for in that lies hope.

Don't get me wrong, Captain; things are not all bleak in the Alpha Quadrant. Bajor is drinking in its first breaths of liberty after a long occupation under the Cardassians. The Bajorans are finding lost bits of culture and pushing into a new future with the unshakable tenacity they take to most tasks. Likewise, relations with the Cardassians improve by the day. These things can never be certain, of course, especially with the Cardassians, but permit an old officer to dream. If we find a way to end this conflict with the Dominion – I dare say there is a chance to build a lasting coalition here.

Yet, we still have far to go. Reports of espionage, rumors of Changelings in our midst, good folk who were once friends learning to mistrust one another – all drops in a bucket promising to spill over at any moment and plunge us into full-scale war. We have the utmost faith in your capabilities. This won't be easy, and we're far from at peace, but we know your actions will help move this conflict to its conclusion – to the horizons of peace and the bright future ahead.

THE MILKY WAY GALAXY



STELLAR CARTOGRAPHY



SUPPLEMENT STRUCTURE

This campaign sourcebook provides all the information you'll need to play a game of ***Star Trek Adventures*** in the Alpha Quadrant. While the default setting for the game and half of the Living Campaign is approximately 2371, this book moves the timeline forward to when the Klingons withdraw from the Khitomer Accords in 2372. Review the section titled "Campaign Usage" below for more information on the advanced timeline.

Chapter 2: The Alpha Quadrant is the largest part of this book, and it describes the main powers in the Alpha Quadrant and the current political situation in 2372. The chapter opens with a look at recent history, the discovery of the wormhole in the Alpha Quadrant, and the events that led up to the Klingons' withdraw from the Khitomer Accords. It also takes a look at the current information the Federation has on the Dominion – its goals and its species. Finally, it takes an in-depth look at important powers in the quadrant – the Bajorans, Breen, Cardassians, Ferengi, Tzenkethi, Tholians, and various Federation worlds.

Chapter 3: Species of the Alpha Quadrant presents new options for characters from the Alpha Quadrant. Along with expanding character Lifepaths, there are also eleven new playable species available for characters including the Caitians, Edosians, and Ferengi. Use these new species to add color to your game and make the quadrant come alive!

Chapter 4: Starships of the Alpha Quadrant details ten new starships from the Cardassians, Ferengi, Breen, Tellarites, and Tholians. Witness the awesome power of the Ferengi *Ul'ess*-class mobile outpost and uncover the strange technology that powers the Breen's energy dissipation weapons. Each vessel outlined in this chapter has an in-depth overview of its capabilities along with statistics for use with your campaign.

Chapter 5: Encounters and Adversaries highlights what your crew could encounter in the Badlands, Demilitarized Zone, and along the Federation border. Each location's section in the chapter outlines new Traits for alien races and includes write-ups for NPCs your crew may encounter. Travel through the Alpha Quadrant and learn to dodge Ferengi space debt collectors on the Federation border and negotiate with Maquis patrols in the Demilitarized Zone.

CAMPAIGN USAGE

Unlike the information in the ***Star Trek Adventures*** core rulebook and the ***Beta Quadrant Sourcebook***, we push the timeline forward in this book, putting you right on the precipice of the Dominion War. This book offers an in-depth look at what the conflict is shaping up to be along with a look at the importance of space station Deep Space 9. In Chapter 2, there is an expansive review of the various Dominion species, motivations, and also views on the conflict from various non-Federation species like the Romulans. Taking a large deal of influence from the events in the *Star Trek* televised series, we make sure to fill in the gaps of knowledge so you can run a campaign during this exciting part of Federation history.

Special attention is also paid to the unique species of this quadrant, separate from the conflict with the Dominion. With Bajor's liberation from Cardassian control, we take an in-depth look at what the two cultures look like without one another. Expanding upon preexisting lore on Bajorans we look at their spiritual life and how that influences their political system, along with the challenges their homeworld faces with its newfound freedom. Similarly, we review Cardassia's struggle not only within its own political system, but with the Klingons at its border. Both sections marry with one another to paint a vivid picture of what the quadrant looks like and what to expect in a campaign.

Finally, the many other inhabitants of the quadrant are far from left behind. While the core rulebook looked briefly at the Betazoids, in this book we take you to Betazed itself, looking at the Great Houses of Betazed and journeying to the Pillars of Rixx. We expand on Ferengi Rules of Acquisition and give tips on how to use them in a game. Gamemasters will be able to use the information in this book to audit their Players like the best Ferengi liquidator and debate the finer points of the Rules of Acquisition.

BAJORAN ORBS



ORB

BAJORAN ORB ARK

CULTURAL DATABASE

YESTERDAY'S ENTERPRISE

The default setting of ***Star Trek Adventures*** is the year 2371 (Stardates 48000-48999), though this book advances the timeline to when the Klingons withdraw from the Khitomer Accords in 2372. Prior to that event, the Klingons were allies, despite their internal squabblings and instability. The Romulans work covertly to undermine the stability of the Klingon Empire and the Federation. Meanwhile, the Klingons and the Federation joined forces to explore the Shackleton Expanse, a large area of unexplored space within the Beta Quadrant. The Klingons departing the Accords will add newfound tensions to the Shackleton Expanse, as well as to both the Alpha and Beta Quadrants.

Games set in the Alpha Quadrant during the *Enterprise* era will, of necessity, be restricted to a smaller volume of space due to slower warp drives. By 2151, the farthest an Earth starship had ventured was Risa, 90 light-years away. Gamemasters might choose to play out the Earth-Romulan War; alternatively, the Player Characters could engage in first-contact missions with some of the species seen in the classic era and later, such as Nausicaans, Tzenkethi, or Breen.

Games set in the Alpha Quadrant during the Original Series era and later might focus on the Federation's clashes with the encroaching Klingon Empire and Romulans, as well as border skirmishes with the Cardassians or Tzenkethi. The nature of the Romulans remains a mystery to the Federation until 2266, when the *U.S.S. Enterprise* NCC-1701 prevents a Romulan ship from destroying Neutral Zone outposts. Conflict between Klingons and the Federation is possible until the Treaty of Organia in 2267 – though the Organians occasionally overlook minor incidents, such as the occasional bar fight.

Gamemasters wishing to run missions during different time periods will have no trouble using the rules as presented. If an item of equipment or technological advance is unavailable in a certain era (such as transporters, replicators, etc.) there will be a note in a sidebar such as this one.

CHAPTER 02.00

THE ALPHA QUADRANT

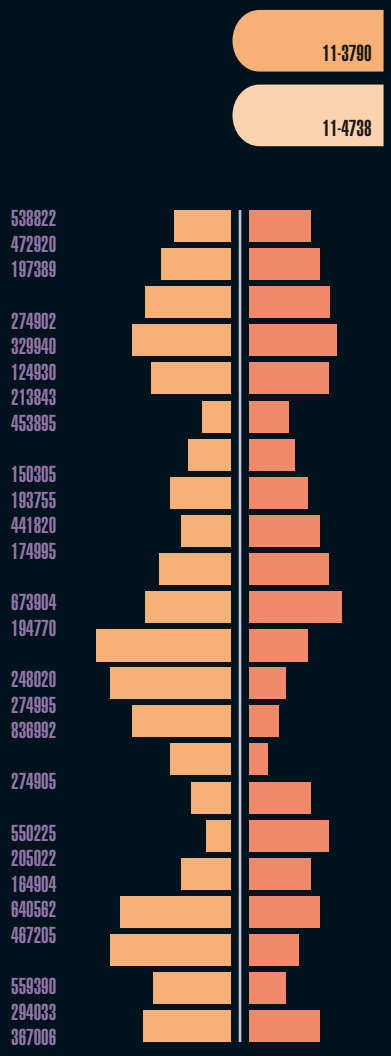
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BRIEFING FROM DEEP SPACE 9

After the discovery of the Founders and their intentions for the Alpha Quadrant, arming Deep Space 9 as our first line of defense has been a top priority. DS9's defenses were put to the test when a Klingon fleet attacked it in an attempt to capture the Cardassian governmental council. The station managed to outlast an onslaught by Klingon birds-of-prey, *Vor'cha*-class starships, and more, which is promising, but there is much to be done if it is to stand up against Jem'Hadar attack forces. Below are three reports outlining important strategic information relating to the space station.



CAPTAIN BENJAMIN SISKO

As I am sure you know, you'll be reading many reports in this document which are meant to bring you up to speed on our current situation. However, because it is an official Starfleet document, you'll find a voice is missing, that of Kira Nerys, my second-in-command here on DS9 and the Bajoran Liaison Officer. Since you won't be hearing things from her perspective, I'd like to update you on the situation of Bajor and the importance of Starfleet's mission here.

Simply put, Bajor can't withstand a Dominion attack. This isn't secret knowledge for a classified report, it's a fact. The Bajorans are still rebuilding after the Cardassian Occupation and while their progress has proved faster than any of Starfleet's projections, there is still work to be done. Fifteen Bajoran officers died fighting the Klingons on DS9 and if the conflict with the Dominion gets bad I am sure there will be many more. Let's make sure we can protect our allies, who are risking life and limb. In war, we often forget the faces behind the fight; that's something we should always remember in our 'official reports.'

My personal, official statement: If push comes to shove, we are prepared to collapse the wormhole to protect the Alpha Quadrant. It is my sincere hope that matters with the Dominion won't come to this. Not just because of the explorer in me dying to know what else is out there in the Gamma Quadrant, but for the Bajoran people. It would be devastating to cut them off from the Prophets in such a permanent manner.

CHIEF OF OPERATIONS MILES O'BRIEN

The new photon torpedo launchers of the *Defiant* and ablative shielding held up well against the Klingon attack, but the station itself took a beating. We have crews working around the clock to repair the damage, and our torpedo banks should be restocked within the week.

What we're really lacking is any reliable way to track the Changelings if they enter the station. Blood tests and scans take time. To scan the entire station, even with the drills the captain's been putting us through, takes upwards of three hours. There has to be a better solution.

We can buff up the station's defenses as much as we want – and believe me that is just what my team is doing – but it feels like plugging a sinking ship. A group of Changelings can just masquerade as one of us and slip on to the station. So, where's the good in that?

STRATEGIC OPERATIONS OFFICER WORF, SON OF MOGH

Having only just joined the crew of DS9, I am not sure how much useful intelligence I can provide about the station's readiness at this time. I assume I was asked for this communiqué to speak about my people and what I would assume Chancellor Gowron's intentions are.

Gowron's thoughts are his own, but he did see reason when the Klingon fleet attacked DS9 – pulling out his forces before the battle escalated. I do not believe that the Klingon's true quarrel is with the Federation, but with a social change which must occur. My people still believe in the old ways – fights, deaths, battle, and honor. There is nothing wrong with this, but they must also accept that the face of the Empire is changing.

We may still have glory and honor, this need not conflict with peace, nor does peace make my people weak. Until they are able to see this, I do not believe the Empire will back down from the conflict with the Dominion or give up the control of the Cardassian colony worlds they've taken.

CHAPTER 02.10

THE ALPHA QUADRANT

THE ALPHA QUADRANT

"EARTH ISN'T THE KEY TO THE ALPHA QUADRANT; THE WORMHOLE IS. AND WHOEVER CONTROLS DEEP SPACE 9 CONTROLS THE WORMHOLE."

– CAPTAIN BENJAMIN SISKO

RECENT HISTORY

The Alpha Quadrant was once a place of unsteady peace, but Cardassia's occupation of Bajor changes the face of its space for years to come. The end of the Bajoran Occupation promised to herald a new era of peace for the Quadrant, but recent discoveries have its inhabitants teetering on the edge of war. What happens in the coming years will decide whether the Alpha Quadrant forges ahead into a bright future or delves into the darkness of all-out war.

A brief history of the past three years is detailed below, giving an insight into the current conflict with a force known as the Dominion. It starts with the discovery of a stable wormhole to the Gamma Quadrant and ends with the Klingons' withdrawal from the Khitomer Accords. Now is the time for Starfleet to ultimately decide what it will do in the Alpha Quadrant – to discover what the Dominion wants in the Alpha Quadrant and to salvage relations with the Klingon Empire.

WORMHOLE DISCOVERY

Commander Benjamin Sisko and Lieutenant Jadzia Dax discovered the Bajoran wormhole while scanning for anomalies in the Denorios Belt of the Alpha Quadrant. The wormhole extends from Alpha Quadrant space to the Gamma Quadrant. Within the wormhole Sisko encountered a race of aliens, known to the Bajorans as the Prophets, who exist outside of space and time. Little is known about what actually happened within the wormhole; Sisko was confused on the exact details himself, but since that moment the wormhole has provided stable access from the Alpha to the Gamma Quadrant, and vice versa.

Through exploration beyond the wormhole Starfleet became aware of a power within the Gamma Quadrant known as the Dominion. Little information was available, but all altercations with the Dominion ended in conflict. Dominion agents, the Jem'Hadar, even went so far as to destroy a Starfleet vessel, the *U.S.S. Odyssey*, during first contact.

PERSONAL LOG

CAPTAIN BEL ROKLAN

Most Honored Legate,

You know I have no love for Cardassian politicking, nor do I have time with all the briefings I need to attend to get the Klingons off our outer worlds.

I've heard a lot of chatter about the *Sartan*-class destroyers getting retired because they are unable to withstand a constant barrage of attacks. I kindly request that the Screaming Furies be allowed to keep our Sartans if the rest are decommissioned. Their firepower and space-handling alone should be enough reason to keep them.

When the Klingons attacked, it was the Screaming Furies who kept them at bay and we are one of the only battalions to make it out of the battles fairly unscathed. The women in my unit are talented pilots and, if the other soldiers are too incompetent to fly *Sartans* without getting them destroyed, frankly they deserve to die.

I hope this correspondence is enough – I honestly don't have the time for this.

Kindest regards,

Captain Bel Roklan

THE FOUNDERS

In order to discover more information about the mysterious Dominion, Starfleet launched a joint project with the Romulans. Benjamin Sisko was given command of the *Starship Defiant* to mount an investigation into the Gamma Quadrant in search of the Founders. The *Defiant* was



fitted with a cloaking device operated by a Romulan agent in hopes that the *Defiant's* crew could slip through the Dominion's territory without notice. In a subsequent fight with the Jem'Hadar, Sisko and his crew were captured by the Founders and subjected to hallucinatory situations to gauge Starfleet's reaction if the Dominion were to invade the Alpha Quadrant. Sisko and his crew, freed by Bajoran Liaison Officer Kira Nerys and Deep Space 9's Constable Odo, made it back to the Alpha Quadrant with a newfound sense of who the Founders and the Dominion were and the threat they posed.

Perhaps most interestingly, the Founders were from a species known as Changelings. Constable Odo, who'd been looking for his people his entire life, realized he was a member of the Changelings, and first stepped foot on his home planet and made contact with his people. Changelings are shapeshifters who are able to mold their shape into any manner of things from rocks, to animals, and even sentient species. Younger Changelings have issues forming facial features of other species, but with age and experience are able to master that feat.

It also became abundantly clear that the Founders fear 'solids' and see any non-shapeshifting humanoid race as a threat. Luckily, the Founders are unwilling to hurt one of their own, and because of Constable Odo's presence the crew was allowed to leave the Founders' planet unharmed. However, the Founders' deep-rooted fear of solids means they have the intention of waging war on the Alpha Quadrant once they fully assess the quadrant's defenses and capabilities.

KLINGON WITHDRAWAL FROM THE KHITOMER ACCORDS

Only recently, the entire Klingon fleet entered Bajoran space with the intention of invading Cardassia. According to Klingon intelligence reports, the Changelings had manipulated Cardassia's civilian-led Detapa Council into overthrowing the Central Command and taking control of the Cardassian Union. The Klingons intended to put a stop to Changeling interference by force. Despite Starfleet's pleas for the Klingons to back down, the Klingons invaded Cardassian space and the Federation was forced to condemn their actions. In response the Klingons broke the Khitomer Accords and ended their alliance with the Federation.

When the Klingons invaded Cardassian space, Benjamin Sisko, aboard the *Defiant*, managed to save the key members of the Cardassian council and bring them to Deep Space 9. Several dozen Klingon ships, including Klingon Chancellor Gowron's flagship, attacked the station. After both sides reached a stalemate – the Klingons having the upper hand, but Starfleet reinforcements on the way – Gowron withdrew his forces, agreeing, for now, not to spill any more of his former allies' blood.

THE DOMINION

The Dominion is an adversarial power in the Gamma Quadrant which has set its eyes on the Alpha Quadrant, because of the Bajoran wormhole. The Founders, leaders of the Dominion, eschew diplomacy and prefer a more proactive approach to meeting new species. Rather than speak to them, they conquer them to protect themselves from harm. Since the Bajoran wormhole became active, the entire Alpha Quadrant is now the Dominion's target.

Starfleet has at least three confirmed reports of the Dominion infiltrating Alpha Quadrant powers and manipulating them to their own gain. It is assumed there are many more Dominion agents within the quadrant, which we do not know about. Starfleet itself is going through rigorous testing in order to weed out any Dominion forces, details of which are relayed to commanding officers aboard vessels, space stations, and on land.

To this date, Dominion tactics are two-pronged. The first is infiltration as mentioned above. They insert spies, often the shape-shifting Founders, to manipulate and create discord among allies. They take key positions in governments, issue false orders, and cast doubt between even the most trusted friends. If their schemes don't sufficiently destroy former allies from within, they attack with the Jem'Hadar, an endless brutal resource, a species bred to kill.

If The Federation has begun preparations for an all-out war. While it is still Starfleet's primary goal to end this conflict peacefully through diplomacy, negotiations with the Founders are nigh impossible. The Alpha Quadrant is the first line of defense for all Federation worlds and if push comes to shove, Starfleet will do what is necessary to make sure the Federation is safe from the Dominion.

DOMINION SPECIES

THE FOUNDERS

The Founders, also known as Changelings, are a species of shape-shifting beings who are all connected by something called the Great Link. Not much is known about the Founders, but they are real and, strangely enough, they fear us. The fear they have in "solids" stems from a past where they were maltreated, presumably by a species in the Gamma Quadrant, and since then they swore never to let this happen again.

Their fear reaches to such an extent that they now proactively conquer other species to make sure they do not harm the Changelings. Both the Vorta and the Jem'Hadar are subservient to the Founders and are considered totally expendable by the inhabitants of the Great Link. Unlike Starfleet captains who care for their crew, the Founders have no qualms about sending squadrons of Jem'Hadar soldiers to their death if that means a certain victory for them.

INTERCEPTED TRANSMISSION

SEGMENTS OF PARTIALLY DE-ENCRYPTED TRANSMISSIONS WITHIN THE BADLANDS

...Sisko is en-route and believes Cing'ta will meet him at the coordinates they arranged. We will beam you out on your signal...

....assurances that the cascade virus will cripple the *Defiant* are comforting, but not everyone is as confident about provoking Starfleet like this. If anything in this plan goes wrong we'll be up against the most powerful starship in the Federation…

…all behind you on this mission, Eddington. But, Sisko is dangerous. Even without his warship. His hatred of you and his fury with the Maquis is boundless, and even borders on fanatical. Trying to make him understand our cause seems like a waste of resources…

This single-minded focus, this need to protect their own, makes the Founders so utterly dangerous. Coupled with their ability to shape-shift into anyone or anything, they are a deadly foe, but they do have a few weaknesses. Based on the reports of the Changeling constable Odo on Deep Space 9, Changelings must revert to their liquid state every 16 hours to regenerate. Furthermore, a simple blood test is able to distinguish a "solid" from a Changeling. While these are small, simple facts, they may be the key to unlocking more information about the Founders in the future.

THE VORTA

The Vorta are humanoids who work as second-in-command to the Founders and are in control of Jem'Hadar forces. They have pale skin, dark hair, and elongated, ridged ears. One Vorta appeared to have the telekinetic ability to generate blasts of energy similar to a standard-issue phaser on the stun setting, but it is unknown how widespread this capability is within the species.

Before Starfleet gathered intelligence on the actual Founders, it was widely assumed that some members of the Vorta species were the Founders themselves. When this turned out to be untrue, it was clear the extent to which the Vorta were loyal to the Founders, willing to risk everything – even their own lives – to make sure no one found out who the true leaders of the Dominion were. It is unknown why each Vorta has such a sheer reverence for the Founders.

Unlike the Jem'Hadar the Vorta do not have any apparent substance addictions which make them dependent on the

Founders. Nor do they seem so technologically weak that they would need to be dependent on a more advanced race. These signs point to the Vorta's link with the Founders being much deeper, perhaps something in their history, but there must be a reason behind such blind obedience.

THE JEM'HADAR

The Jem'Hadar are a humanoid species created by the Founders. They are not born from biological mothers, but created in birthing chambers and within three days of emerging they are fully grown and in fighting condition. Jem'Hadar soldiers are in peak physical shape, one soldier being substantially stronger, faster, and more agile than an average Human Starfleet officer.

This species does not sleep and are addicted to a substance called ketracel-white, which both provides them with nutrients, but also contains an enzyme which is absent in the Jem'Hadar's physiology. Without ketracel-white a Jem'Hadar soldier would die. Thus, the Founders ensure Jem'Hadar loyalty.

To date there is little to no intelligence on Jem'Hadar culture, if there even is such a thing. Beyond the worshiping of the Founders as god-like deities, they seem to have few beliefs other than a constant need for battle. Sadly, it seems this species was created for one purpose only – to serve the Founders.

OFFICIAL KLINGON STATEMENT

The Klingon High Council condemns Starfleet for standing idly by while the Alpha Quadrant is invaded by the Dominion. We have warned you of a war brewing on your borders and in your arrogance, you did not listen. Now, the Founders infiltrate every level of your organization, every system your allies inhabit, and manipulate you like puppets. This will not be the fate of the Empire.



Hide like cowards behind your calls for peace while the foundation of your organization slowly crumbles around you. We, the Klingon Empire, will bring the fight to the Dominion and meet them in glorious battle!

DOMINION CAPABILITIES

Special abilities of each of the Dominion species aside, it can be assumed that the Dominion has considerable resources, which would make an all-out war with them difficult. When joint Cardassian Obsidian Order and Romulan *Tal Shiar* forces entered the Gamma Quadrant in an attempt to wipe out the Founders, their forces were decimated. Both the Obsidian Order and the *Tal Shiar* were brutal secret service forces with the highest grade of weapons and training.

If this was just a taste of the Dominion's forces, then Starfleet is in for a fight. While they have a near-endless supply of Jem'Hadar soldiers, one possible weakness can be in their fleet itself. Dominion soldiers can be bred in the space of three days, but ships cannot be built so fast. If a Dominion invasion were to happen, cutting them off from their resources could be Starfleet's best course of action.

KLINGON RELATIONS

Spurned by the end of the Khitomer Accords, Starfleet diplomats work tirelessly to establish contact with the Klingon High Council and re-open diplomatic avenues, but Klingons despise talking.

Fortunately, the Klingons did not manage to invade the Cardassian homeworld and withdrew over half of their forces from Cardassian Space. The rest of the Klingon forces remain occupying the outer worlds, "for the Cardassians' own good." The worlds they conquered are now equipped with orbital defense systems and it is unlikely that the Klingon forces stationed there will be leaving any time soon. Officially, the Klingons say they are remaining on the worlds in order to protect the quadrant from Dominion attack, but intelligence reports say that many of the Great Houses grow restless with peace.

Many Klingons want to return to the old ways and relish the idea of war, and the Dominion just provided a perfect excuse for the Great Houses to conquer worlds once more. For battle, for glory, for an honorable death! If they are to be triumphant the Klingons must solve one problem – they can't afford to fight a battle on two fronts – they cannot attack Starfleet and fight the Dominion. The Klingons may crave war, but they are intelligent warriors and there is a difference (albeit a small one) between battle and suicide. This alone may be a saving grace for Starfleet and their forces.

CARDASSIAN RELATIONS

Starfleet officers saved the Detapa Council from execution when the Klingons invaded their space, and this has made strides towards a better working relationship with the

Cardassians. This newly blossoming friendship is slow to take root as the Detapa Council's power over the military is newly established. They won their spot after a coup and then directly had to deal with the Klingon invasion, making any political clout they have unstable within the arena of Cardassian politics.

Cardassia itself is still reeling from the loss of almost the entire Obsidian Order. A coup in their political system is an annoyance, the loss of their largest intelligence organization – chaos. Coupled with the loss of their outer worlds, to say the Cardassians are spread thin is an understatement.

While current diplomatic relations indicate that during a conflict with the Dominion the Cardassians would be on Starfleet's side, political winds can change at any moment. Cardassia has a history of turning on their allies if it suits their survival better.

ROMULAN RELATIONS

It is difficult to tell where the Romulans would land if the Dominion launched a full-scale attack on the Alpha Quadrant. Up until now they've provided nominal support to Starfleet's efforts to gain more intelligence on the Dominion, which seems promising. One of the greatest boons the Romulans have offered was a cloaking device for the *U.S.S. Defiant*, which was subsequently disabled after its unauthorized use in the Alpha Quadrant by Benjamin Sisko when rescuing Cardassia's Detapa Council from the Klingons.

The Romulans have remained predictably tight-lipped about this occurrence and Starfleet is still waiting for the full consequences of Sisko's actions to come to light. Their government seems wise enough to understand the Dominion is a threat beyond the Alpha Quadrant, but if it can be dealt with without their help all the better. Their official statement, while outwardly siding with the Federation, gives very little away.

OFFICIAL ROMULAN STATEMENT



The Romulan Star Empire has no intention of engaging the Dominion at this point in time. Nor does it endorse the Dominion's actions in the Alpha Quadrant. The loss of *Tal Shiar* forces in the Gamma Quadrant enlightened us to the many issues a full-scale war would bring. As to the Klingons' actions in Cardassian space – we leave it to these two sovereign powers to deal with among themselves. While joint Cardassian and Romulan forces worked as one when entering the Gamma Quadrant, it has no bearing either positively or negatively on future commitments the Empire makes.

CARDASSIAN STATEMENT

[No direct official communication has been forthcoming from the Detapa Council. The following communication was offered by their chief military advisor – Gul Dukat.]

Dear Admiral,

I am sure you have the Council's sincerest gratitude for saving them from a ghastly execution by Klingon hands. However, I must stress that the Council has little time at this very moment to deal with Starfleet and its scrambling to assemble an intelligence report. As you well know, they just seized power of the Union and there are a great many things to do – such as regain control of the worlds the Klingons stole – before they even have the time to consider Starfleet's worries about the Dominion.

I assume the Cardassian Union would also like to remind Starfleet that it was their allies, the Klingons, who put our government into such a tail-spin. And while you saw fit to assist Cardassia, your assistance came a little too late for some of our cherished citizens who died in the Klingon attacks. Perhaps the Federation should first think about reining in their attack dogs before they come to us for an 'official statement.'



Sincerely,
Gul Dukat

CHAPTER 02.20

THE ALPHA QUADRANT
FEDERATION WORLDS

"BELIEVE ME WHEN I SAY THAT THE FEDERATION HAS ITS FLAWS, BUT A DESIRE FOR CONQUEST IS NOT ONE OF THEM." – ODO

BETAZED

Planet: Class-M
Population: 8 Billion
Location: Betazed System
Native Species: Betazoids

BETAZOID PHYSIOLOGY

Betazoids are a humanoid species with entirely black irises and a range of skin tones from light beige to dark brown. They live roughly 150 years of age and at 18 they are considered adults. During mid-life, female Betazoids go through a period known as 'the Phase' where their sexual drive is quadrupled. Most Betazoids choose mates of the same approximate age to reproduce, but many older Betazoid women enjoy younger male sexual partners, as older, more experienced women are revered in Betazoid society. It's rare to see an older male Betazoid with a much younger woman, but in modern Betazed it's become more socially acceptable through the years.

POLITICAL STRUCTURE

Betazed is ruled by a Council of Ministers who are advised by members of the Great Houses of Betazed. Much like a constitutional monarchy, the Great Houses wield a small amount of legal power, but their job is mostly to represent the people of Betazed in social matters, leaving the actual governing to the Council of Ministers. Most Ministers on Betazed are female, though nothing stops men from participating in politics. Currently, there are 21 Great Houses on Betazed, each with their own number. If a House fades from existence their number is never re-used; therefore, there is currently a 45th Great House of Betazed, while in actuality there are only 21 active Great Houses. Titles within the Great Houses are inherited and ministers are elected by the people in the country they serve.

If rule of a House is contested, traditionally rule goes to the eldest eligible female within the House. If she rejects the title, then it extends to the first eligible Betazoid within the House. Other than rule of the House, many titles are passed down throughout the line. Rather than being something inherited, other titles are bequeathed by the current holder on to one of their family members who they believe exhibits the qualities beholden to the title. This practice is notoriously fraught with Betazoids giving titles to their children, who don't particularly exhibit any of the necessary personality traits to hold the title, but are given it by their parents for the prestige. Technically, the ruler of the House has the ability to strip a title from one of their family members and give it to another more deserving, but this is rarely done lest the titles they've given come under scrutiny as well.

Unlike with Klingons, where nearly every citizen is a member of one House or another, Houses on Betazed are rare. Normally, they denote a type of royalty, and carry a responsibility for the members of the Great House. Aside from advising the Council of Ministers, the Great Houses are patrons of their ancestral homes. If there are issues in the lands they used to oversee, the Great Houses are expected to donate food, resources, and whatever else they can in order to make sure the lands prosper. This benefactor role means members of the Great Houses are generally well liked and respected in Betazed society for all they do for others.

LEGAL SYSTEM

The Betazoid legal system is the polar opposite to that of Vulcan. For Vulcans, logic and law are key, but for Betazoids, context and emotion are everything. A person who kills someone by mistake and genuinely feels remorse for their crime is likely to be judged less harshly than a person who bankrupted a colleague on purpose.

Petty crime is rare on Betazed. Distressed emotions, sadness, anger, and despair bleed into the world. A person suffering from them is a walking open wound, psychically, which most Betazoids find nearly impossible to ignore. The social system of support is so strong on the planet that petty crimes are mostly avoided, as citizens practice sincere compassion for one another as only a population consisting of telepaths and empaths could.

The direst crime someone can commit on Betazed is entering a person's mind or dreams without their permission. It takes an incredibly powerful, albeit disturbed, telepath to do this. Only the most deranged mind would dare enter such an intimate space without permission. People who commit this crime are sentenced to life in prison and receive intensive therapy to try to help their psychosis; however, they are never released, in fear of the harm they could cause another person.

Sentences are carried out by a council of judges, but may be influenced by the aggrieved or the victim's family. Perpetrators have a chance to open themselves to the people they have wronged – to utterly understand the pain they've caused and to allow their victim to feel their remorse. If this is done the victim has a chance to speak with the judges and perhaps influence their judgment.

It is important to note that, despite their advanced forms of governing, Betazed is essentially defenseless. Upon entering the Federation, they began disarmament and threw what considerable resources they had behind Starfleet. Betazoids make up a considerable number of Starfleet officers, but are spread out across the Galaxy. If Betazed were to come under attack, it would be up to Starfleet to protect the planet.

TELEPATHY

Blessed with empathic and telepathic powers, Betazoids can read feelings and thoughts in a number of humanoid and non-humanoid species. Their abilities appear in adolescence and, on rare occasion, from birth. The strength of a Betazoid's abilities is based on a natural predisposition, how well they train in the empathic arts, and to a lesser extent how much Betazoid blood they possess. Betazoids may mate with many different humanoid species, but the more diluted Betazoid DNA the fewer telepathic or empathic powers they are likely to have.

The ability for Betazoids to read each other's minds has influenced every aspect of their society – which is based around the principles of compassion and understanding. Many who first learn about a Betazoid's powers find them unsettling, but Betazoids interacting with alien species are careful when to use their powers. They cannot block out surface emotions people are feeling. A Betazoid does not have to read another person's mind, and would never do so without their permission.

The most horrific thing that could happen to a Betazoid is to have their abilities blocked or removed. Far into Betazed's past, criminals convicted of serious crimes would have their telepathic abilities blocked by neurotransmitters. Luckily, the practice is now considered barbaric, and any Betazoid could never imagine doing that to a fellow telepath.



CULTURE

Betazed is an egalitarian society of telepaths who celebrate intimacy in all forms. This dictates family dynamics, what they believe in, and what they place importance in. Unlike other planets where physical strength shaped how society was formed, the Betazoids' mental abilities meant emotional intelligence rather than physicality shaped their society.

The importance of intellectual aspects for Betazoids is exemplified by their fondness for nudity. Every important Betazoid celebration – birth, death, and marriage – is held in the nude. Until Betazed made first contact, much of their lives were lived in the nude as well. Once a person's emotions are laid bare for all to see, there is very little room for shame in other aspects of their life – because thoughts are far more intimate than a person's outside appearance.

FAMILY

Families on Betazoid are matrilineal and children take their mother's surname when they are born. Children born to Betazoid/alien pairings differ on how they are named, but mixed children born to one of the Great Houses are always known by a female surname on Betazed itself so other citizens know which House they belong to. If their father was Betazoid and their mother an alien, the child would have their father's surname on Betazed and thus his House as well.

Betazoids have an amazing capacity to love and be loved in return. Monogamous couples are the norm on Betazed,

but it is not uncommon to have one partner with two or more spouses, or a group of spouses who live with and love one another. Children are raised by the family unit they are born into and grandparents play a special role in their rearing.

When a child is born, a 'blessed' grandparent is chosen. The blessed grandparent would raise the child if something ever were to happen to their parents, and is afforded a special role in the child's life. When a Betazoid woman is pregnant, grandparents become highly competitive with one another, plying the parents with gifts and assistance in hopes of becoming the blessed grandparent.

BELIEFS

Ancient Betazoid religious lore tells of Four Deities who shaped Betazed. Betazoids believe they were born from the Four Deities' thoughts and populated Betazed. Unlike many deities, the Four Deities did not possess any special abilities beyond the highest level of telepathy a Betazoid can achieve. They lived among their thought creations and taught Betazoids how to harness their telepathy. After hundreds of years, the Four Deities grew tired of their time on Betazed and wished to explore the intricacies of the mind, so they traveled into the thoughts of every Betazoid to begin their new journey. To this day they still travel through the dreams, hopes, and thoughts of every Betazoid.

Next to the Four Deities is the religious concept of the Great Fire. The Great Fire is not a literal place people go, but a moment before death where a person experiences an endless tortuous fire flaying their soul from their being. It lasts only a moment for those watching the death, but is a never-ending pain for the person who dies, their entire past and present erased in a wash of flame. The Great Fire is gifted to particularly cruel people by the Four Deities as punishment for a life squandered.

LOCATIONS OF INTEREST

PILLARS OF RIXX

Rixx is the ancestral home of the Fifth House of Betazed, one of the oldest and most prestigious Houses on the planet. Since its origins, the Fifth House has spread over the planet and into space, but Rixx remains an important location for the House. Letsana was the founding member of the Fifth House and a warrior poet. She traveled through Betazed for many years until she came upon Rixx, where she found the commoners subjugated to a warlord of the Fourth House. Unable to stand by as so many people suffered, Letsana challenged the warlord to a duel, but was promptly rejected.

Unwilling to give up, Letsana apologized and offered to play music for a feast the warlord was holding in her manse. Greedy and prideful, the warlord agreed and Letsana played beautiful music for the warlord all night, carefully using her powers of telepathy to study the aristocrat as she feasted. At the end of the night, using the knowledge she gained about the warlord, Letsana sang the most humiliating song about her and tricked the warlord to challenging her to a fight. Letsana won the fight against the warlord and disbanded her House. She freed the people under the Fourth House's rule and, drinking deep from the Sacred Chalice of Rixx, proclaimed Rixx to be under her protection and the protection of her new house – the Fifth Great House.

The Pillars of Rixx once housed the Sacred Chalice of Rixx, which was moved centuries ago and given, along with a

INTERCEPTED TRANSMISSION

THE COLONY CIRCUIT

Look, I know you're all disappointed by our reception at Betazed, but the occasional bout of low ticket sales and even heckling is to be expected in any venture. And uttaberry stains do come out in the replicator.

Anyway, I have an idea. Until the more...conventional planetary customers get more used to the idea of Ferengi performing arts, let's book our shows at the colonies. In my experience, colonists are the ones most in need of a little diversion, a little entertainment; a little of that something special that we've been practicing all these weeks.

I know they'll like us at Benecia – I hear they mostly get stuffy classical performances, so I think they'll find our vaudeville routines a refreshing change. Solarion IV is near the Cardassian border, so I figure those folks would appreciate a little relief from worrying about their neighbors – perhaps provided by one of your dance routines, Karaf! (By the way, I've submitted a request back home for a clothing permit for you, for when we visit these stuffy Federation worlds.) And wait till you see Berengaria VII! They have dragons, and I bet paying customers would love to see Bex ride one!

And that's only the beginning...the Federation is full of these entertainment-starved colony worlds. My friends and colleagues, they say that "a wise man can hear profit in the wind," and my big lobes hear profit in the colonies.

– Tirk, Manager / CEO / Headliner



title, to a member of the Fifth House for safe-keeping. This coincided with the re-emergence of the Fourth House and demands of the House to return the Chalice and the title. After a decision by the Council of Ministers a century ago to cool the heated conflict bubbling between the two Houses, it was decided that the title 'Holder of the Sacred Chalice of Rixx' must be passed between the two based on merit and overseen by the Ministers. The title is one of the only Betazoid titles that must truly be earned. The current holder of the Chalice of Rixx is Lwaxana Troi.

TEMPLE OF THE GREAT HOUSES

The Temple of the Great Houses is dedicated to the Great Betazoid Houses which no longer exist. The last member of the House is buried within the Temple's walls and the stories of the House are inscribed on their tomb's walls. Priestesses dedicate themselves to learning all the stories on one tomb, so they can recite them on request to any person who enters the temple – so that the Great House is never forgotten.

If someone believes they contain blood of a Great House, they must go to the temple and speak with the priestesses who run the temple. The priestesses, using their powers of telepathy, are able to look into the person's thoughts and, having memorized the stories of the Great House, see if the person is truly a member of the House. If they are, the House is reinstated and the tomb is sealed until it is needed again.

GLOWING SPIRES OF BREN'DUNN

The Glowing Spires of Bren'dunn are naturally-occurring rock formations jutting from Betazed's surface. The rocks are translucent and glow with an inner light depending on the time of year. On most nights, light of the spires shines onto the Betazed sky creating hazy shapes of luminescent figures stretching far into space.

Before Betazed achieved space travel, it was widely assumed the lights in the sky were the residual thoughts of the Four Deities spewing into space. Each of the spires in Bren'dunn is a dedicated portal to a different Deity. As the sciences advanced, Betazoids came to understand the lights were simply a natural phenomenon, but the locations remained holy sites.

Once a year, religious Betazoids make a journey to Bren'dunn to pray at the spire of their chosen Deity. If their prayers are heard, the spire will light the night sky and the Betazoid is blessed with the grace of the deity for the upcoming year. Because there is always a constant stream of Betazoids coming to the spires to pray, it is also the site of a massive ongoing party. People camp beneath the spires, tell stories, drink, and make merry under the spires of the Deities. No monks care for the ground of the Glowing Spires, but it remains a clean, safe place to visit as only a fool would create litter under the watchful eyes of the spires.

DENOBULA

Planet: Class-M
Population: 13.6 Billion
Location: Denobula Triaxa System
Native Species: Denobulans

DENOBULAN PHYSIOLOGY

Denobulans are humanoid creatures with beige skin and two facial ridges running from the sides of their eyes to the crest of their hairline. They have extremely long tongues (~30cm) and a ridge running along their spinal column. When a Denobulan is frightened, they instinctively puff out the malleable skin on their face, a genetic trait left over from before the species developed language and needed to warn others of predators approaching.

Four centuries ago, Denobulans developed genetic engineering, which they used to eradicate many diseases in their species. They also used it to substantially prolong the Denobulan life span, which is why the eldest Denobulans have been known to live for roughly two centuries. Today, genetic manipulation is rare on Denobula, but occasionally happens if a new disease is found.

SUBSPACE TRANSMISSION

PRIORITY MESSAGE CAPTAIN ALICE MILLS, *U.S.S. FARRAGUT*, TO STARBASE 212, STARDATE 48632.6

We were in the Alpha Carinae system assisting a freighter in the repairs of their transkinetic chamber when our long-range sensors detected two energy spikes in the Veridian system. My science officer is convinced these spikes were matter-antimatter detonations.

According to our data, Veridian IV is the only inhabited planet in the system. The civilization on the planet is pre-warp with a population of about two hundred and thirty million. It's unlikely the indigenous species have been experimenting with warp technology when these people are still in a pre-industrial age. It looks like the Veridians may have some new neighbors they don't know about.

Sensors also showed that the *Enterprise* was in the area but we can no longer confirm this, and she's not responding to our hails. We are rescinding warp five restrictions and heading to the Veridian system to investigate at maximum warp. It will take us about six hours to get there. We're not sure what we're walking into, Starbase 212; we'd appreciate a hand. *Farragut* out.

POLITICAL STRUCTURE

Denobula has only one continent, which is densely populated by 13.6 billion inhabitants. Each district is run by a representative who reports to the Chancellor of each country. These Chancellors in turn report to the Planetary Council of Magistrates in the Magistrate's tower which oversees the well-being of Denobula.

Denobulans' political concerns center around population control, city planning, and agricultural control. Magistrates take their job very seriously and are closed in large meeting rooms with each other for hours each day. While this is the norm for many planetary governments, Denobulans find it extremely stressful. Far away from their families, with so few people, dealing with policies of extreme importance often causes tensions to run high and physical fights to break out between the Chancellors.

The Planetary Council Whip is therefore an exceedingly important role as they not only make sure that the Council reaches consensus, but they are in charge of breaking up literal fights if they ever happen on the Council floor. The current Planetary Council Whip is Magistrate Trex who's proven surprisingly impervious to being left with so few people for such long periods of time. Under Trex's guidance the Planetary Council has had an unprecedented low number of arguments for the past five years, making him a popular choice to head the Council next election.

OPTIMISM

A defining characteristic of most Denobulans is the cheerful optimism they apply to nearly every aspect of their lives. Even in moments of intense tragedy, it's likely to find at least one Denobulan smiling. Or when being berated by another person, a Denobulan's first response is to smile and thank the person rather than confronting them. Many alien races find this unsettling or even find Denobulans to be deceitful in the way they express emotions.

In fact, Denobulans keep a cheery attitude to be mindful of other people. Living in such close quarters on their homeworld, tensions can run explosively high, and most Denobulans don't find negative emotions worth the effort. They would rather stay placid, discuss a matter calmly, and then, if need be, agree to disagree. Plus, a cheery attitude often makes others feel better, so there is rarely any harm in a warm smile.

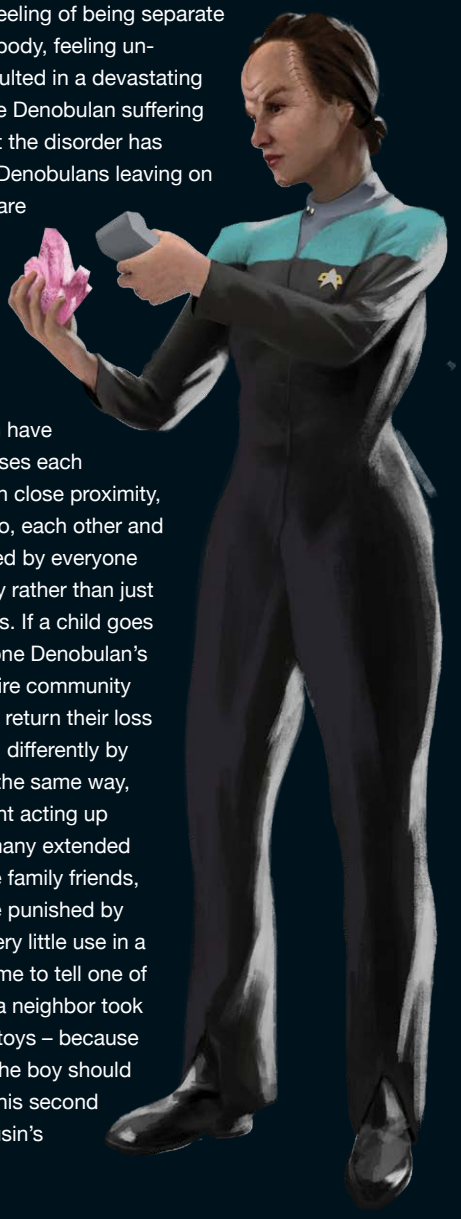
Empathic people may find Denobulans extremely hard to read – because a Denobulan colleague could be smiling at you while feeling intense feelings of sadness. If questioned about it, they will say they are is fine, but the empath can still feel the waves of sadness washing over them – so which is it? In these cases, it is best to take a Denobulan on their word; they prefer working through their emotions alone and if a Denobulan wishes to talk, they have no qualms about finding a good friend to help them out.

Cheerful to a fault, when a Denobulan becomes angry it can be a terrifying sight. Pushed to a point where their happy attitude can no longer carry them through a conflict, Denobulans fly into a fit of rage not seen in many other species. When this happens, it takes more than one person to subdue the enraged Denobulan, who can feel the after-effects of their rage for days.

CULTURE

Denobulans live communally with many relatives in one home. Because of the extensive network of relationships people have with one another, it can feel to aliens on the planet that everyone knows everyone else, even in a population of 13.6 billion people.

Unlike many cultures who prize personal space as a sign of privacy and wealth, Denobulans enjoy being close to one another. When they first began space travel, being so far away from large groups of people caused a mental disorder in Denobulans known unofficially as "Space Loss." It was described as a feeling of being separate from one's own body, feeling untethered and resulted in a devastating depression in the Denobulan suffering from it. Now that the disorder has been identified, Denobulans leaving on space missions are given extensive briefings on how to combat Space Loss.



FAMILY

Men and women have up to three spouses each who all live within close proximity, if not right next to, each other and children are raised by everyone in the community rather than just their birth parents. If a child goes missing, it isn't one Denobulan's fault, but the entire community and if they never return their loss is felt keenly and differently by each person. In the same way, if a child is caught acting up by one of their many extended relatives or close family friends, they will likely be punished by them. There is very little use in a child running home to tell one of his parents that a neighbor took away one of his toys – because by all accounts the boy should be respectful of his second father's third cousin's best friend.

SUBSPACE TRANSMISSION

PLEASE REINSTATE ENSIGN FREL

Dear Starfleet Administrator,

This is Commander Zhang of the *U.S.S. Tereshkova*. I am writing to ask you to please reinstate Ensign Frel's Starfleet credentials as soon as possible. We've overridden the access codes on the *Tereshkova* for her, but shore leave is coming up soon and she needs access to her credit stipend. Frel is an exemplary officer and I can assure you she is not the same Denobulan ensign who stole a runabout from Mars Station Ceta, seeing as the Tereshkova was on the other side of the quadrant at the time. The fact that I need to send this communication at all is exceedingly frustrating.

The fact that Starfleet's computer algorithm for processing a Denobulan's lack of surnames is still down is clearly the issue here. I believe the Denobulan Council has submitted numerous complaints about this and this is becoming increasingly problematic. Just a reminder – Denobulans only have a given name and then to further identify themselves name the first parent they feel closest to and then the second. The news reported the ensign who stole the runabout as Ensign Frel daughter of Yen, third daughter of Bat – our ensign is Ensign Frel second daughter of Wano, first daughter of Bren. Two obviously different people.

Attached is further proof of (our) Ensign Frel's identification.

Best regards,

Zhang Wei, *U.S.S. Tereshkova*

Because Denobulans often have a number of spouses it is possible for them to be far away from one spouse or another for long periods of time because of work, traveling, etc. Unlike monogamous species who may feel a waning of emotions for their spouse if kept away from one another for months, or even years, Denobulans don't feel less for a partner because of time or distance. They also do not feel the need to see them after long periods of time if it is impractical or unwanted by their spouse. When a Denobulan does finally see their beloved, their emotions are just as strong for them as when they left and the relationship resumes as normal.

BELIEFS

Denobulans dropped many state religions around the time they began genetic engineering. Faithful Denobulans still exist, but they are very few and far between. One tradition which is a holdover from Denobulan religion is storytelling.

Denobulans believe stories have the power to shape thoughts and even history. A well-told story spoken by a platinum tongue can change the course of an entire world.

Most Denobulan stories harken back to their family's ancestors and the great feats they achieved. The further back in time the stories go, the more fantastic they become, with ancient ancestors performing god-like feats in a time when the continent was not one, but many. Denobulans also share stories to connect with one another and add new members to their family.

When a Denobulan marries into a family, they exchange a story with their spouse(s); this story is combined into one new tale by a skilled storyteller hired for the event. From then on, any time a member of either family tells the story, they tell the new tale denoting a mixing of their two family lines. Thus, tales told on Denobula are rarely ever in what aliens would consider their original format, but Denobulans consider it entirely normal.

LOCATIONS OF INTEREST

THE AQUILLIS-DENAT WELL AND RIVER

Denobula is a mass of cities interspersed with vertical farms fields and solar wind condensers. Denobulan children born in a city today have the possibility of never seeing the true soil of their homeworld, because of how high the buildings reach into the sky – connected with hundreds of thousands of covered walkways and one of the most advanced railways in the Galaxy. However, underneath this mass of modernity lies the remnants of the old Denat civilization.

The Denat were an ancient civilization of Denobulans who conquered the entire continent and united the many different countries under one banner. To make sure their population had access to fresh water, they built giant wells deep into the ground underneath their cities and the greatest of them was the Aquillis-Denat Well located today under New Aquillis city. Accessible through the well, 50 kilometers below New Aquillis is an underground river and cave system. Its high craggy ceilings covered in *thillian* moss and *broxeen* mushrooms have held the weight of the city above for thousands of years without showing any signs of faltering.

Large fresh-water fish called night whales live in the Aquillis-Denat underground river. They are the last of their kind, as much of the fresh water in Denobula is strictly controlled, and its species have gone extinct. Night whales are roughly 10 meters in length and have translucent skin. They feed off small beasts swimming in the river, filtering them through large combs in their mouths. When the night whales mate, males emit a bright bio-luminescent glow to attract a female, appearing like a giant finned ghost in the water. The haunting, eerily beautiful glow of the males is truly a breath-taking sight to see and Denobulans come from all over to experience this natural miracle.

SHAX'WEN TOWER

The Shax'Wen Tower is the tallest building in all Denobula and towers into the planet's upper atmosphere. Held upright by a series of gravitational dampeners, it defies all conventional architectural laws harkening back to the Denat era of miraculous construction. To take an elevator from the ground floor to the top of the building takes roughly three hours and most Magistrates in the tower prefer taking a shuttle to save time.

All planetary matters happen within the Magistrate's tower and it is home to numerous courts of importance for each region of Denobula. Only the direst crimes are brought to the Shax'Wen Tower, because most Denobulan crimes are tried by jury. If a crime is taken to the Shax'Wen Tower it means either the jury has come to a standstill and is unable to judge the offense, or the crime is so terrible it cannot be judged by the community affected by it. In this case an impartial judge, often from the other side of the country, is called in to try the case within the tower's walls.

QUOK'LOX TRASH ISLAND

Nearly every item in Denobula is recycled. Communities share compost piles to fertilize vertical gardens, government workers meticulously sort trash so everything is properly recycled, and whenever they can Denobulans reuse items they purchase or create. However, there are just some things

SUBSPACE TRANSMISSION

PRIORITY MESSAGE, STARBASE 212 TO *U.S.S. FARRAGUT* STARDATE 48632.7

Farragut, we can confirm your analysis: energy spikes in Veridian system were, in fact, matter-antimatter detonations. Our long-range telemetry scans show detonations were precisely four minutes forty seconds apart, and both were over Veridian III. We are sending the *Starships Bozeman* and *Hawkins* to rendezvous with you in the Veridian system. At maximum warp, they will arrive 2.2 hours after your arrival. Be advised, *Enterprise* was in the area investigating the destruction of the Amargosa star. It is possible you will encounter hostile forces when entering the system. *Enterprise* reported an encounter with a Klingon bird-of-prey at Amargosa.

Starfleet Command will mobilize additional resources to the Veridian system pending your report upon arrival. Relay station 47 has allocated emergency channel D for all further transmissions to Starfleet Command regarding this issue. Current long-range scans show no unusual activity in the Veridian system. Stay sharp, *Farragut*, and Godspeed.

that cannot be recycled and those things are brought to the Quok'lox Trash Island.

Located on the other side of the planet from Denobula's one continent, the Trash Island grows incrementally each year. It is covered in toxic waste, overworked plastics, and medical waste from various Denobulan medical facilities. Only a few centuries ago there was a prison at the heart of Trash Island, saved for the worst offenders in Denobulan society. It was impossible to escape from, because of the toxic nature of its surroundings, but living there was often lethal to the inmates and workers because of the fumes. When Denobula entered the Federation, Trash Island was closed and violent offenders were moved to more humane prisons offworld.

Unfortunately, reports still surface from time to time of Denobulans living on Quok'lox. These are normally unsubstantiated, but the Denobulan government has sent a recent expedition to Trash Island for scans and to make sure no one is living under such deplorable conditions. So far, there is no word from the expedition and Starfleet is ready to step in if need be.

TELLAR PRIME

Planet: Class-M
Population: 2.3 Billion
Location: Tellar Prime
Native Species: Tellarites

TELLARITE PHYSIOLOGY

Tellarites measure roughly five feet in height, with pronounced eyebrows and snout-like noses. Tellarite skin tones range from pinkish-tan to a brick-brown and most Tellarites regardless of gender sport a soft beard on their chin. Tellarites possess no notable physical advantages over other species, but do have larger brains than most species in the quadrant.

Tellar Prime is a warm world and Tellarites have a warmer internal temperature than creatures such as Humans. This poses no real negative to their work within Starfleet, but Tellarite officers often sport extra layers of uniform to make up for the constant feeling of cold space.

POLITICAL STRUCTURE

Tellarites are one of the founding members of the Federation and the Federation Council is modeled after their democracy with a few Vulcan influences. With a love of debate and hard-won consensus, Tellarites make excellent politicians and are the driving force behind many Federation reforms. Likewise, their own governmental policies are always in flux.

Nothing can ever be perfect in Tellarite society and there is always something to improve; this is no better exemplified than in Tellarite law. Politicians debate into the early hours of the morning to refine, reach consensuses by majority, and pass laws. However, these laws are often turned over within a year or two making way for a new legislation which better serves the population and adds more clarity to the 'soul' of the law.

Hearing this, many would assume that Tellarite society was exceedingly bureaucratic, but this isn't the case. On Tellar Prime, a 'beautiful law' as they put it, is a law which can be understood universally in as few words as possible – with each person hearing it gaining the same meaning from it. In Tellar Prime, this is nearly impossible to achieve, but it doesn't stop Tellarites from trying.

TELLARITE-ANDORIAN RELATIONS

A few systems away from one another, Tellarites and Andorians have a long, joint history. Far into Andoria's past, they struck out conquering systems until they met the Tellarites. Tellarites are not an inherently violent species, but Andorian propensity for martial action and the Tellarite love of antagonistic debate made first contact difficult. Andoria gave the Tellarites the opportunity to join under their banner, but the Tellarites immediately refused and demanded an explanation for the Andorians' actions – not just in their own system, but in all subsequent systems the Andorians went through to reach Tellar Prime.



Rather than responding to the Tellarites, the Andorians attacked and the two powers waged war against one another for nearly a year. The species were well-matched and while the Andorians' martial prowess was undeniable, the Tellarites' superior tactics meant they were often one or two steps ahead of the invaders.

To both species' credit, the war did not last long and they came to an understanding. According to the Tellarites they invited the Andorians to a meeting for peace and hammered out an arrangement which pleased both parties. The Andorians' pride and the Tellarites' stubbornness meant neither party was willing to leave the negotiation table until their agreement was perfect. The Andorians left Tellarite space, and as years went on, hostilities lessened between the two cultures. Although small skirmishes still occurred, they were rare.

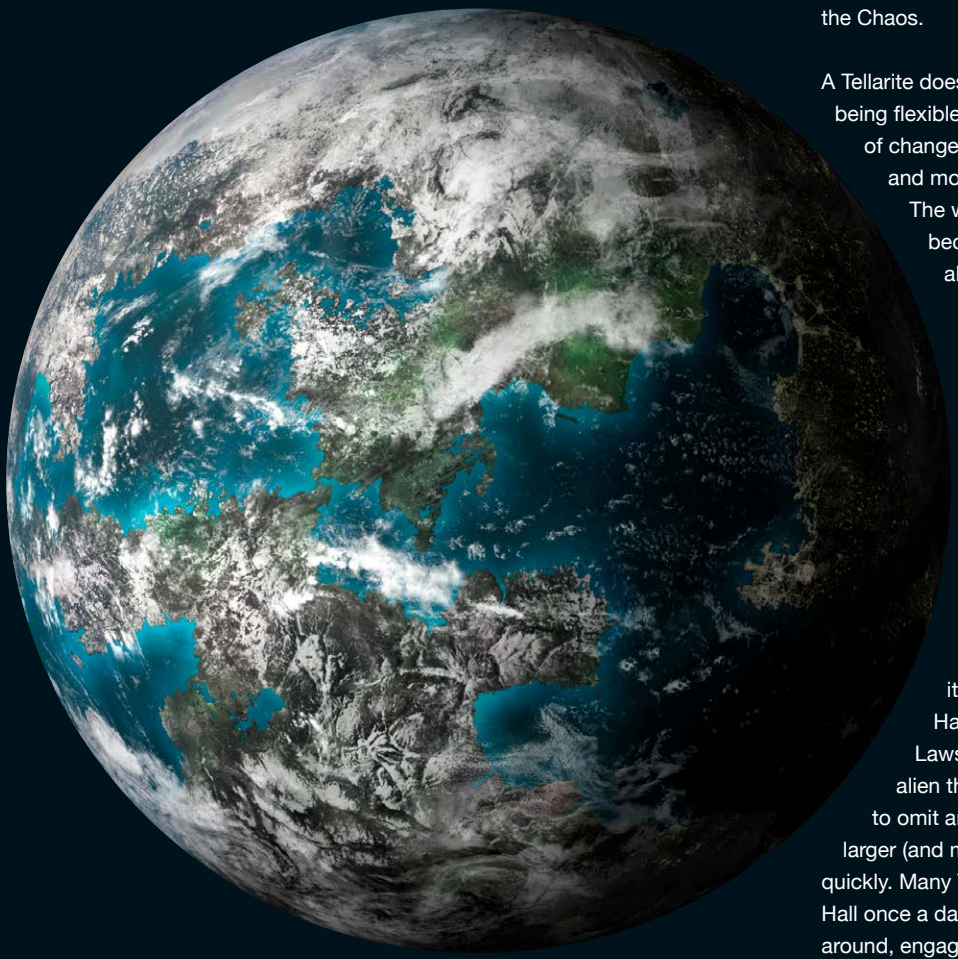
Today, both species often still come to (verbal) conflict within the Federation Council. However, unlike the bloody war of their past these sparring matches are held with a competitive respect for one another rather than actual animosity. Both species understand that together the Federation is much stronger than separate.

CULTURE

Tellarites love to argue and complain. It is polite in Tellarite society to greet someone with at least one complaint and not brag about how well one is doing or feeling. It brings two Tellarites immense joy to complain with one another and they get to know what type a person someone is, if they could eventually be friends, by seeing if they hate the same things.

Many species find Tellarites verbally antagonistic and rude. Every sentence uttered is picked apart, every statement is questioned, and every question posed is an invitation for debate. A Human can spend hours in a debate with a Tellarite, only to find that the Tellarite completely agrees with them, but just wanted to play devil's advocate to make sure the Human had considered all possibilities.

If a Tellarite thinks an idea you've posed is stupid, they will tell you and they won't sugarcoat it. Debate and honest opinion are near-religious for them, and to say anything else than what you are thinking is deceitful. This open honesty is hard to swallow for many species, but is not meant maliciously by the Tellarites, who take genuine pleasure in debate. There is no joy in coming to a conclusion if you haven't fought for it, and it is your opponent's job to make sure you've covered all contingences and considered all angles of your position.



FAMILY

Tellarites live in nuclear families with only one and occasionally two offspring. When a Tellarite child is born both parents are automatically moved to part-time working arrangements at their place of employment. This remains the case until the child leaves home after finishing their basic education.

Because of the time and care it takes to raise a child, not many Tellarite parents want a second one. Tellarites believe parents should be present at every important milestone of their child's life, not only to support them, but so the child understands the importance of what they've achieved. Tellarite children grow up learning to question everything and this starts with an education by their parents, the most trusted people in a child's life.

BELIEFS

Their love for combative debate is represented through Tellarite religious beliefs. It would be easy to assume such a practically minded species did not have strong religious ties, but there are still many Tellarites who believe in the Great Chaos. The Great Chaos is not a traditional deity-worshiping religion, but a set of beliefs laid down by many Tellarites generations ago. Putting it simply, the Great Chaos states that all of creation is in a constant state of push and pull, of struggle, and it is a Tellarite's duty to try to find order within the Chaos.

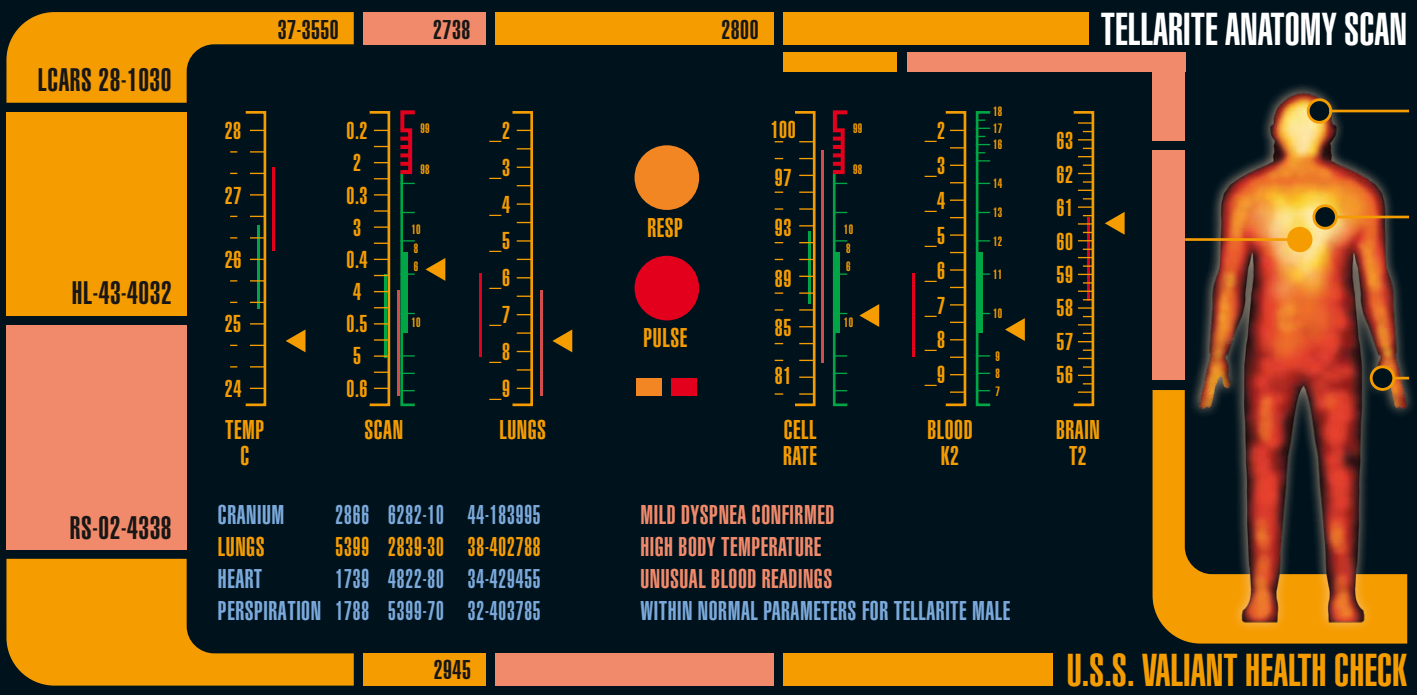
A Tellarite doesn't find order by being stiff and rigid, but by being flexible and accepting Flux. Flux is a constant state of change which, if embraced, brings peace to a person and motivates them to change for other people. The worst thing to do within the Great Chaos is to become mired in your beliefs, because there is always something new to learn and to discover.

LOCATIONS OF INTEREST

LAW HALLS

You may visit Law Halls in any Tellarite city or town you are in. They serve two purposes, the first is they are the working place of the local constables and the second is they house large screens showing the most recent permutations of Tellarite laws.

Because Tellarite laws are designed to be concise and understandable by every Tellarite, it only takes a few large screens in every Law Hall to display the newly minted laws completely. Laws change daily, but to the eyes of the average alien they don't change much. A law can be changed to omit an apostrophe, or reorganize a sentence, but larger (and more important) changes do not happen so quickly. Many Tellarites enjoy stopping by their local Law Hall once a day to check the new laws and, if anyone else is around, engage them in a conversation.



It's an unspoken rule that Tellarites are welcome in the Law Halls as long as they do not interrupt the local constables doing their job, or engage them in debate while they are busy. However, this does nothing to stop constables eating their lunch in the main halls while debating changes to the most recent laws. In fact, many Tellarite constables who wish to perform well on the job make a point of speaking to the locals about what they think about the laws – to make sure their own bias is minimized when they're on the clock.

ECRUSILAT EXCHANGE AMPHITHEATRE

Debate is a public sport on Tellar Prime known as 'exchange.' Its largest and most prestigious stage is the Ecrusilat Exchange Amphitheatre. The theatre can easily sit over five thousand viewers, and exchangers (debaters) on the theatre floor are audible from even the highest seats without microphones due to the curved shape the theatre is built on. Only the best exchangers have the honor of performing within the Ecrusilat Exchange Amphitheatre, and tickets during exchange season can cost nearly the same as a new replicator for someone's home.

Every three years the amphitheatre hosts the Inter-Species Exchange Games where the best non-Tellarite exchange teams from other planets are invited to Tellar Prime to join in the games. Teams are randomly paired with one another, and any team who wins their round is advanced to the next round until a grand winner is declared from all the teams. Exchanges are judged by an inter-species panel of philosophers, scholars, and diplomats.

The reigning champions have the first pick in exchange topics at the next Inter-Species Exchange Games.

Two and a half years ago the Klingons won for the first time since they were almost expelled from the games for attacking the Vulcan host who beat them for first place. With the Klingon Empire no longer allied with the Federation, there is a lot of speculation to whether or not the Klingon team will show up to defend their title in the next games.

SACRED CAVES OF SECLUSION

When Julloav Callo wrote *The Fifteen Treatises of Good Conduct in Debate*, he secluded himself in the Gorkup hills for fifty days. Legends say he did not eat nor drink all that time, but this fact has been debated at multiple Tellarite exchanges and seems highly unlikely. Nevertheless, Julloav did travel to the caves and he did in fact pen the treaties, which set the basis for the Tellarite legal system.

Today, the Sacred Caves of Seclusion are a near-holy place for Tellarite philosophers (and laypeople) to visit. They visit the caves when their worldview has been turned upside down and they are in need of self-reflection. Swearing off speaking, until they fully understand how and why their world-view was so shaken, the philosophers live like hermits within the caves.

Occasionally, one or two philosophers will come across each other wandering through the caves when they are not otherwise meditating or lost in self-reflection. When this happens, the Tellarites must throw off their mantle of silence and discuss the matters troubling them with another philosopher. If the Tellarite still feels lost at the end of their discussion they go back into seclusion, but if they've found they gained wisdom through their meditations they re-enter the world a newly enlightened individual.

TRILL

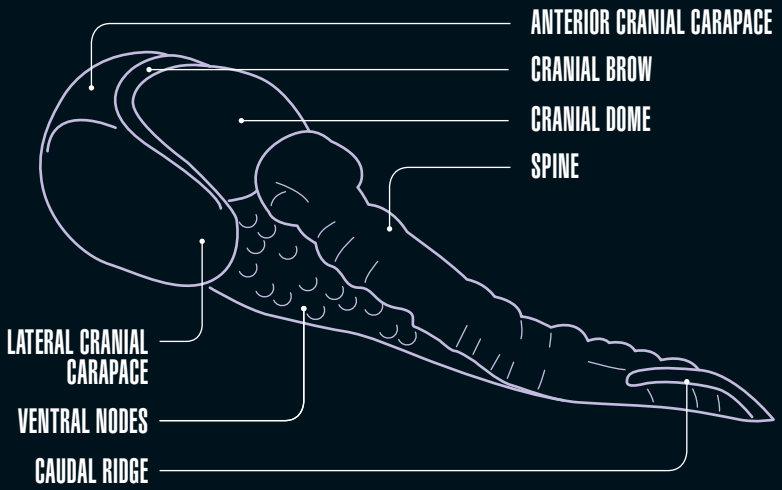
Planet: Class-M
Population: 9 Billion
Location: Trill System
Native Species: Trill, Symbionts

TRILL AND SYMBIONT PHYSIOLOGY

Trill are humanoids of average height with a series of pigmented spots on their skin, which wreath their face and continue down their body all the way to their toes. Trill live average lifespans of 90 years depending on their general condition and lifestyle. Until a few years ago it was not common knowledge that many Trills lived in symbiosis with a symbiont. 'Joining' with the symbiont the Trill inherits all the memories of the people who have had the symbiont within them before, but keeps key parts of their own personality. When a Trill is joined their surname changes to that of their symbiont – a Trill named Redliah Tounav joined with a symbiont called Frot becomes Redliah Frot after the joining.

Becoming a host isn't easy, it takes many hours of study, training, and psychological tests by the Symbiosis Commission to make sure a Trill is fit to receive a symbiont. Roughly 300 symbionts are made available each year for hosts, which makes competition among Trills who wish to be joined highly competitive. This is because the bond should not be taken lightly. Within 93 hours of a symbiont being placed into a Trill, the bond is irreversible, if either are removed from one another they will die within hours. When a host is nearing the end of their life, the symbiont is removed from their abdomen and given to a new host. The former host then passes peacefully into death, their system slowly shutting down unable to sustain itself without the symbiont.

SYMBIONT PHYSIOLOGY



Symbionts are slug-like creatures roughly 30 centimeters in length. Starfleet knows very little about their internal physiology, save for the fact that it must be exceedingly complex. One symbiont is able to hold the memories of countless lives it lived before it enters a new host, and this denotes an extremely complex nervous system. They are joined with Trills via an incision made in the Trill's abdomen. Once an incision is made, the symbiont is inserted and it latches on to the Trill's circulatory and nervous systems. It takes 93 hours for the host and symbiont to be fully joined, and during this time they are both carefully monitored to ensure the process goes smoothly.

Symbionts themselves live for several hundred years or more—their full life cycle remains largely a mystery outside the Commission and the Guardians who protect unjoined symbionts—as long as they are able to travel from host to host. Outside of a host, they die and all the knowledge contained within them is lost. Like any other creature, they are susceptible to diseases which are unique to their physiology. The disease may only affect the symbiont, but are still deadly to a Trill if left uncured, because of the symbiosis both share.

The most difficult concept for non-Trills to understand is the duality of the symbiotic relationship between Trills and their symbiont. When a Trill is joined, they become someone other than themselves, they get the knowledge of all symbionts 'past lives', feel the emotions, and experience the memories attached to them. However, they are still the person they were before the Joining – only transformed. It is almost impossible for joined Trills to describe their natures to people outside their species, because the bond is far too complex to put into words.

POLITICAL STRUCTURE

The Eternal Council, comprised of one Trill from each continent, governs Trill. Below the Eternal Council are smaller councils linked to each country, who work with one another to pick members for the Eternal Council and oversee local issues. Planetary issues are handled by the Eternal Council, and they only step in to local matters when it affects the larger population.

To enter the Eternal Council, a Trill takes on the symbiont of a council member who has passed away. Elections on which Trill should get the Council symbiont are held once a council member reaches the end of their life, at that time only people who have gone through the necessary screening may run for their seat and only if they are not joined with a symbiont already. It is a great sacrifice to wait with the joining for so many years and therefore not many Trill are willing to do it, unless they truly believe they would serve the council well.

Once the council member is elected, and the old one passed away, the symbiont is passed to the new council member.

The new council member gains all the memories and experience of symbiont who has been on the Eternal Council since the start of its life. With this eternal knowledge of their people, their history, and their politics, they help guide the planet for generations to come.

Last year council member Wendaih Hun had an unexpected heart attack and died. Emergency elections were held and Umbert Hun became the new Trill council member to receive the symbiont for the Telain continent. Because the elections had to be held on such short notice, Umbert was elected without having passed the final psychological tests, and a few Council members have their reservations about him. He was elected by populist vote, by people who believe every Trill, even without the required tests, deserves a symbiont, ignoring the trauma an unstable host can have on their symbiont. Now on the council there is much worry as to whether or not Umbert will try to push this into law.

CULTURE

Trill society is relaxed, open, and generally playful. Having experienced multiple lives, most Trill know how to have a good time and how to avoid things that bring unhappiness. Discussions are important to have, but arguments are a waste of time. Why fight someone when you can try to understand them instead?

The Trill's appreciation for understanding extends to other cultures who pique their interest. They are ever curious about other races, and love to learn about their culture and practices. Once a Trill learns another culture's practices they take them to heart and ensure they are respected. It would not be odd to see a Trill who has mastered Klingon culture to punch a Klingon in the face for doing something rude. This isn't because the Trill has totally taken on a Klingon persona, but because they respect Klingon culture and want to exhibit the correct response. This flexible and relaxed nature to other species has made Trills invaluable as Federation diplomats and peacemakers.

FAMILY

Most Trill hold off on having a family until they are joined or decided against the joining. Because of the profound change many Trill experience, their tastes may differ from what they were before, which isn't good if one decides they suddenly don't want a child. Likewise, marriage is rare on Trill, a concept brought to the planet by aliens, as most Trill don't see the point in marriage. If they wish to be with one another and live their entire life together they will.

However, marriages do happen between Trill, and sometimes the affection people feel for one another can pass via the symbiont to their newest host. A mother's love for her child does not go away because she is now a young man. Therefore, Trill have some of the most nuanced custody laws in the quadrant to make sure children are protected and loved no matter what happens to their parents.

BELIEFS

Like marriage, Trill also have no formal religion and none exists in their planet's past. Many Trill practice religious rituals from other species, adopting a polytheistic view of the Galaxy. It varies from Trill to Trill whether or not they are actually true believers, or whether they simply view religious practices with a respectful artistic curiosity. Popular faiths on Trill include the Bajoran Prophets, Earth's Buddhism, and Vulcan Polytheism. With the discovery of the wormhole aliens, the Bajoran Prophets have gained in popularity, with many Trills delighted by the possibility of experiencing a 'god' in real life.

The closest thing Trill have to a set of beliefs is the understanding that symbionts pass on the memories of their previous Trill hosts. This isn't a religion per se, but many Trill mourning rituals centralize around the passage of one life into another. For example, Trill who receive a previously joined symbiont attend the former host's funeral. They speak to their past loved ones, their friends, and tell them how much they meant to the Trill who passed. This allows their loved ones to grieve, but also for the Trill to close the book on their old life – further reassociation with a previous host's friends, especially with past lovers, is taboo and can lead to exile from the homeworld.

LOCATIONS OF INTEREST

SIAMASS LIVING MURAL

Not every Trill is paired with a symbiont and this fact has caused many social movements and reforms on Trill. The artist and philosopher Siamass Kahl spent most of her life reflecting on the fact that she never received a symbiont, nor did she ever want one. She lived a long, fulfilled life, rather than one of many – but she wondered why there was still a small part of her which wanted more.

In reaction to this feeling, Siamass created a mural expressing her feelings and emotions on the subject. She painted the mural on a wall left over from a non-symbiont stronghold during the Trillian Civil War. Once the mural was done, she invited any Trill to paint on the wall, to add their feelings to hers, and be part of something that would hopefully be immortal, much like the symbionts.

Two centuries later Siamass's mural still stands along with additions of sculptures, buildings, and a garden planted around it. It is considered a protected artistic location by the Trillian Arts Protection Agency and is open to every Trill and alien to add to the beauty of the mural. It is also a popular location for inter-planetary summits due to its beautifully peaceful surroundings.

SYMBIONT FALLS

In Trill's eastern hemisphere is a sprawling mass of hundreds of warm-water springs and waterfalls cascading off a giant mountain. Many scientists believe this naturally occurring wonder to be the birthplace of both symbiont and Trill life.

Today, symbionts are carefully reared in hidden underground caves in order to protect them from any Trill who would try to steal them. However, the falls could play an integral role in discovering how these two highly intelligent species developed on Trill.

THE FOUR MEDIATION HALLS OF KELOL

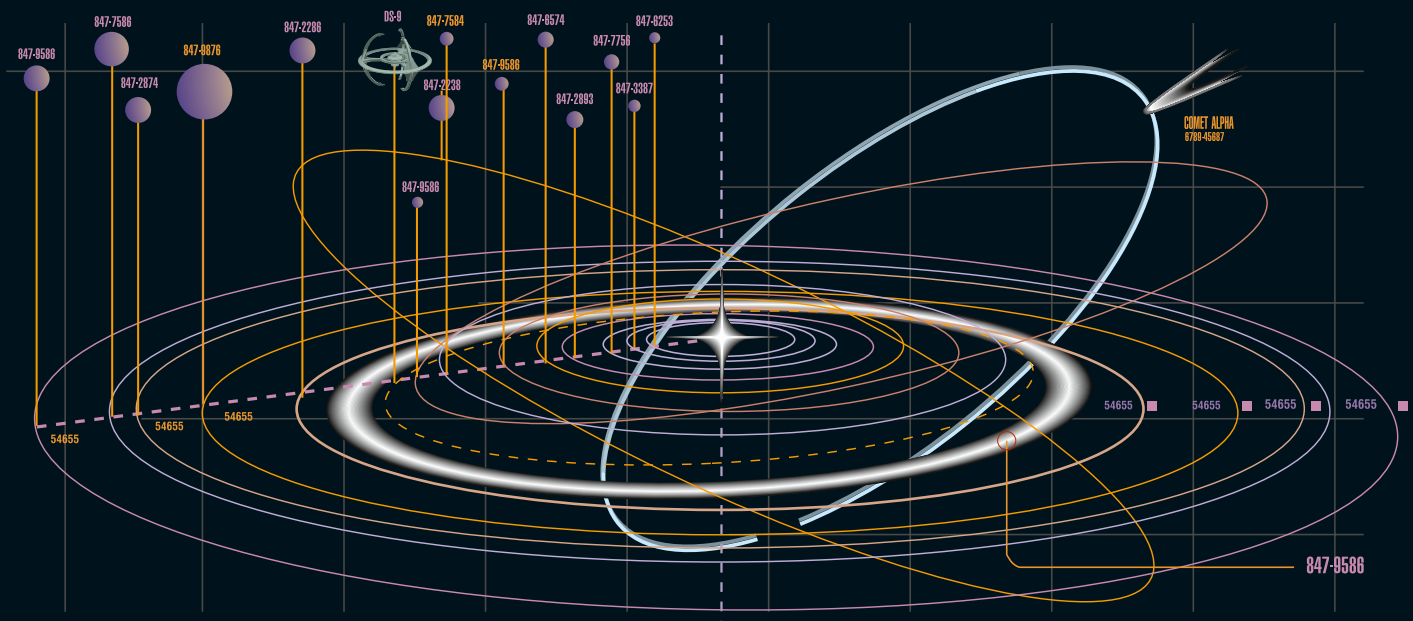
Lawyers are rare on Trill and only deal with matters which need to be settled in court. For all other matters Trill go to mediation halls to settle differences which can't be handled interpersonally, but are too small for court. The largest mediations halls are in Kelol, and many Trill travel to Kelol for its experienced mediators.

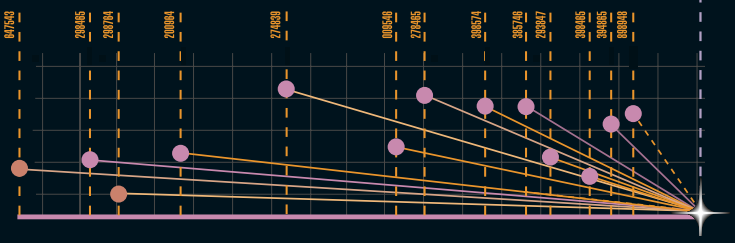
To complete mediation on Trill, citizens must go through four mediations halls – conflict, resolution, compensation, and peace – each one of them with a different mediator. Each mediator seeing to a case follows the entire exchange and provides support to their colleagues when needed. The order the halls are visited in normally follows the order above, but it is not fixed and changes case by case depending on the circumstances.

In the Conflict Hall both parties explain their conflict, and with the help of their mediator agree on what they are actually fighting about. In the Resolution Hall both parties come to an agreement on the state of the issue – who was hurt, how, why, when, and where. Once both parties are in agreement they move to the Compensation Hall, where they decide if anything needs to be paid to the other person. Finally, in the Peace Hall both parties talk over their issues with one another and make sure the conflict they had will not be lasting.

Not all parties actually make it through mediation, because it is a long and involved process. However, it is specially designed that way in order to make people really consider the conflicts they are in. If it isn't worth spending time on in a mediation hall, it probably isn't worth spending time on in your daily life.

BAJORAN STAR SYSTEM





4022-5482	9920	264002	24-320055	4933	473005	385204	2950	38-45910103	477	7204035	57383-295	272943	1949245	
5300-2254	32044	218485	65-284462	20473	105850	1738209	2450	34-22940254	329	2649378	382-29593-944	148202	1940294	
5833-8154	29444	603993	29-250332	6335	622494	42933	2120	67-14723922	629	2284033	59-39493-388	302844	6599303	

38039500	32849	630225	309936
18938440	320550	253992	16392
22854005	83449	153304	229455
22994035	4193	2598	113005
18744926	573992	223850	15399
27493307	3402	28422	128492

11-3350

18-2833

15-3545

18-2970

STELLAR CARTOGRAPHY

CHAPTER 02.30

THE ALPHA QUADRANT

BAJOR

Now, we come to perhaps the most pivotal planet in the Alpha Quadrant – Bajor. After suffering a 50-year occupation by the Cardassians, the Bajorans are experiencing their first breath of hard-won liberty. They are once again free to live, work, and worship how they see fit, but the major question is – what shape will this new liberty take? The Bajorans are a strong people with a vivid, spiritual culture, but how will it change and how will it grow?

With the discovery of the Bajoran wormhole, the Klingons withdrawing from the Khitomer Accords, and food shortages sweeping Bajor, the Bajorans have no time to peacefully discover what their new culture is. Their homeworld is at the center of what everyone in the quadrant wants, and under threat of the Dominion the Bajorans will have to defend their home once more. A new Bajor will be forged by fire and hard work.

BAJORAN PHYSIOLOGY

Bajorans are a humanoid species with distinctive raised ridges on their noses. Their skin tones range from a pale crème to dark brown, and their natural hair color is anything from blonde, to brown, and black. Naturally Bajorans live to roughly 120 years, but current census data has the life span of an average Bajoran at 70 years. This census data was taken before the end of the Occupation and numbers are predicted to increase in future census years.

The gestation time for a Bajoran infant is just five months. During Bajoran pregnancy, women experience few side effects, but can experience sneezing fits brought on by the child in their womb. Traditional Bajoran lore says the sneezing is brought on by the child "greeting the Prophets," and sneezing symptoms are minimized with meditation.

CARDASSIAN OCCUPATION

Below is a brief detail on the history of the Cardassian Occupation. For clarification Starfleet requested that the brief be split into three parts – before, during, and after – to reflect the difference in Bajor's political and social standing. Most excerpts within this report are taken from primary sources found in hidden Bajoran archives after the war.

BEFORE

The Bajorans were (and are) a peaceful culture with a focus on art and spiritual matters. Melding both these fields into one they produced some of the most inspired works of art throughout the quadrant; focusing on advancing social, spiritual, and philosophical matters. The Cardassians and Bajorans lived peacefully for many years, their differences a source of tension, but not insurmountable.

A PERSONAL NOTE

Cadet, I would be remiss in sending you this briefing if I didn't also enter in this personal note with a word of warning. Throughout this briefing you'll notice many references to who the Bajorans are after the Cardassian Occupation; it is impossible to give an effective briefing without them. The sad fact is that the Occupation changed Bajor for the foreseeable future (perhaps forever), and to get current information on Bajoran culture, that is where we need to focus.

Like so many Earth cultures that were subjugated by invaders centuries ago – the Native Americans, the Aboriginals, the Indians just to name a few – the Bajorans had a culture and history long before the Cardassians. Their history did not begin with the end of the Occupation. Rather, it is because of their history and culture that the Bajorans survived the Occupation and threw off Cardassian rule.

Tread lightly when you are speaking to Bajorans about the Occupation. Listen and try to understand where they are coming from, rather than pressing Starfleet ideals on them. It is only by understanding and kinship that Starfleet and Bajor will learn to work together and with any hope, because of the groundwork we've laid here, Bajor will one day join the Federation.

THE WRITINGS OF VEDEK RENLI

I've spent hours contemplating a most enlightening conversation I had with Gul Tenket the other day. I find it difficult to convey what it means to be Bajoran to the Cardassians, and I've come to the conclusion that this isn't because of a failing on my side, or theirs, but because of the difference in our cultures. Going forward it is integral to share as much of ourselves as we can, otherwise we will never come to understand one another.

The gul's main criticism of Bajoran culture was what he described as a 'general inferiority' to his own. Our ships travel slower, our weapons are less lethal, our energy stores inefficient. 'It's as if Bajor wants to be invaded,' he concluded to me. Brutal honesty, at least as far as he is willing to provide it, is what I expect from the gul, but this comment took me aback. How could a man who spent so many hours with my people understand so little about us?

I explained that the hours Cardassian scientists spent perfecting a disruptor, our artists spent perfecting a painting. That when his philosophers considered different military tactics, ours were considering how to reach a new level of enlightenment. That Bajor's focus is not on conquering the stars, but understanding our own condition.

'Yes,' the gul replied to me, 'but what is the point of understanding the Bajoran condition when you've spent so many hours dreaming about the stars, you ignored the knife at your back?'

DURING

When the Cardassians invaded they took over the Bajoran government putting in an 'Occupational Government,' a puppet government with no real power. The Bajorans did little to resist the Cardassians and for many years tried to peacefully remove the Cardassians from their planet. Teaching of the Bajoran religion was outlawed and those caught doing so were executed. Bajorans lucky enough to escape went into hiding with the Bajoran Resistance.

Enslaved by the Cardassians the Bajorans were forced to strip mine their worlds and ship all valuable resources offworld to Cardassian territory. Bajor itself was farmed to such an extent that the soil is still struggling to recover from the Occupation, and many of its natural food sources were lost.

AFTER

After hard-won liberation from the Cardassians, Bajor struggled to get back on its feet. It is not the utterly peaceful culture it once was. With the losses they've suffered, Bajor must find a new way forward while embracing what they can salvage from the wreckage left behind by the Cardassians.

POLITICAL STRUCTURE

In the years since Cardassians left Bajor, the planet has been in political turmoil. Just as the Provisional Government came to grips with running Bajor, the Alliance for Global Unity (known colloquially as the Circle) sought to overthrow the government. The Circle's slogan was, 'Bajor for Bajorans' and their xenophobic rhetoric spoke to many Bajorans still suffering from what the Cardassians did to their people.

When Cardassia stripped Bajor of all its major resources they also destroyed much of the arable land on the planet. When Bajorans returned to their farms they found them barren. They rightfully blamed the Cardassians, but also other alien races for not doing anything sooner about the Cardassian Occupation. The Circle fanned this mistrust and whipped people into a frenzy as food shortages took hold on Bajor.

The Circle's efforts were further supported by Winn Adami, a vedek with a considerable following and one of the top choices to become the next Kai. With Winn's voice added to the Circle, their rhetoric of needed political change and a spiritual cleansing spoke to many Bajorans. Without alien, and Federation, interference Bajor could finally heal.

Benjamin Sisko and his crew on Deep Space 9 uncovered a Cardassian plot, which had been funding the Circle unbeknownst to the Circle members, and the Alliance for Global Unity was finally overthrown. Now, the Provisional Government is firmly in control of Bajor, but still feels the aftereffects of the Circle pushing anti-alien sentiment on Bajor. Many Bajorans still believe in a 'Bajor for Bajorans' and want the Federation out of Bajoran space. They are disheartened by the violence once more incited by Cardassians on their planet and look to their leaders to forge the path ahead.

PROVISIONAL GOVERNMENT

The Provisional Government is in charge of running Bajor while a new, more concrete government is put in place. At the top level of the Provisional Government is the Council of Ministers and the Vedek Assembly. The Council of Ministers is purely a political institution and the Vedek Assembly is a religious one. Together they decide the fate of Bajor.



One of the current and most important tasks of the Provisional Government, aside for deciding on the political structure of all of Bajor, is holding trials for Cardassian collaborators during the war. Collaboration for the subjugation of one's own people isn't something a person does lightly, and the Provisional Government isn't interested in a witch-hunt rooting out innocent people who were just trying to survive. Soon trials will begin for Bajorans accused of the most heinous crimes against their own people. The Provisional Government has also made numerous calls for Cardassia to hand over multitudes of Cardassian war criminals, every call of which has gone unanswered.

The Council of Ministers is comprised of members of well-respected families and war heroes in Bajor. Many of these members are diplomats and played key roles in defeating or undermining Cardassian rule during the Occupation. There are no set rules for how Council positions are elected, and it is the Provisional Government's goal to establish a permanent, political structure, based on Bajoran law before the Occupation. For now, Council positions are permanent and if a person leaves their position a new name is proposed by the Council and voted on in a general election. The Council of Ministers is led by the First Minister who is considered the leader of the Council. The First Minister does not have last say on what the council decides, but is in charge of getting the council members to agree with one another and to present a unified voice for Bajor.

The Vedek Assembly is part of the Bajoran religious faith. During the Occupation some of the Assembly found to be teaching the words of the Prophets were forced to go into hiding and was able to play no hand in Bajoran politics for fear of their own lives. Instead, they worked in secret with the Bajoran underground to ensure that their people did not lose the last remnants of their spirituality. Now, the full Vedek Assembly is a part of the Provisional Government and will likely to stay part of the new political structure of Bajor. The Vedek Assembly is led by the Kai, who is the head of all religious matters on Bajor.

KAI

The Kai is the spiritual leader of the Bajoran people. It would seem strange to place this position next to that of the Provisional Government, but as explained above spirituality

and government are intermingled for the Bajorans. The Kai has just as much say, if not more than the First Minister, and their word carries weight in Bajor.

The Kai is elected by the Vedek Assembly for a lifetime position as the religion's leader. Often, a Kai who is near death will train a chosen successor, someone who has shown true inspiration from the Prophets. When it actually comes time to decide, the Vedek Assembly has the final say in who becomes Kai, but often the old Kai's wishes are upheld. Before the Occupation, the Bajoran's political structure was slowly moving towards secularism. The Kai had an important role in politics, but often kept out of political matters. Government kept the Bajoran people alive, but religion was to ensure their *pagh* thrived. These two were branches of the same tree, but to be kept separate as much as possible.

The last Kai, Kai Opaka, kept up this tradition. During the Occupation and afterwards she refused to take sides during political infighting. She saw to the spiritual health of her people and trusted the Provisional Government to sort out political matters. Opaka believed a lasting Bajor was one decided on not only by herself, but by all Bajorans. Reports say anyone who met Kai Opaka say she radiated an aura of peace and kindness. Her *pagh* was so strong, it saw into others and emboldened the most downtrodden person.

The newest Kai, Kai Winn, is much more focused on the political health of Bajor. She helped play a role in the Circle's failed coup, but now denies her involvement as anything more than passing. She clearly loves Bajor and believes deeply in the Prophets, but it remains to be seen what type of leader Kai Winn will be.

FEDERATION

The United Federation of Planets is on peaceful terms with Bajorans and actively assisting them in their efforts to rebuild. With the blessing of the Provisional Government the Federation runs the Bajoran space station Deep Space 9, and there is a chance for many joint ventures with Bajor in the future. However, relations still have a way to go.

While the Circle's plot was foiled, their anti-alien sentiment still resonates with many of the Bajoran people. The wounds of the Cardassian Occupation are still fresh, and many Bajorans believe the Federation's only motivation in assisting Bajor is to exploit it, just like the Cardassians. Through joint projects into the Gamma Quadrant, the running of DS9, and the various aid packages being sent to Bajor the Federation hopes to change the sentiments of these Bajorans.

Now more than ever it is important that the Federation upholds its agreements with the Bajorans in the light of the Klingons leaving the Khitomer Accords. If there is a war on Bajor's borders they neither have the resources or manpower to stave off another invasion. If the conflict between the Cardassians and Klingons spills into Bajoran space, Starfleet is expected to help Bajor keep its sovereignty.

CARDASSIANS

Bajoran political relations with Cardassia are non-existent. Since the Cardassians' withdrawal into their own space, there is little to no contact between the two factions. With the Federation and Bajoran assistance to Cardassia after the Klingon invasion of Cardassian space, perhaps things will soon change.

MEMORIES

I was born in a mine. It sounds dramatic to say, but I don't remember seeing sun my entire childhood. Now I spend every moment I can outside. I never thought Bajor would be someplace I considered beautiful. When I was 16 my father died right next to me in the camp. Our Cardassian guard thought he was sleeping and even though he saw me crying over his body, he just began whipping my father's corpse over and over again. He thought my father was, 'just another lazy Bajoran.' When the guard finally realized he was dead, he just laughed and told me to clean up the body. That's how little they cared about us, they didn't even know if we were alive or dead.

I internalized that. I felt like a dead, empty shell just doing his master's bidding. You don't need to be alive to survive. Then, a year or two later my mother fell ill. She was coughing up blood and couldn't get to her mining station. Who do they send? That guard, the one who whipped my father's corpse. His first response was to throttle my mother and when he moved towards her something awoke in me. Through the pained sounds of her coughing I tackled the guard, picked up a rock, and killed him. I turned back to my mother to see she passed away.

In her last moments, she saw me become a murderer.

Everything I suffered, the death of my father, my mother, even the guard, couldn't mean nothing. I joined the Resistance that night and never looked back. Slowly, I learned how to be Bajoran again, to be myself, to find all the bits of my *pagh* which had been flayed from me. Most importantly – I learned to fight back.

Having little contact with Cardassian leadership does not mean the Provisional Government doesn't have to deal with Cardassia, in fact the exact opposite is true. There are still many Cardassian spies left in Bajor and in greater Bajoran space. Plots, such as the funding of the Circle, are still being uncovered and a cold war rages between the two cultures. Cardassian intelligence is ruthless in its pursuit of inroads into Bajoran networks and the Federation aids however they can in foiling the Cardassia's plans – while still remaining true to the agreements made after the Cardassian War.

Waging a war of counter espionage is an uphill battle with Bajoran resources stretched thin at every level. The Cardassians had fifty years to install networks, brainwash sleeper agents, and gain an intimate knowledge of the Bajoran people. Luckily, the Bajorans also had 50 years of the Occupation to learn how to deal with Cardassian tactics, and while they have few resources compared to their Cardassian counterparts, it is far more than what they had in the war.

MILITARY

BAJORAN MILITIA

While the political structure of Bajor is still forming, their militia works like a well-oiled machine. Comprised of various bands of rebel fighters who threw off Cardassian rule, Bajorans know how to fight in their own space. Most Bajoran ships are small, agile, and flown by experienced pilots who've lived through a brutal war.

Military personnel are some of the most respected members of Bajor due to their part in Bajor's liberation, but there are some doubts about all branches of the Militia. Bajor is suffering a terrible famine and there have been various cases of Bajoran Militia members abusing their power in order to take food, redistribute wealth, and bully people into giving up what little they have. Many civilians are calling for military reforms and a screen process for militia members. The Provisional Government made a promise to look into this matter.

The Militia has been criticized by some detractors who believe the fighters amongst its ranks haven't truly left the war with the Cardassians behind. If Bajor is to recover from the devastation of the Occupation, it must be united, and fear, hoarding, and bullying won't make the people come around. A brutal guerilla fighting force is great for war time, but in times of peace they must allow for a democracy to reign.

With the conflict with the Klingons, this is even more important. The Bajoran Militia must stay vigilant and protect its people. However, they must understand the difference between protection and exploitation.

LETTER BY GELI HENARYS

Like many of you, I grew up during the Occupation, but I was one of the lucky ones. My father was a skilled farmer and a favorite of the Cardassians. I got schooling and eventually found myself a seat in the Occupational Government. Selfishly, I never once thought about what I could do for Bajor, I only thought about what I could do to survive.

My mother secretly taught me about the Prophets and I often wondered what they would think of my actions? Only then would a wave of guilt sweep over me, out of fear of what my inaction would mean for my own soul. But there was very little time to think about soul when you're under the thumb of a people orchestrating the genocide of your own.

So, I thought about myself and my family. I did whatever I could do to keep them safe and when I wasn't fearing for their lives I tried to do as little as possible. To hurt as little as possible. There are no words to say how sorry I am for any hand I played in the Cardassian rule, but I won't apologize for surviving. We all did what we had to do.

CULTURE

Bajoran culture has changed much since the Occupation. Before the Cardassian Occupation Bajorans were a peaceful people focused on spirituality and art. Society was split up into *d'jarras*, different castes a person was born into. A person's *d'jarra* determined the professions they could take and their social standing. For example, the artists were of a higher *d'jarra* than soldiers or laborers. When the Cardassians invaded, *d'jarras* went out of use as everyone banded together to fight. After the Cardassians left, the system no longer worked, because Bajorans were too spread out and adopted many different jobs.

SPIRITUALITY

Understanding most things on Bajor comes down to understanding Bajoran spirituality and religion. They believe much in the universe is connected to an energy called pagh and that most things happen for a reason. The Prophets, who lived in the Celestial Temple, gave pagh to the universe and replenish its energy from their home.

PAGH

The *pagh* is the spiritual force inside a person, a 'soul.' Each individual person's *pagh* is unique, it carries their experiences, intentions, and wishes for a future. It is possible for a person to become detached from their *pagh* if they ignore it and most Bajorans seek to gain a harmonious balance with the force within them.

Disconnected from one's *pagh*, a person can become cold and separate from the universe. If they ignore the fact their spirit and their actions are all connected they will never truly be happy. Contentment comes from acceptance of oneself and the situation you live in – because in the end all situations are one and the same. This belief doesn't mean a person should be inactive, nor allow injustices to occur, but they should practice a regimen of radical self-acceptance of their own failings and the failings in others.

THE PROPHETS

The Prophets are Bajoran deities who watch over the ebb and flow of the *pagh* in the universe. They are benevolent beings who exist beyond mortal knowledge, but who see fit to guide the Bajoran people who worship them. Thousands of years ago the Prophets gifted the Bajorans with nine Orbs, the Tears of the Prophets, which granted the Bajorans who viewed them with enlightenment.

The Orbs contained volumes of enlightenment from the Prophets intended for the Bajoran people and each Orb relayed a different type of information. During the Occupation, the Cardassians seized eight out of the nine Orbs sending them offworld. Only one Orb remained on Bajor – the Orb of Prophecy and Change. Anyone who views the Orb is able to see a deeper meaning within their own life. It is not to say the person will understand this deeper meaning, but only that they will know what is to come, or have a light shown on what has already come to pass.

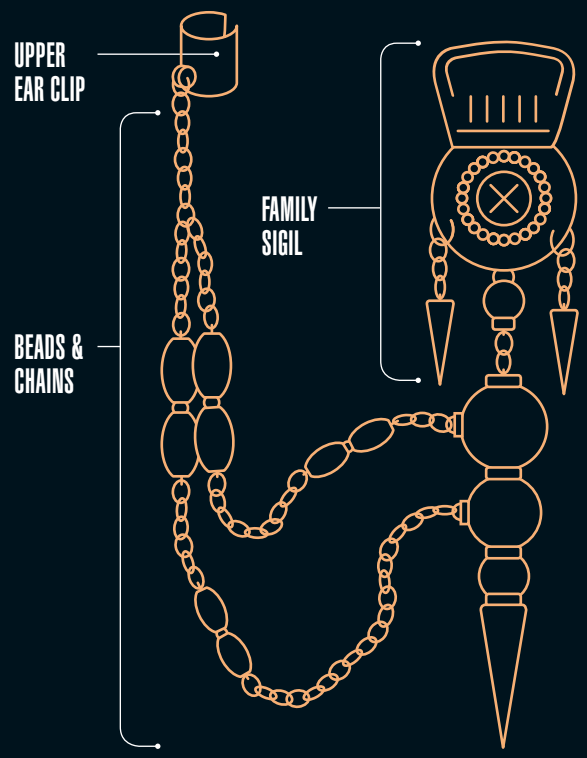
In recent years, we've come to understand the Prophets and the aliens who live in the Bajoran wormhole to be one and the same. Rather than an invisible Celestial Temple in the sky, the Prophets call the wormhole home. This fact has done nothing to dissuade the Bajoran people of the Prophets' divinity, but rather affirmed their beliefs and understanding of how the universe works.

D'JA PAGH

The *d'ja pagh*, the traditional earring worn by Bajorans, is a symbol of their faith and their family. Each earring is unique to the person wearing it and no two are the same. The base of every *d'ja pagh* is a family sigil and then a chain representing their connection to the Prophets. Other accessories can include beads, extra chains, and even small spikes each linked to something important to the Bajoran wearing them.

Many Bajorans wear their earrings their entire life, but some change or receive a new *d'ja pagh* for special occasions like a marriage. Because of the uniqueness of each *d'ja pagh*, they were used by Bajoran Resistance fighters to identify mutilated Cardassian torture victims when they didn't have technological means at hand.

BAJORAN D'JA PAGH



CULTURAL DATABASE

PAH-WRAITHS

Pah-wraiths are the counterpart of the Prophets, where the Prophets represent the good, the Pah-wraiths represent the bad. Bajoran religious lore tells of the Pah-wraiths being expelled from the Celestial Temple by the Prophets eons ago. They were expelled for 'evil acts' and while they are not expanded upon in tales, it is commonly assumed these acts go far beyond corporeal comprehension.

Since their expulsion from the Celestial Temple the Pah-wraiths are furious at the Prophets and their chosen people, the Bajorans. Pah-wraiths will do anything they can to gain access to the Celestial Temple once more and destroy the Prophets who turned their backs on them. Pah-wraiths are often depicted as terrifying beings wreathed in fire in Bajoran texts, while the Prophets remain incorporeal.

It is unclear in Bajoran lore whether or not the Pah-wraiths and the Prophets are the same species. If evidence from the wormhole proves true, then they are more than likely one and the same. Why the Pah-wraiths would appear as beings made of pure fire is unknown, but warrants further study if one is ever encountered.



FAMILY

Aside from spirituality, family is the single most important thing to a Bajoran. Because of the strength a Bajoran family has, many were split up during the war. Spouses were killed, siblings sent to different work camps, and important family lines broken apart. Families are only now starting to find one another again, estranged over different planets in the system. On worlds where families managed to stay together, a person's name is everything. The family they come from tells others the type of person they are, whether they are to be trusted, and what their family did for the Bajoran Resistance.

Important families are often ones who took great pains to care for others during the Occupation. They have large swaths of land they look over (and often own) where other families live under their 'protection'. This protection isn't anything official unless it is tied to lands, but other less prominent families will come to them and ask for advice or assistance. It is the prominent family's spiritual duty to help anyone under their care who comes to them, and the position is often seen as a great burden.

While in other cultures an important family may be something to be revered, on Bajor they are beholden to the people who live around them. It would be incorrect to attribute prominent Bajoran families to something like Klingon Houses, because the prominent families have no say in what the people they protect do. Instead, they are servants of the people around them and they carry this responsibility proudly. It's rare on Bajor to see families vying for prominence. This speaks to the peaceful nature of Bajorans and the advanced social contracts they established centuries ago and held up throughout the Occupation.

PLACES OF INTEREST

BAJOR

Bajor is a lush, green planet with temperatures matching Earth's without scorching summers and frigid winters. Its land was perfect, and weather was perfect for raising crops, and its mountains were rich in ore and minerals. During the Occupation, the Cardassians stripped Bajor of most of its natural resources and left the land barren. While beautiful gardens still grow all over Bajor, kept by the Cardassians who wanted a beautiful view while they occupied the planet, the groomed bits of nature are not enough to support life on the planet.

Working together with the Federation, Bajoran scientists are working tirelessly on jumpstarting their planet's ecosystem

before it is too late. These efforts have been met with promising success. It seems what Bajor needs most, to become the farming paradise it once was, is time. In the meantime, the people do their best to rebuild the infrastructure destroyed during the war.

One of the most breathtaking pieces of traditional Bajoran architecture still standing after the Occupation is the Dakeen Monastery, with its high-domed ceilings and ornate pillars – a testament to classic Bajoran architecture. Tucked away far in the mountains, the monastery was strategically unimportant to the Cardassians, and therefore became a place for the Bajoran Resistance to hide members who had attracted too much attention. Now that the war is done, the monastery has turned back into a place for members of the Bajoran faith to worship and contemplate.

DEEP SPACE 9

The space station Deep Space 9 was built by the Cardassians using Bajoran slave labor during the war. They called the space station Terok Nor and when they left Bajoran space, the station was taken over by the Provisional Government. Working together with the Federation, the Bajorans refitted the station to serve as an outpost for their planet and allowed the Federation to run the outpost under Bajoran supervision.

The strategic location of DS9 next to Bajor and the wormhole cannot be understated. Since the end of the Occupation it's proven multiple times to be a pivotal location for rebuffing attacks and attempted invasions into Bajoran and Federation space. The Klingons used Deep Space 9 to mount their war against the Cardassians after intelligence reports told them the Changelings were using the Cardassians as puppets, and it is the location where the Federation treaty with the Klingons was dissolved.



The most notorious location on Deep Space 9 is Quark's Bar, located on the main Promenade. For most Starfleet officers this is the place to go and relax after a long shift. It is where the Bajorans go to play a game of dabo and it also sees an unusually high level of Ferengi traffic for, 'an innocent little bar in the middle of nowhere' as the proprietor Quark claims. The station constable Odo knows Quark's Bar is much more than it appears. On no less than three occasions, the Ferengi businessman knew what was going to happen on the station before the Starfleet officers themselves. If there is a way to harness the Ferengi's information network for the good of the station, it would go a long way towards keeping the sector safe.

PERSONAL CORRESPONDENCE

Sweet Kasidy,

Call me an old fool, but I still believe a letter to a woman can win her heart, so here is mine to you.

Things are heating up with the Klingons here and I'm worried about Jake. It's nothing to do with his actions, he is a great kid, but as a Starfleet officer there is always that small worry about your family – are you bringing them into harm's way? Are you doing what's best for them? I'm thankful you're light-years away from here now; at least I know you are safe. Then again, with some of the tales you've told me about the perils of being a freighter captain, perhaps I am not too sure.

In times of stress like these I am reminded of Kai Opaka and what she told me about my destiny as 'Emissary'. She told me I was meant to be on DS9 and I had some part to play on Bajor still to come. The Prophets, or should I say the wormhole aliens, want me to be here. I wonder if that is true?

If it is true, does that means no matter what I do, even if I wanted to pick up Jake and run away with you – to some small town where my only worries would be starting a local baseball team – could I even do it? Could I escape my destiny or is my 'pagh' tied to this place?

I'm not sure I know, but I am sure that I'll be counting down the days until your freighter pulls into the station again.

Yours,
Benjamin

STARBASE DEEP SPACE 9

TRAITS: Cardassian Mining Station, Federation-run, Bajoran-owned, Near the mouth of the wormhole

SYSTEMS

COMMS	10	ENGINES	11	STRUCTURE	14
COMPUTERS	11	SENSORS	10	WEAPONS	12

DEPARTMENTS

COMMAND	04	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	04	MEDICINE	03

POWER: 11 **SCALE:** 12
SHIELDS: 17 **RESISTANCE:** 12

CREW SUPPORT (TOTAL): 12
DOCKING CAPACITY: 18 vessels, each of Scale 8 or less

ATTACKS:

- Phaser Arrays (Energy, Range Medium, 15 Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long. 6, High-yield)

SPECIAL RULES:

- **Advanced Sickbay:** The station has a well-equipped infirmary, and gains the Advanced Sickbay Advantage, which applies to all medicine- and biology-related Tasks performed within the Infirmary. This Advantage is lost if the station's Computers System is disabled.
- **Docking Capacity:** The station has extra ports and pylons that allow it to support a greater number of docked vessels, as well as larger vessels. The starbase has 18 docking ports, and can support vessels of up to Scale 8.
- **Firebase:** The station is built to defend itself and the space around it from attack, and it is able to unleash colossal amounts of firepower. Whenever a character makes an attack with the station, they may use the Swift Task Momentum spend for 1 Momentum instead of the normal 2, so long as their second Task is also an attack.
- **Rapid-Fire Torpedo Launcher:** Whenever the crew add 3 to Threat to fire a torpedo salvo, they may re-roll a single d20 on the attack, and any number of on the damage roll.
- **Repair Crews:** Due to having additional personnel to support repair and maintenance work, it may prioritize the repairs of up to 4 ships, rather than the normal 1.
- **Sturdy Construction:** When the station suffers damage, it suffers a Breach if 8 or more damage is inflicted, instead of the normal 5 or more.

BAJORAN WORMHOLE

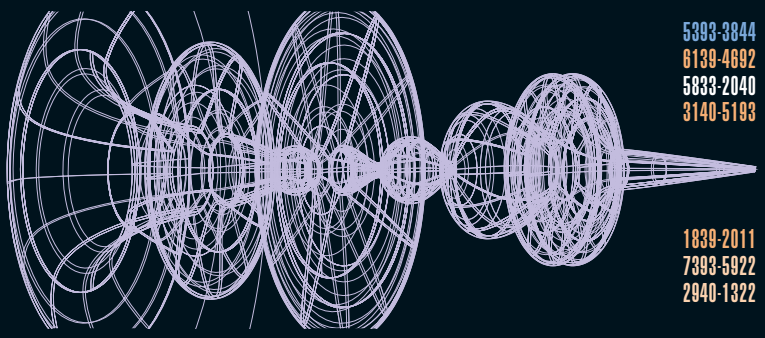
Located in the Denorios belt in Bajoran space, the Bajoran wormhole connects the Alpha and Gamma Quadrants and is the only stable wormhole in the Milky Way. It is home to the wormhole aliens, and has seen a handful of Gamma Quadrant aliens come through who seek trade and relations with the Federation and Bajorans. The Bajoran wormhole also sparked the first joint venture between Cardassian and Bajoran governments who sought to know more about how the wormhole functions.

By Starfleet's estimations the wormhole has been stable for at least ten thousand years, dating back to the time when the Prophets first gave the Bajoran people the nine Orbs. Perhaps, the wormhole was stable for a good deal longer than that, but there is no way to tell. Only a few Bajoran records reach back that far and much is left to interpretation.

It's unknown how the wormhole aliens survive in the wormhole itself, because Starfleet understands very little about them. These incorporeal creatures exist outside space and time and it is difficult, if not impossible, to communicate with them. Not only because they don't feel the need to make frequent contact with other species, but because they do not grasp what it means to live in a linear timeline. For the wormhole aliens the entirety of space and time is happening all at once. It's impossible to grieve for a person who is dead, because they are also alive. Someone cannot have plans, because they are already happening. This key difference in experience makes understanding difficult.

Some Starfleet researchers believe there is wisdom to be gained from Bajoran religious texts on how to communicate with the wormhole aliens. Not because the Bajorans worship these creatures as the Prophets, but because of how the Bajorans view the *pagh*. The *pagh* is an invisible immortal force in each person capable of living after a person is dead – therefore when a person dies they are also still in some way alive. This is a duality Bajorans learn to accept and perhaps something that could be extrapolated into understanding the wormhole aliens as well.

BAJORAN WORMHOLE



STELLAR CARTOGRAPHY

CHAPTER 02.40

THE ALPHA QUADRANT
THE CARDASSIAN UNION

POLITICAL BACKGROUND

Times are changing. With the recent shift in Cardassian governing structure comes the need to analyze; we don't yet know where this new governing body stands, as far as the alliances and the treaties we've established. Because of that, it's important to review where they came from most recently, so that we might have some sort of clue as to where they're potentially going. It's rare – almost impossible, I'd say – for an entire race to change its fundamental beliefs all at once, so it stands to reason that there will still be a lot of old sentiment and loyalties to be found in this new structure.

Up until recently, the Cardassians based not only their political structures, but their ideas of self-worth, identity, and patriotism around the concept that the state and its controlling officers were not only constant and reliable, but outright infallible.

In the best interests of its people, and to ensure a tighter control even of itself, Cardassian leadership deliberately sectioned itself into two branches of government. Both were meant to work together to protect – or control – its people, depending on how you look at it. Central Command was the military branch of their leadership, while the Obsidian Order dealt with matters of intelligence and espionage, and were, to use an older phrase, the brains of the operation. They were meant to balance each other out, with careful rules in place making sure that each kept to their assigned purpose. In the interest of maintaining that perceived equality, both branches of this government shared the same hierarchies and ranks. And both, most importantly, were deadly in their own right, with years upon years of training to back their threats.

Make no mistake: just because the government's structure has changed, it does not mean that the people have. The government had such a strong hold over their citizens that if you were to ask any Cardassian to explain their loyalties, first and foremost would be devotion to family and state – across the board, and always before any other values. This is still the case. Throughout their lives, they have had it drilled into them that the state is always trustworthy and reliable, evildoers are always caught and punished, and that loyalty and a strong work ethic will ensure a rocketing rise to success.

These messages are everywhere throughout Cardassian society; you will find their most prized stories being little more than chronicles of generation after generation, all sacrificing everything they have in the name of the Union. Model citizens.

To help further the needs of the state and the strength of its people, even Cardassian children are taught from a very young age to trust the government and the family above all else. This goes so far as to discourage the practice, or even the need for, a religious faith. To them, organized religion is a crutch of the weak-willed and helpless; reliance on the self and on the infallible nature of the state is the only truth they consider worth recognition.

FAITH, FAMILY, INFALLIBILITY

Although Cardassians do not follow any sort of religion, and more often than not will outright scoff at such an idea, the Cardassian people still have their own particular set of rules that must be adhered to when it comes to funerary rights. Understanding the way Cardassians live, and considering the superiority with which they regard themselves, the final

SAR'ANDA, DABO GIRL

Cardassians take great pride and joy in the art of communication. Have you ever paid attention to the way they speak? Listen long enough and you will notice a certain poetry about the way they talk. It's so deeply moving and touching and more thoughtful than you come to expect.

Think about it! You will never find a Cardassian with slurred speech or lisp or other imperfection of tone…unless they've had too much *kanar*, of course. Their courtship and their government and their families all seem to progress through the lilting art of conversation. I mean…we're all taught that they're nothing but evil, but then you hear them speak and even in their anger, there is such beauty!

They couldn't be all bad…could they?

rites and services of departed friends and family are held very seriously. This is especially adhered to when it comes to witnessing these rites.

Cardassians show tremendous loyalty to their families; as such, their funerary preparations and final rites are split into several parts, wherein only select members of one's circle may attend. The most important part of these proceedings is the ritual of Shri-Tal.

This important rite takes place while the soon-to-depart family member is still alive but in failing health. One or more family members are invited to take part in the ritual; in private, the chosen family members receive their final "gifts" of secrets, long harbored by the soon-to-depart, now shared to help the next generation elevate their families…or crush someone else's.

This is the extent of Cardassian familial dedication: their funerary rites include this sacred moment, this dying breath given to protect one's family and forward the well-being of Cardassia itself.

The second part of the proceedings is the actual gathering itself, after the passing of the beloved family member. This is not restricted to the family; in fact, this final part of the rites is very deliberately as public as possible, a proclamation of the departed's deeds and past accomplishments, all in the name of serving family, the public, and all of Cardassia. Sadly, though, it is generally frowned upon for a non-Cardassian to see a Cardassian corpse…and even more unheard-of to allow a non-Cardassian into a funeral.

If you're thinking by now that Cardassians are very insular and at times excessively self-important, you're not wrong.

THE STATE OF PLAY

Come in, Captain. Thank you for taking the time.

During your last briefing, before command of your ship was given to you, it was highly recommended that you, your senior staff, and any away crews undergo additional combat training exercises as well as psychological strengthening regimes, especially before any Cardassian-related missions.

I hope you took that advice seriously, Captain. We're sending you to the Alpha Quadrant. The logs from your continuing missions have led us to believe that you would be an optimal choice; the skills and experience that you and your crew have shown may be vital to the Federation's well-being, success, and prevention of all-out war.

We are in dangerous times. The hope that we had for a lasting peace with Cardassia has been tested and potentially broken through the actions of our once-allies, the Klingons.

The Cardassian government has undergone a change recently; with the Obsidian Order effectively destroyed during their hasty – and illegal – pre-emptive strike on the Founders' home world, Central Command was soon overthrown and replaced with a civilian governing body: the Detapa Council. Where before the Council had been mostly an honorary formality, with the true power being held by the Obsidian Order and Central Command, this now appears to be a true power over its own people.

The Klingons saw this sudden and drastic change of government as undeniable proof of Dominion interference, and despite our attempts to dissuade them, the Cardassian Union was attacked. The attack was unprovoked at best, and the Federation appropriately and accordingly condemned that attack and provided aid to the Cardassians. In answer – or retaliation – to the Federation's actions, the Klingons withdrew from the Khitomer Accords and expelled any non-Klingons from their worlds and alliances.

We have already defended multiple bases and stations from their attacks. It seems that we are caught squarely in the middle between two very competent, warlike people, all the while needing to remain vigilant against the threats of the Dominion.

It is our duty as members of the Federation to honor the agreements and the peace treaties we forged with the Cardassians, but with Chancellor Gowron breaking from the alliance, we now need to be twice as careful and watch our backs. Even when fully compliant with the accords, we knew it would be unwise to openly trust and welcome the Cardassians into our fold. They place a steep importance on the skills of subterfuge and manipulation; it would be foolish not to keep a vigilant eye on our new allies, even as we prepare for additional potential conflict with the Klingons.

Chaotic times require action, and Starfleet needs to step up. There are many people already affected by these goings-on, and we can only guess how many more have yet to feel the ripples from these events. The Federation needs to be the order in all this chaos. We need more people out in the field: more scientists, more exploration, more diplomatic missions, and certainly more protectors.

That's where you come in.

Perhaps it's not surprising that the Cardassian common opinion is that they are simply superior to all other races, and that they are recipients and enactors of a powerful, self-created fate. This is a "truth" that their children have, from a very young age, been trained to understand.

Despite the emphasis on training in service to their state, it must also be acknowledged that the Cardassians do take care to also instill in their youth a sense of freedom and a passion for the arts. Adults typically keep these childhood passions as secret and treasured practices – or, as we have learned, as additional cover for agents of the Obsidian Order.

Even family "entertainment" usually consists of televised criminal trials; through this, citizens of all ages have it reinforced that the Union is always right in its suspicions and always justified in its courses of action.

Perhaps unsurprisingly, to maintain the illusion of unfailing certainty, such shows and their outcomes are always predetermined. In fact, their entire legal system assumes guilt, and the guilty are barely allowed a chance to fight or defend themselves. It's usually a case of "how repentant the guilty party is" and a show of the sentencing. Cardassians "don't make mistakes."

The entire concept of Cardassian justice can seem strange, off-putting, and backwards, especially to the truth-seeking members of the Federation. Despite that, we should see this as a reminder that extra care must be taken when dealing with the Cardassians, simply because our lives, realities, and values are so vastly different.

The Federation has worked long and hard to build this early stage of peace with them. Even then, Starfleet Intelligence suggests there's a lot more about them that we do not fully understand. They are still keeping a lot of their secrets held close, and it would be unsafe to assume anything.

THE OBSIDIAN ORDER

Before we get into the military capabilities of the Cardassians, I feel it is important for us to explore the capabilities of the Obsidian Order. Even though technically, the Order has been dismantled, our intelligence reports suggest that the Detapa Council may not be the only voice of the people now that the Obsidian Order and Central Command have been removed.

In Cardassian society, where the most honor could be found in serving the state, the acquisition of power and status ended up being highly prized above all. What that means, Captain, is that the entire society itself was taught to value manipulation and confrontation as means to an "honorable" end. Children were taught the normalcy of manipulation and debate, as discussed. Where you or I might share our favorite stories or recount a fun lesson around the dinner table, Cardassian families spend their time debating each other and studying the complexities of personality.

The Obsidian Order idolizes and exemplifies this. Their mental training is so long-standing and intense that the most skilled of them are able to resist – if not completely ignore – forms of interrogation including a Vulcan mind-meld. A photographic memory serves the Order very well, and so this is not only encouraged in natural prodigies, but outright trained from youth. By the time adulthood is reached, they are tremendously effective at knowing the minds of others, due to the sheer extent of mental training they have.

We had all best be careful, since any Cardassians we encounter on our missions may have this kind of extensive training and carefully-honed memory.

Let's move forward, and take a look at where the Union stands now. Within the past year, the Obsidian Order tried to take matters into its own hands, illegally and against the will of the other half of the government. In fact, even though it was expressly forbidden for the Obsidian Order to have its

COUNSELOR MARISINA, BETAZOID

Do you know what happens when you separate rational thought from a physical body? Either through hypnosis or sleep deprivation or anything in between?

The body becomes entirely reliant on the parts that still work, until it, too, breaks. And it will break, and quickly; a body can only function on impulse and on instinct when it has lost its mind, and the mind and body must work together to ensure the proper functioning of both.

Now… What do you think happened when the minds controlling an entire civilization were wiped out in a single stroke? Can there be any doubt as to why the old Cardassian Union was so easily overthrown? It's not just a single person who lost their mind but an entire world, an entire society!

And like a being who has lost its mind and been forced to rely on the general willpower and thought processes of its frightened, instinctual self, the Cardassians are like a lost child, unable and unwilling to trust the unfamiliar and yet desperately needing help, or some semblance of control.



own military spacecraft, they had been secretly stockpiling their own private war fleet. Their intent was to make an advanced strike against the Dominion and overwhelm the Founders on their home world in the Omarion Nebula; to this end, they joined forces with the Romulan intelligence agency, the *Tal Shiar*. Unfortunately, one of the Changeling Founders was already well-buried in their ranks. The Dominion knew precisely what was planned, and used that to their advantage: when the Obsidian Order and the *Tal Shiar* pressed into the Gamma Quadrant to enact their plans, a massive Jem'Hadar ambush was waiting. Both intelligence agencies were all but wiped out in one fell swoop.

At that point, the civilian Detapa Council picked up the pieces and has now become the new political leaders of Cardassia. The Obsidian Order is gone, and even Central Command has been overthrown as well. The current political structure is ruled only by the Detapa Council, but it would be foolish for us to assume that the best minds of the Obsidian Order were all destroyed with the *Tal Shiar*.

The concept of the Detapa Council is nothing new; it seems that the only novel thing about it is that they finally have control of the government. They used to be a formality, little more than a civilian acknowledgement whose purpose was to make sure the populace felt heard, all without actually having any administrative control.

Relations with the Cardassians are likely a game of guessing and second-guessing. A great many lives have been lost and a great many securities have been compromised on all fronts. We won't know who our Cardassian allies truly are, or who is only playing at being our allies. What's more, with the interference of the Changelings in our midst, we won't even know at any given moment if our friends are even *themselves*. Genetic testing will help, but the distrust, uncertainty, and sheer chaos of these times will likely continue to work against us. The safety of your crew is going to be in question more than ever, from outside forces as well as from within.

MILITARY STRUCTURE

The Cardassian government was built on its military strength. Before the rise of the Obsidian Order or Central Command, the populace was generally ill, starved for proper nutrition, poorly fortified, and unable to harvest much by way of planetary resources. They had the unenviable position of being in a sector that was particularly barren of resources or inhabitable planets. Considering this, it's not only understandable that the Cardassians were – and still are – driven to expand their holdings, but having used this strength of force to save their population, one can easily see how the citizens would then raise that military up to leadership.

While it is true that the Detapa Council has been the commonly-accepted, public face of the government for a long time now, it is only recently that they truly have any sort of power to use for the betterment of the Cardassian people. Up until this point, the real control was held by the Obsidian Order and Central Command, dealing with information both internally and externally, and forming the might and military strength of the entire society.

Cardassians were – and still are – taught from a very young age to be self-reliant; the best way to give back to society and bring the most honor to their family is through dedication and devotion to Cardassia. Duty and pride, expressed through service to the government, is encouraged through physical and mental fortitude training. Good training assures superiority, and as such, very few practices are off the table where lessons are concerned.

That includes torture, Captain; this is why extra training is highly recommended for any crews going into the Alpha Quadrant. The Cardassians have been at this for generations, and not all encounters with them are going to be friendly.

These extremes of training were – and still are, we suspect – positively received by the government. The military, after all, gets the confidence and reassurance that each and every crewman, from gorr to jagul, is prepared to expect and resist the physical and mental rigors of torture. The Obsidian Order gets more efficient interrogators for their ranks, and beyond that, it opens the possibility of learning useful information from new and as-yet-untested trainees.

MILITARY RANKS AND ORGANIZATION

It will be useful to understand common Cardassian ranks, Captain. You should know the difference between a gorr and a dal, a gul and a jagul. No matter your mission, it will help put into perspective who answers to whom.

CARDASSIAN/FEDERATION RANK COMPARISONS

CARDASSIAN RANK	FEDERATION EQUIVALENT
Legate	Admiral
Gul	Captain
Dal*	Commander
Dalin*	Lieutenant Commander
Glinn*	Lieutenant
Gil	Ensign

While the rank of glinn generally includes duties that are similar to a Starfleet lieutenant, there is some flexibility noted within Cardassian Orders that would give a glinn more responsibilities, such as those given to a Starfleet commander or lieutenant commander. Further, although the Cardassian military is a combined service of naval and army officers and troops, some ranks such as dal and dalin seem to be used more by the ground forces than by shipboard personnel.

Even though the Council now stands as the only recognized leadership of Cardassia, they still keep their military and honorific titles for those positions. You'll find some similarities to Federation ranks in both structure and ideal, as well as some jarring differences.

As far as similarities, Cardassians share an admirable sense of gender equality. While there doesn't seem to be any sort of discrimination in regards to allowing a female to fight or rise through the ranks as a soldier, Cardassian women seem to have a very notable preference towards the fields of science and engineering. They are passionate and driven to succeed, and are widely regarded to be exemplars of their chosen specialties.

The other, notable similarity lies in the actual structure of their command systems. Like us, there is a great importance to maintaining a chain of command.

The equivalent of your rank and command responsibilities, Captain, would be a gul. Cardassians prefer to always aspire upwards instead of downwards; where we have rear-admirals and admirals, the Cardassians have jaguls and the legates. The legate, though, is a bit of a different post and assignment than our admirals; it's a combination of military prowess and deep-reaching governmental sway. It is far more of a governmental title than a military honorific.

Just as a captain has their subordinates and crews, so, too, does a gul. The Cardassian manner of thinking, though, would consider the concept as those who work beneath a gul. They do mean that word literally; the interior layout of a Cardassian command deck is built in harsh angles and platforms. This is designed very deliberately to keep superior officers elevated above their crew. It's their hierarchy made plain: their commanders are literally standing above them, both as inspiration and career goal. It clearly defines and makes example of what one might become if one works hard enough and performs one's job admirably.

Starfleet officers rely on all of the crew to keep our fleets and our staff in healthy working order, but the captain tends to work the closest with other commissioned officers. Where a captain works with their commanders and lieutenant commanders, a gul works with similar officers: dals and dalins.

Glinns are the equivalent of Starfleet lieutenants, and are more generalized staff officers; beneath them, gils handle the least of a gul's concerns. Gils are the equivalent of our ensigns, and here, another notable difference exists between our core values: escape pods on many Cardassian ships and stations are only to be used by commissioned officers – the gils and above. The Cardassians have other ranks and subranks of military, and, just like us, civilians that live on these stations and ships, but they are left behind should an evacuation become necessary.

THE OCCUPATION OF BAJOR

With the Obsidian Order all but destroyed and Central Command having been decommissioned, the Detapa Council is finally the sole controlling power of the Cardassian Union. It should be noted, though, that some very familiar figures are still official councilors – even though they are not directly on the new Council itself. For example, our old "friend" Dukat is the chief military advisor these days—and Starfleet Intelligence believes he's recently been promoted to legate.

Having such a famous – or infamous, depending on who you ask – figure still allowed to influence and act in the name of the Council has understandably caused some unrest among our allies. Where the Cardassians may see Dukat as an excellent leader and a prime example of skilled military dedication, the Bajoran people are dismayed – or outright furious – at the continued faith placed in the overseer of the Occupation.

When you consider what the planet's population has been through, it makes sense that a great number of Bajorans would rather attack a Cardassian first and ask questions later. The topic of the Occupation is uncomfortable at best and generally horrifying, but as divisive a subject as it is, it is widely considered an important part of history, worthy of study. We review this dark part of Bajor's past not only to better understand the Cardassians, but to potentially help keep this from happening again.

Earth's history has its regrettable share of dictators and tyrants, as well as its own sordid military occupations. Forced subjugation and murder on such a large scale will be remembered for generations to come. Any Starfleet historian could prove to you over and over again that such heinous acts and such old hatreds run deep; unsurprisingly, it's difficult for a lot of Bajorans to let go of those feelings long enough to want to see the other side. It's too fresh.

The Occupation lasted about 50 years, and took at least 10 million Bajoran lives with it. The Cardassians were very effective in their utter dominance. They took control of the planet and forced its citizens to mine its resources. It was a deliberate demoralization meant to keep the planet controlled through the broken will of its people.

And it worked; the Cardassians were feared subjugators. The extensive training employed by Central Command was turned against the innocent, religious people of Bajor to very deadly effect. Children were made to watch their parents be harmed, brutalized, or outright killed for no other reason than to teach a lesson. Families were torn apart to build more efficient work crews whose obedience was far more guaranteed. Family elders whose lives should

FROM WITHIN HOLDING CELL #3

I was surprised to see how unwilling a great many Bajorans were to see things from a viewpoint beyond their own. For all their promises of community and acceptance, they still rail at the sight of even one of us. I put it to you that a Bajoran is far more likely to attack a Cardassian on sight, without even an explanation, than a Cardassian is to attack a random Bajoran.

I have done nothing to harm them; in fact, I had nothing to do with any of the work-camps on Bajor at all, and yet the moment I arrive, just on my way through your station, here I am, attacked and accused.

What do you mean, I was rude and disorderly? I merely pointed out that we took the absolute best care of the Bajorans as we could. They're like babies; they don't even know the best way to take care of themselves. We've had generations on generations, millennia of experience and a deep desire to restore a firm order to an otherwise chaotic and frightening world.

Don't look at me like that; I wonder if you Humans understand that we are not so different. You have just as much distaste for rampant chaos as we do. Look at what happens when even one Changeling Founder is suspected on your planet. You call in a state of emergency and beg your militaries to protect you.

We both have a deep need for justice. Look at your own songs and tales and vidcasts and entertainments. The stories that are valued most by Humans seem to be the ones where despite all struggles, good always triumphs over evil. We share that same desire. We want good – justice and order – to triumph over evil – lawlessness and chaos.

We just happen to have already visited such times in our ancient pasts, whereas you are barely through those "growing pains" yet. It isn't your fault that your society has grown far slower than ours. It isn't your fault that you don't yet see everything that you could become, and so who better suited to guide you than us? Who could possibly understand the absolute certainty of supreme order better than the Union?

Where are you going?

have been honored were instead buried alive when they were no longer able to continue to work in their assigned labor camps.

When they finally left, the Cardassians destroyed everything they could before departing Bajor. Fields salted, the soil itself was left destroyed and unable to grow crops. Bajoran temples were ransacked, their religious artifacts unapologetically stolen and only rubble left behind.

Cardassians have been so thoroughly made to believe their state and their power structures are infallible that they cannot conceive of making any sort of mistakes. They find it impossible on a deep, genetic level. They genuinely believe that the kindest option for the Bajorans was to accept their subordinate role in the universe and the "kindness" of their forced servitude. Cardassians' fervent self-confidence and faith in their government rivals some of the most fanatic religions – ironic, considering they don't "waste their time" on structured faith.

The aftermath of the Occupation is upsetting to most Bajorans – and many Federation officers whose lives are touched by these stories. What's more, it is rare to find a Cardassian who shows remorse over the atrocities performed. Starfleet records to prove the existence of such citizens, but they are very rare. For example, there are records pertaining to one Aamin Marritza. He was a Cardassian head file clerk who was stationed at the most infamous of slave labor camps, Gallitep, and watched as Gul Darhe'el, the Butcher of Gallitep, slaughtered thousands of Bajorans.

Marritza took it upon himself to impersonate Gul Darhe'el, to make amends for the atrocities performed by his people, as well as to seek forgiveness for his own perceived cowardice when he did not help the enslaved Bajorans. He believed that Cardassia needed to admit its guilt and its wrongdoing. Considering how thoroughly Cardassians are made to believe the infallibility of the state, one can imagine how devastating a blow that might have been to the entire control structure and the people of the Union.

This may be a factor in understanding how their governmental control was lost to the Detapa Council. But that continued, extreme self-assurance was not the only reason the system was overthrown…not by a long shot.

THE MAQUIS

The Cardassians aren't the only potential threat in the Alpha Quadrant. Many Starfleet officers stationed around the Alpha Quadrant have strong feelings towards the Cardassians, and take the stance that we are just as much



to blame for the Maquis as they are, due to what is often seen as some mistakes.

Those mistakes started only a couple of years ago, in 2370 – the year we signed the Federation-Cardassian treaty. Our goal was to help facilitate peace and end the battles that were draining everyone's resources. To that end, the treaty created what is now the Demilitarized Zone. Among its laws, the treaty insisted that the entire zone was to remain free of military bases, with strict disallowances for either side to deploy weapons or troops.

To help encourage and make it easier to enforce this new peace, Starfleet was required to reassign some of the colonized planets between Federation and Cardassian space. Our borders would be better protected with those new, clarified boundaries. That did create some problems, though, with the Federation settlers whose homes were now technically being transferred to Cardassian governance.

The colonists of those worlds were given the option to relocate. We viewed it as negotiating a peace that otherwise would not have happened. Some of those colonists interpreted the relocation as unfair and neglectful of their own lives, instead of a sacrifice made by a few to save countless more.

Starfleet tried to get all of those people safely and peaceably off-planet before control transferred completely to the Cardassians. Even then, some were so deeply tied to their homes that they were willing to risk Cardassian "citizenship" instead of allowing us to relocate them to a safer, Federation-protected home.

The disgruntled colonists insisted that their homes were long-fought and long-held, with roots that ran deep through familial history to their settled lands. To them, their right to a peaceable existence was suddenly threatened, challenged by a new governor whose core manner was dismissive of individual liberties.

The consequences of the treaty, and of the settlers' refusal to move, had been made very plain. The colonists who remained felt that the right to keep their own homes was worth the lack of support from the Federation or the Cardassians, and so formed the Maquis to take matters into their own hands. They resisted – and continue to resist – using force, aggression, and at times, guerrilla tactics to be their own, ungoverned people.

Whether or not you have any personal ties to those settlers, the correlation to Earth's history seems obvious. Humanity itself has previously weathered such forced relocations and the subsequent fights involved.

In the end, this is a war that we fight against ourselves instead of against our enemies, and the consequences of

HISTORICAL DOCUMENT

FINAL TRANSMISSION OF THE *U.S.S. ENTERPRISE* NCC-1701-D, COMMANDER WILLIAM T. RIKER STARDATE 48949.8

…Commander Riker in command of the *U.S.S. Enterprise*, transmitting in the blind. The *Enterprise* suffered a warp core breach…the crew barely evacuated to the saucer section in time. We couldn't sustain orbit and crash-landed somewhere on Veridian III. It's a miracle we made it down in one piece. We have multiple wounded, all of our systems are out, and emergency bulkheads have cut off most decks. Our chief engineer managed to cobble together a transceiver using the comms systems from several damaged shuttles. Our captain is missing somewhere on Veridian III and is in need of aid. To whoever can hear this message – we are in distress and need immediate assistance.

that reach farther than we might have anticipated. There are those among us, even here in Starfleet, who felt that we did the inhabitants of those planets a bad turn.

Some took it too far, though: they abandoned their posts and their promises, leaving Starfleet in order to stand at the side of those militant vigilantes. Brothers, sisters, and classmates – *good* people, Captain – decided that their career and families were less important than taking immediate, aggressive action towards those of us who continue to build towards a greater peace.

As commissioned professionals of Starfleet, we are sometimes called upon to follow orders that seem distasteful. Whether or not we personally like the mission parameters, it is paramount to remember the Federation's goals. While we wear the uniform, we act for and with Starfleet.

This becomes all the more important when dealing with the Maquis. Should a Starfleet officer choose to disobey an order regarding the Maquis, they would not only be breaking their oaths of service and violating their commission, but those actions may very likely degrade the peace treaty that we have with the Cardassians.

Not all of the Cardassians are happy about our corroboration, and might use any such transgression to blame or otherwise target the Federation.

Even with our mistakes made with the Maquis, the Cardassians have been making their own share of missteps with them. What's more, they are still testing our boundaries. A study of declassified, pertinent logs from Deep Space 9 will reveal that the Cardassians had been smuggling

military-grade weapons to their colonies in the Demilitarized Zone. They even went so far as to attempt planting weapons on DS9. Their plan was to sabotage the peace treaty by proving we were secretly aiding the Maquis. They would be able to accuse us of breaking the treaty, moving swiftly to reclaim "control" of the Demilitarized Zone – and wipe out any Maquis or Federation survivors in the process.

Over these past two years, the Maquis have won more and more sympathizers from many different people and organizations. Between the internal conflicts and the stratified layers of subterfuge, by the time the Cardassians were able to turn their attention back to the Maquis, they had grown large and capable enough that, for all intents and purposes, they were as good as being a new controller of the Demilitarized Zone. And they've expanded their territories since then, Captain; we have it on good authority that the Maquis are setting up bases within the Badlands. Should your missions take you there, you should make sure to have backup plans – and backup power. It's tricky to navigate, constantly thick and cloudy, and riddled with unpredictable plasma storms. This wouldn't be the first time a ship and its crew disappeared into the storms, never to return.

Don't underestimate the Maquis. They are powerful now, enough of a threat that even the Cardassians were being worn down from their constant, skirmishing tactics. Between the Maquis and the failed ambush of the Dominion by the Obsidian Order, little wonder that the dissident movement was able to take over, reinstate the Detapa Council, and so drastically change everything.

It's more important than ever to stay sharp. While there are honorable, trustworthy individuals among the Cardassians, it's going to be really hard to tell an ally from an enemy. We had a lasting peace with the Klingons and see what's happened with them: they've broken their alliance with the Federation and distanced themselves from any sort of understanding with us, because we couldn't support their invasion of the Union. We had a comfortable alliance with the Bajorans and an understanding and allocation of borders with the Cardassians, and now we have turncoats and skirmishers forming the ranks of the Maquis.

On top of everything else, we now have a new threat in the Dominion. The days of things being clear-cut and easily understood are gone.

PERSONAL LOG

MS. AMELIA BENBAKER

The last time I saw Jeremy, he'd been looking torn. Really upset, you know..?

Normally, a cup of my grandmother's soup and a quick walk around the Promenade calms him right down. This time, though, he looked really... haunted.

He said that when you're swimming in a sea of stars every day, sometimes you forget that you're doing this for the people who can't.

It's easy to get caught up in the beauty and scope of the worlds that we are orbiting, so much so that we forget that those worlds are filled with *people*. Civilian people, real people, whose lives and abilities might be nothing like ours. Every world with billions and trillions of inhabitants, all of whom with differing opinions, all of whom have to face their own struggles, and all of whom may not have the voices or strength that others do.

He kept mentioning that there are a lot of Earth-based Starfleet personnel who do understand just how good a life we lead. On Earth, we are as close to an idyllic civilization as we could possibly get. There's no more war back home. It is so easy to forget that we have been born into and then raised in an atmosphere of unbridled and unquestioning privilege.

This is where he started to break down a little more. He just looked so intense.

He said that the privilege is *why* he enlisted in Starfleet. They are out here, working to forge lasting, universal relationships, and help protect people because we have fought through and beyond all of Earth's struggles.

Not everybody in the Galaxy is so lucky…and here, with these colonies and with the resistance, tensions can run high and lives can still be threatened, due to needs that a lot of Humanity has forgotten on Earth.

He kept saying that we abandoned them. Kept saying he was supposed to help protect them, and instead, he helped enable something wrong. He wouldn't talk about it anymore after that; he just spent the rest of the evening in silence.

In the morning, he was gone.

TRADE AND DIPLOMACY

The Federation-Cardassian treaty was signed only two years ago. In such a short span of time, all of this has happened. The Cardassians were removed from Bajor and relinquished their hold over multiple planets and stations, gained other planets whose inhabitants then rebelled against them, and when they least expected it, found a surprise in the form of destruction from within, unprovoked attacks from without, and the ousting of their entire governmental system.

They went from being an unshakeable power in the Alpha Quadrant to a society broken and rebuilding. Strangely, after all their time in power, they may need Starfleet more than ever. They don't have many allies, and while it is true that there is currently peace forged with Cardassia, they have neither applied for, nor do I think we would ever grant, membership into the United Federation of Planets.

Despite their love of and penchant for manipulation and debate, they're not diplomats. We may be one of the only coalitions willing to stand by our peace treaty and support them. We may be needed to help them – which may even pave the way for a new peace or a new acceptance.

The Federation has been looking into their diplomatic and trade ties in order to better understand what might be needed of us and in what capacities. We don't have easy or comfortable access into their records, of course; that means significant and detailed reports are hard to come by.

Part of the reason that the Cardassians expanded as much and as violently as they did was due to the lack of resources in their system. It could be that the planetary geology was such that it just had a lack of minables, but it was easier and more efficient for them to expand outward and occupy their un-allied neighbors than to set up any extended trade arrangements. Bajor was not the first world invaded, nor its people the first to be slaves in the mining of their own planet. It may well not be the last, and it is something to watch for.

Within their own system, the only real trade item that worth anything is jevonite. It's an extremely rare and beautiful stone. Jevonite used to be deeply significant to the ancient culture of Cardassians, back many, many ages ago when they were still known as the Hebitians. Between the mineral's natural scarcity, though, and the occurrence of grave-robbers from the most well-known Hebitian tombs, there's very little left these days.

It seems that the Cardassians aren't so much looking for diplomatic missions as they are for opportunities for expansion or information-gathering. There's a reason that the Obsidian Order had been so very effective in helping to control the chaotic goals of their people.

JONATHAN STONE-WHISTLE, EX-STARFLEET OFFICER

Whoever said that the Cardassians were the only threat to Bajor was a fool. I used to work on Deep Space 9 and if you had seen or heard the updates about Benjamin Sisko, you would know better yourself. The Federation took over the station and renamed it from Terok Nor, sure, but don't you believe for one second that control of the planet was ever even remotely returned to the Bajoran people. They just got a gentler dictator.

Sisko didn't believe in the Bajoran religion, the idea of the Prophets, or the idea that a spiritual people in need might turn to him – you know, their Emissary? – for help.

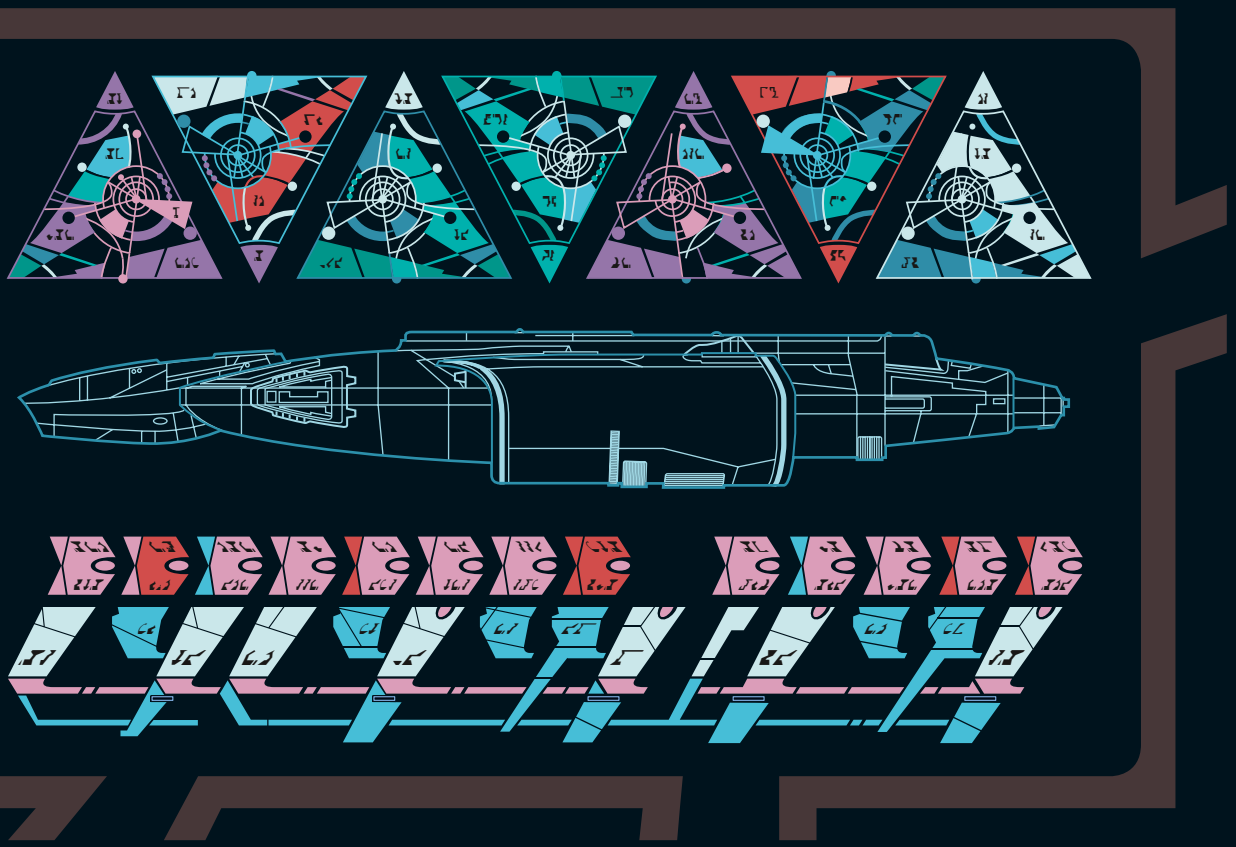
Some of the others stationed on Deep Space 9 liked to talk about how Sisko eventually turned around and saw the light and was very happy to accept the role that the Prophets bestowed upon him, but we know better, don't we? The only reason that he embraced this new role is to help bring a planet back under Federation control.

They hand multiple planets full of peaceful settlers right over to the oppressors who spurred the Exodus in the first place. Then they offer to "help" relocate the colonists away from the homes that they had to fight for in the first place. And when the colonists said no? They sent Starfleet officers – their trained soldiers – to eject the settlers by force. It was just another theft from original settlers, giving them the boot to make way for whatever the next tyrant wants. It happened on Earth and it happened here, and it's going to happen again and again unless we do something about it.

That is why I turned in my uniform and resigned. Because somebody has to stand up to the bullies. I'd rather have a shirt red from protecting my ideals, instead of a red shirt from blindly following orders.

Up until recently, we thought that the Cardassians were determined to face the outside world purely by themselves. They are, after all, so assured of their place in the universe that it seems strange for them to want to seek out any sort of alliance, instead of further occupations. Considering that it was an alliance with the Romulans that led to the botched attempt at stifling the Dominion, the Federation is advised to be watchful for such an occurrence to happen again.

We know that there's a lot that we don't know about them – especially now that the Detapa Council is settling into its newfound power and responsibilities. We are looking into this so that we can better understand any ties that might help or hinder the Federation in honoring our agreements.



With the history that the Cardassians have of being manipulative or otherwise untrustworthy, there are not many people who feel comfortable pursuing trade with the system. Currently, Starfleet is aware of two open trade agreements with the Cardassians that we know of…and two that they probably didn't want us to discover.

The Valerians were the easiest to discover, because the Federation has some trade agreements with them as well. They are considered full allies of the Cardassians, and as we understand it, have been so for many years before we began negotiations on the Federation-Cardassian treaty. Valeria is a binary system that can be found between Cardassian space and Breen-occupied territory.

The trade agreement with the Cardassians was mostly for the extraction and purification of dolamide. It's frequently used as an energy source used for transportation, generators, and the like. When it's purified, though, it makes a notably efficient and deadly weapon. And it just so happens that the Valerians have some of the greatest dolamide refineries in the quadrant.

We know that the Cardassians had these agreements in place before and during the Occupation of Bajor, and we have no reason to suspect that's stopped. In fact, we suspect that following the tremendous losses they have recently suffered, they may have begun to stockpile as much of the compound as possible, to protect against a sudden influx of enemies.

The other active alliance the Cardassians have is with the Klaestron. They share a lot in common: they, too, are an aggressively outward-expanding species with a long-established code of conduct and a very set sense of right and wrong. While the Cardassians were occupying Bajor, the Klaestron were thick in the middle of civil war.

It should be noted that the Klaestron sense of treason seems easily applied to many situations – and the penalty it carries is death. Understanding that Cardassia leads through its strength, national pride, and deliberate manipulation and physical intimidation – and knowing that if there is work that they consider lesser, distasteful, or even illegal, they will relegate to their subordinates – it makes sense that they keep allies that share the drive to expand their territories.

Sometimes, though, even the distasteful tasks need to go to someone else. While the Klaestron and the Valerians had active alliances with the Cardassians – and likely still do – there are two other species that serve a lesser function to the new Union, using simple trade alliances as a cover. This information was a little more difficult to come by, considering that they were frequently used for illicit trade and missions where they did not want ties returned to them.

Both of these species were frequently seen, since their trade routes normally passed through Bajoran space and through Deep Space 9 in particular. Their familiarity made them well suited for important tasks the Cardassians hadn't wanted pinned on them.

Lissepians were, on the whole, a little more careless than the other species hired for these tasks, the Xepolites. While both were frequently used by the Cardassians, we only became aware of the Xepolites' involvement within the last few years. Both trade alliances were smuggling weapons, items, people, and other necessities into and out of the Demilitarized Zone.

Between the two of them, it seems like the Xepolites might be the more approachable, showing a more accepting and neutral attitude towards other races. This seems to be a practical choice to encourage the use of their services or otherwise lessen suspicion.

SCIENCE AND TECHNOLOGY

Where the Bajorans are open about their scientific and technological breakthroughs and advances, the Cardassians seem eternally reticent to follow suit, despite peace having been declared and treaties signed. They continue to withhold more information than they share.

Cardassian data systems use isolinear rods instead of the chips that the Federation favors. We know this, having inherited some of their stations and studying impounded or salvaged ships. Due to the lack of information, Starfleet often has to use a system of trial and error until we get more reliable

POTONE OF PLATONIUS

Dearest Mother,

I sincerely hope this transmission finds you well. I have done as you commanded and made my home within these strange walls. By now, I am getting warm smiles and greetings by name; I am well and truly comfortable and nestled within the station.

I must say that having seen our own follies on Earth, this Federation is a fascinating culture to study. As you well know, we have learned that many races and species have trouble seeing beyond their own places in the universe. This extends especially towards the Humans; our fathers truly made the wisest decision to leave their homeworld when we did. We of Platonius have managed to avoid so many of the pitfalls in which the people of Earth seem to have pointedly wallowed.

Some of the longer-lived races I've encountered in my travels insist that this short-sightedness and inability to see past themselves makes Humans charmingly naïve but passionate, sometimes dangerous, sometimes selfish.

I have been watching the station and its crew as it interacts with the Cardassians of late. As I understand, the Cardassians truly consider themselves superior in every way. So superior, that those beneath them are barely noticeable, with no intrinsic value to the world, except as pawns. They will use anyone – or anything – to help them further their own, internal needs.

From my time on this station, I have heard that a lot of "us" are worried that the Cardassians are doing everything they can to harm us. And that every time they approach the station, it is to provoke Starfleet. I will tell you, this is not the case and it would be foolish to consider it so.

The more I learn, in fact, it seems that the Cardassians are very happy to use whatever is in front of them to level their own, internal playing fields. By way of example, I have learned that in order to infiltrate and sabotage the name and standing of one of their own leaders, they were willing to kidnap and alter a Starfleet officer. The whispers I hear are that Starfleet was going mad with the abduction and preparing their defenses for the Cardassians – when in actuality, the move had nothing at all to do with them.

This could be useful to us. While the Federation is constantly on guard against a strike from the Cardassians, even during this new and strange alliance they have, we might be able to "help" those tensions along. I don't know if we'd have any sort of sway over the Cardassians, as we do with the Earthers, but we can certainly work with them well enough to start with. Starfleet is already alerted by the recent events with the Klingons, the Dominion, and the Cardassians, and we can count on them to live down to their lowest impulses, can't we. Tensions are high enough that a little push could very easily lead to a large *incident*.

They are two sides of the same mistake, and we can use that to our advantage, if such is the wish of our people. Let me know how you would like me to proceed. Though we are small in number, we may yet accomplish great things.

I miss you, mother. Please send my regards to Uncle Parmen.

Your loving daughter,

Potone

information. Even then, sometimes our crews discover some lost piece of programming that catches us by surprise.

Scientific studies and technological progress fell squarely into the domain of the Cardassian Science Ministry. The fields of science are, more often than not, led and dominated by females; it is a common stereotype that Cardassian males are no good at science. One way or the other, it seems the majority of male Cardassians preferred the more militaristic roles of warrior and protector.

Interestingly, even though science is all about knowledge and the pursuit of truth through methodical testing and study, the Science Ministry was a part of Central Command instead of the Obsidian Order. With research and pointed studies commanded by the military, any science-related news or findings were carefully reviewed and edited before release to the public. Computer projections of high risks or potential hazards were minimized or outright erased, so that only the best fortunes were seen. That way, the Union was always viewed as strong and unable to be questioned… or thwarted.

Because they constantly play things close to the vest, even with their own citizens, it is difficult to find any new or notable technology that we can study. Often, we learn about these things only after we encounter them; it took the extended torture of one of Starfleet's most beloved and capable captains at the hands of the Obsidian Order, to even *begin* to understand some of their most insidious technologies. They have created very small, very ingenious devices, tiny enough to be easily inserted into their prisoners through surgical means. These tiny torture devices – for such they are – cause vicious, intense, horrible pain, able to be inflicted at the push of a button. The device is intentionally responsive in a matter of milliseconds, able to be wired to several controllers at once, and designed to be as thoroughly, internally violent as possible. Even despite the reports that we received from Captain Picard, he was still never made fully aware of the extent of the devices implanted.

By way of spacefaring technologies, the Cardassians prefer to use their most numerous and reliable warship, the *Galor*-class cruiser. We don't know all of its capabilities because more often than not, they prefer overwhelming pack tactics. In general, though, we know that a single *Galor*-class ship is no match for our *Galaxy*-class or *Nebula*-class starships.

In the past two years, the Federation has seen the appearance and proliferation of some different, newer vessels. The first, a small, scouting ship called a *Hideki*, seems more to be a nuisance than anything else. Much smaller than the *Galor* ships, the *Hideki* are often set as border patrol ships, and as such, have limited offensive capabilities. They all sport disruptors, but little beyond that by way of weaponry; in a pinch, these could be used in a desperate situation by attacking with pack or swarm tactics, just like their more efficient warships, or maybe as a compliment to a "pack" of *Galors*.

The real danger is the *Keldon*-class starship. They are large beasts, and powerful, and could give a *Galaxy*-class ship a run for its money. Between their power and their cloaking devices, courtesy of the Romulans, the *Keldon*-class ships are impressive in their threat. Many of those ships were destroyed when the Obsidian Order enacted the pre-emptive strike against the Dominion.

Most were destroyed. Not all. Keep sharp.

DS9 SECURITY HIRE

Hatred works both ways, regardless of who started it.

Every world has its dirty, horrible secrets in its history, and we all carry a piece of that in ourselves – either as warning to help us move forward in peace, or as a lesson to not make those same mistakes again. You see a lot of that when you work here, sir.

I'll say this about the Bajorans: at least they had the tenacity and the ferocity, when faced with planet-wide slavery, to band together and to start destroying the Spoonheads.

Sorry, sir. Won't happen again. Cardassians.

Personal feelings aside, sir, even I have been touched and reminded that lives on both sides of a confrontation are affected.

Like…look at Major Kira Nerys. She's an inspiration. We all saw what happened with Aamin Marritza, and yeah, I'll be the first to admit that a Cardassian can barely be seen by anyone here on DS9 without drawing instant ire – especially from veterans. I'd never seen or heard of a Cardassian wanting punishment for himself. Come to think of it, I can't remember a time where any Cardassian admitted to hurting us.

The major had every reason to hate every last one of them. And yet she was the loudest voice protesting Marritza's murder.

Maybe forgiveness can also work both ways.

PERSONAL LOG

ENSIGN RO LAREN, STARDATE 45076.5

I must be crazy. After swearing I'd never let myself start trusting these people again, here I am, back in Starfleet. Picard must scare the hell out of all those stuck-up admirals, otherwise they'd never let me serve on the *Enterprise*. I'd love to have more of his confidence.

The worst part of being out of prison, is now I have to start caring again. About everything. Standing in that refugee camp one minute and then sleeping in this clean, sanitized starship the next minute makes me uneasy. I appreciate what Picard is doing for me, and I guess I should feel lucky.

But I can't help feeling like a part of me is still back in that camp. Somehow, I'm still that little girl, angry and ready to fight. Even though it feels easier to be on this ship, helping these people, it still doesn't feel right.

I wish there was a way to help my own people again, but these insane boundaries in space drawn on maps by politicians are even out of Picard's power. I guess if I'm smart, I'll keep my eyes open. Maybe being on the bridge of a starship will give me a better view of what's really going on out here.

INTERCEPTED TRANSMISSION

We've been under cloak and undetected for nearly seven days.

As we suspected, our missing trilithium led us to the El-Aurian scientist, Soran, on the Amargosa Observatory. It was a bold plan to allow Doctor Soran to "keep" the trilithium so he could solve our stabilization problems on project *Blackout* for us.

The extraction team dispatched by the Senate to retrieve our property from the Observatory was unaware of our presence. Regrettably, our Romulan brothers and sisters paid the ultimate price, but in doing so, they exposed Soran's allegiance with the Klingon sisters Lursa and B'Etor.

We were unable to retrieve Soran's technology from the observatory before the Federation ship, *Enterprise* arrived, and Soran discovered a way to use the compound to initiate a quantum implosion within the Amargosa star. In a few short minutes, one of the most potent forces in the universe simply collapsed and died. Not only did this utterly destroy the Amargosa star (everything we hope to achieve with project *Blackout*) but as an unexpected advantage, the implosion created a shockwave that completely obliterated the entire system!

As the shockwave was about to decimate the observatory, our sensors showed that Soran and a Human beamed over to the Klingon vessel right before it cloaked and fled the area. This is unexpected; our psychoanalysis of Soran established he had a private agenda, but in light of this new information, he may be using his research to help Starfleet develop another secret weapon like the Genesis torpedo.

I have shadowed the *Enterprise* undetected for the better part of a day. As I had hoped, the Humans led us back to Soran and the Klingons over an uninhabited world in the Veridian system. As we were devising a method to infiltrate their communication systems, the Klingons attacked the Federation ship without warning. Somehow the Klingons found a way to penetrate the *Enterprise's* shields. As we backed away from the engagement, a scan revealed that the Klingons' torpedoes were attuned to a frequency of [REDACTED]; it is likely the *Enterprise* shields were using this same frequency.

Eventually, the Klingons were destroyed, and what was left of the Human's starship crashed on the third planet in the system. The survivors have managed to transmit a distress message, so the Federation technology may be damaged, but their secrets are retrievable. According to their message, Captain Picard is separated from them somewhere on the planet. I have been scanning for the Human, but there is too much interference in the planet's ionosphere. A pity, as Jean-Luc Picard would be a valued prize for the Empire.

If I had more time, I would simply eliminate the survivors and return the hull of the *Enterprise* to Romulus for study, but we've intercepted communications – three Federation ships are on their way. There is no need to expose our involvement in this venture. Before we return home, we will make what scans of the wreckage we can and beam up pieces of the hull that have broken away from the main crash site.

CHAPTER 02.50

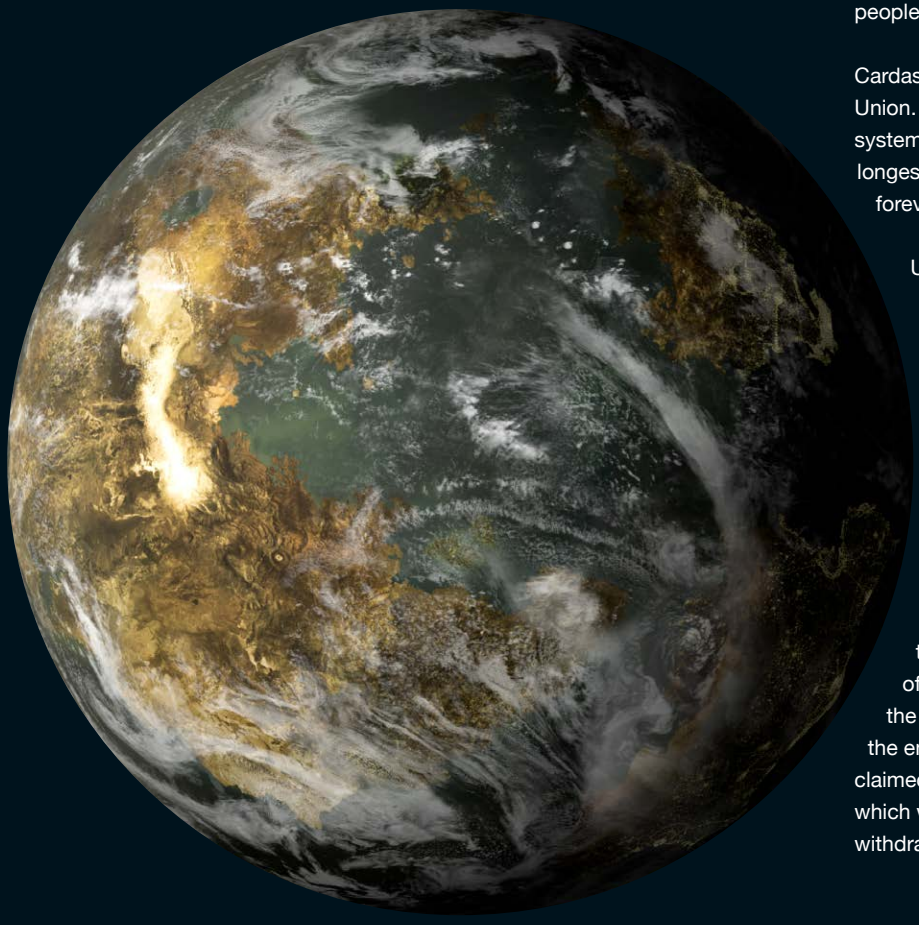
THE ALPHA QUADRANT
CARDASSIAN WORLDS

CARDASSIA PRIME

PLANETARY BACKGROUND

When we think of the Cardassian people, we usually think of a race perpetually expanding outward, driven by lack of resources to look beyond their worlds. Their system only really had one very rare resource – jevonite – to claim as its own, and you can't feed an entire civilization on a single, too-rare mineral.

It comes as a surprise to some when they learn that Cardassia is not just a singular planet. The true designation of their homeworld is Cardassia *Prime*, and it is the second of eight planets in that system. Moreover, four out of those eight are inhabited: Cardassia Prime, III, IV, and V.



Cardassia Prime is a Class-M planet that surrounds a massive star of the same name. Because of the size of the sun and its intensity and power – about 100 times larger and brighter than Earth's sun – the planets revolving around it average temperatures that we find hotter than Earth temperatures. Their winters average from 22 to 27 degrees Celsius – or 71 to 80 degrees Fahrenheit, while summers have temperatures ranging from 32 to 48 degrees Celsius – which is 90 to 118 degrees Fahrenheit. The time it takes for Cardassia Prime to revolve around their sun is forty times our own, or, to put it more succinctly, one Cardassian year is a little over forty of Earth's years.

Cardassian planets are, on the whole, darker, warmer, and more humid environments than Humans prefer. There are volcanoes to be found in abundance on each of these worlds; it has been said that the system itself mirrors its people: sparse, uncompromising, and merciless.

Cardassia Prime is widely accepted as the true home of the Union. While they technically inhabit multiple planets in the system, this particular planet is their homeworld, with their longest-standing histories and their greatest achievements forever archived there.

Upon last checking, the population of Cardassia Prime was seven billion inhabitants. The world's capital city is Cardassia City, and to hear tell, it is just as harsh and unforgiving as the rest of its inhabitants.

As to the other inhabited planets in that system, Cardassia III has the reputation of being the location where a certain grand nagus managed to get his hands on one of the Bajorans' holy relics: a very rare Orb of the Prophets.

The fourth planet is the one that Starfleet has visited the most beyond Cardassia Prime. This was the home of the last of the Bajoran labor camps: a grim place by the name of Hutet which was still in operation a year after the end of the Occupation. Cardassian Central Command claimed ignorance of the continued existence of Hutet, which was in violation of their own directives following their withdrawal from Bajor.

Cardassia V is the last of the inhabitable Cardassian worlds. This particular planet is known to be specifically rich in artifacts. Or at least it was. It can be safely assumed that the opportunistic grave robbers that have been plaguing the other inhabited worlds also took pleasure in scavenging and raiding these. A lot of history of the outer planets was lost, due to the theft of so many important relics and historical tools.

OTHER WORLDS

Outside of their home system, there are quite a few planets, inhabited or capable of supporting life, that are controlled by the Cardassians. There are many to name, but the ones of greatest note include the following.

AMLETH

Half hidden away in the nebula and storms of the Amleth system, you will find Amleth Prime. Surprisingly, there is a fully functioning, Cardassian-run station on this planet. What's more, because of the nebula and its constant, shifting storms, cloaking devices are all but ineffective. This was a clever move for the Cardassians: to have control of a planet so perfectly nestled in the middle of a hostile environment that cloaking devices are rendered useless. Perhaps unsurprisingly, as a result, Starfleet has very little information to share about Amleth, and there are many undiscovered secrets still to find.

ORIAS III

One of the most important planets to review would be Orias III. While not technically a Cardassian homeworld or even within the home system at all, this planet played a deeply important part in bringing us to where we are today. Even though the planet itself was technically uninhabited, this was the meeting place and the secret base of the ill-fated alliance between the Obsidian Order and the Romulan *Tal Shiar*.

To the best of our knowledge, Orias III remains uninhabited to this day. While it is capable of hosting life, the environment itself is inhospitable.

CELTRIS III

Celtris III has cemented a place in history as well. Notably close to the Federation-Cardassian borders, it was here that the Cardassians set and sprang their trap to lure Captain Jean-Luc Picard into their clutches.

ARAWATH AND UNEFRA III

Finally – for now, anyway – there are two very important planets I'll point out: Arawath and Unefra III. These two planets have the honor and distinction of housing and harboring the retired head of the Obsidian Order: Enabran Tain. While Arawath was known to be Tain's residence, Unefra III held a safe house that only a handful of people knew. Of course, it would be foolish to assume that these were the only places the ex-head of the Obsidian Order had to hide.

INTERCEPTED TRANSMISSION

AN ADVERTISEMENT ESPECIALLY FOR *YOU* FROM DR. LOBES

Come! Come on over, friend!

Come and visit the beautiful beaches and stunning sunsets of balmy, tropical Cardassia! Cuddle in with your Special Someone, or find your Perfect Partner as you enjoy the best Winter Vacation of your life! Dr. Lobes's Travel Agency promises you a once-in-a-lifetime experience!

Ladies, get that tan you've always wanted as you soak up the sun's luxurious rays! Gentlemen, find your perfect spot to relax, get away from the daily grind, enjoy the freshest food and the most potent of drinks as you party your cares away!

We offer a stay you've never experienced until now. Get back in touch with Mother Nature as you relax in our Obsidian Suites: a spacious, naturally-heated room, specially carved into the local rock face and sporting a view like none you've ever seen! Sure you could always visit more fancy and festive locations using a holosuite, but there's no real comparison to actually being somewhere in person, now is there?

This is a vacation retreat like no other. Comfortably located within th... within *walking distance* to the very famous Mt. Bergsor, it's almost exactly like being right there! We have it on very good authority that Mt. Bergsor is inactive and has been for the last 30 da…

Oops! Looks like somebody just bought our second-to-last suite! This is the deal of a lifetime for a vacation you will never forget! Contact me now to book this once in a lifetime vacation before it's too late!

Ferengi Commerce License # 535507.3507/5317.7735.53807.618

CHAPTER 02.60

THE ALPHA QUADRANT

THE FERENGI ALLIANCE

The Ferengi Alliance is comprised of a humanoid species, the Ferengi, who worship money above all else. There is very little a Ferengi businessman will not do for the feel of gold-pressed latinum in the palm of his hand and this striving for more and more profit has left the Ferengi people stifled with many archaic laws, such as how they treat women. While the Alliance seems to be amidst a social and political change, it remains to be seen if their shrewd businessmen can make the changes necessary for progress.

FERENGI PHYSIOLOGY

Ferengi are a humanoid species with dark orange skin tones, enlarged cranial orbs, and sharp teeth. They have large ears which contain thousands of nerve endings and give Ferengi superior auditory perception. Ferengi are able to hear sounds so accurately, they can discern the exact decibel measurement of a sound. A holdover from early Ferengi evolution, the species is also able to emit high-pitched screams, most often when frightened. Early Ferengi were able to reach imperceptible pitch, which Ferengi can hear, but is inaudible to their predators. This, combined with their keen wit, allowed them to survive the many dangers on Ferenginar and become the dominant species.

POLITICAL STRUCTURE

To understand Ferengi political structure you must understand that they consider politics and economics one and the same. Society is formed from agreed-upon business practices, laws are contracts, and political motivation is always profit. This unique view on how politics works enabled the Ferengi Alliance to prosper and placed them among the wealthiest people within known space.

ORGANIZATION

The leader of the Ferengi Alliance is the grand nagus. He is appointed by his predecessor and is only required to answer to the Ferengi Commerce Authority's Board of Liquidators. The grand nagus ensures that the Ferengi Alliance remains strong in profits, and is in charge of finding new business deals which can benefit his people. Finally, he is in charge of upholding the Ferengi Bill of Opportunities.

The Ferengi Bill of Opportunities is a document outlining the rights of all Ferengi people. It defines who is allowed to do business and the proper way in which to conduct business. Many aliens are surprised to find that such a bill exists as it is rarely mentioned compared to the Rules of Acquisition. However, where the Rules of Acquisition explain how a Ferengi must conduct himself morally, in the end the Bill of Opportunities defines how he must conduct himself legally.

After the grand nagus, the most important governing structure of the Alliance is the Ferengi Commerce Authority (FCA), which oversees Ferengi business practices. While the grand nagus himself also plays a large role in these, the FCA deals with the Ferengi Trade By-laws making sure they are up-to-date and enforced across worlds. The FCA also has the ability to overthrow the appointment of a new grand nagus if they believe that the person chosen will bring bad business to the Alliance.

The current grand nagus is Grand Nagus Zek, who has taken a keen interest in the wormhole near Deep Space 9. The Gamma Quadrant means new business opportunities for the Ferengi and a chance for even greater profit. While Grand Nagus Zek still has some years on him, many expect him to appoint a successor in the coming years so he can spend his final years enjoying the impressive profits he has amassed. A few reports have passed by Starfleet saying that the grand nagus has something up his sleeve that will put him in the history books as the greatest nagus to ever exist. Many assume this has something to do with the Gamma Quadrant; however, those closest to him say his plans lie much closer to home.

CRIME AND PUNISHMENT

Like all other aspects of Ferengi political structure, their laws center around profit. For many Ferengi the laws in place are more of a loose guideline meant to be tempered by the Rules of Acquisition, which are the real laws of society. If a Ferengi gets away with stealing a transport full of Slug-o-Cola from their competitors, they haven't broken the law, they are simply a smart businessman having gained profits while spending minimal resources. However, if you get caught



stealing, then not only is the Ferengi a poor businessman, but will literally have to pay the price.

The most basic form of solving any Ferengi legal dispute is plea bargaining. If you've taken something from someone else you are expected to give them something in return of equal or greater value. During plea bargaining, it is up to the offending and offended party to negotiate a favorable deal for themselves. If you've been stolen from and you don't manage to negotiate back what was stolen, that is your own fault and you deserve what you've received.

For anything other than minor offenses, cases are taken to a council of arbiters who will judge the case. If you are found guilty, a portion of your profits will be taken. This can be a one-time fee; for seriously heinous crimes the government can take a percentage of your profits, or even your family's profits, for any number of years. Once decided, this fee is never lessened for something such as 'good behavior' – after all, once you have their money, you never give it back.

Finally, the highest form of punishment for a Ferengi is revoking his business license. This means he is no longer able to trade within the Ferengi Alliance, and it is worse than a death sentence. If this happens to a Ferengi he is ostracized from society, from his family, and loses his one reason to live. This sentence is rarely handed out, but often threatened in court to make the offending party agree to a worse deal for the fee they are required to pay.

LIQUIDATORS BE GONE!

Thank you for purchasing the holotape *Liquidators Be Gone!*, your five-step guide to getting rid of the liquidator at your door sponsored by the Ferengi Commerce Authority. No one likes a liquidator coming around, but if you're doing business correctly you're going to meet at least one in the decades you spend making profit. Only a fool would anger a liquidator, so always remember these three letters: L – Lubricate your liquidators with your best reserve – no synthehol swill for the FCA's finest. I – Initiate the holosuite as soon as their shuttle lands – liquidators have a difficult job and they need to relax. And finally E – Engage in meaningful negotiations with your liquidator; they're here to help you make profit. And always remember – a little latinum can go a long way!

TRADE

"Greedy, self-serving, and cowardly." These words have been uttered by many a Starfleet cadet the first time they are tricked by a Ferengi. Their voracious need to turn a profit by any means necessary means they can make shaky allies, and more than once they've betrayed deals with the Federation when a better opportunity came along. And if one objectively looks at the amount of credits a single Ferengi will earn in his life, on average, it is hard to argue with results. It would be foolhardy to dismiss this species because of their apparent greed.

It came as a surprise to many that the Ferengi had a vital role in the discovery of the Gamma Quadrant. While this is obviously motivated by the search of bigger and better profits, their role should not be minimized. Reports from Captain Benjamin Sisko on Deep Space 9 frequently include a particular mention of the Ferengi barkeep named Quark.

RULES OF ACQUISITION

The Rules of Acquisition are a morality text written by Gint, the first grand nagus, and are followed by most Ferengi. For a Ferengi, morality in business is everything – Ferengi morality being the apex of any civilized thought. The Rules of Acquisition outline how a Ferengi should conduct business, therefore their life, and are taught to every Ferengi boy by their mother from a very early age. Critics of the Rules of Acquisition also point to them being one of the key reasons female Ferengi are still subjugated today – many of the Rules dismiss women's intelligence and importance.

Almost every person who has met a Ferengi knows at least one of the 285 Rules of Acquisition as the species quotes them at every opportunity. Sometimes the rules are used as justification for devious actions on a Ferengi's behalf, but other times they are quoted as warnings, shows of good faith, or even apologies between two Ferengi.

"Never place friendship above profit."
– The 21st Rule of Acquisition

"Never make fun of a Ferengi's mother."
– the 31st Rule of Acquisition

"You can't free a fish from water."
– the 217th Rule of Acquisition

Perhaps, the most important rule for Ferengi to know is Rule 190: "Hear all, trust nothing." While many non-Ferengi assume all of these 'moral' Ferengi rules have no application in day to day life – there can be wisdom found in them especially when dealing with the Ferengi themselves. Listen to what the Ferengi have to say, but keep in mind there is perhaps only a slip of truth in what they say.

If you manage to memorize only a handful of the rules, you'll be well on your way to a deeper understanding of how the Ferengi conduct business. Remember – everything a Ferengi says should be taken with a grain of salt; after all, "a contract is a contract… only between Ferengi."

INTERCEPTED MESSAGE

STARDATE 44002.5

From: Lebor Jat, Captain of the freighter Lucky Dawn
To: Mati Jat on Volchok Prime

Dearest Moogie,

I write this to you as I recover from perhaps one of the most harrowing experiences I've ever had in pursuit of latinum. You always told me I could pull a win out of the worst situation, but nothing could get worse than this. I'm glad we pulled our latinum out of those Federation business investments because from what I saw, we'll be lucky if the Federation lasts the year.

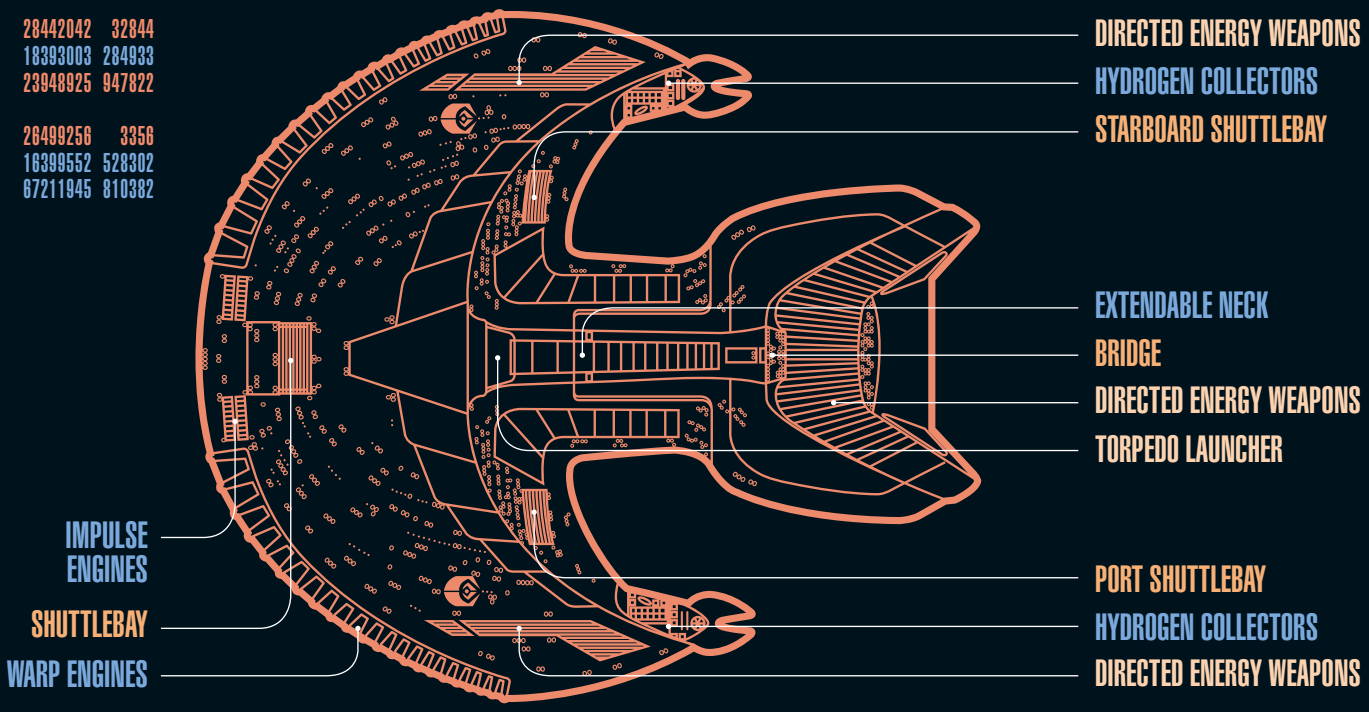
I was minding my own business on my way back from meeting those Andorians I told you about when we picked up subspace chatter about a battle nearby. Naturally, 22nd Rule of Acquisition in mind, we went in for a chance at salvage. Only maybe we got a little too close.

There were starships everywhere. Moogie, it was a Borg ship. I'd only heard stories but seeing what it could do…

We thought we were far enough away. But before we could go to warp, a piece of a blasted-out *Galaxy*-class starship hit us broadside. We were lucky to limp away on impulse when no one was looking.

34th Rule of Acquisition says war is good for business. But Moogie, this wasn't war. This was just slaughter. I think it might be time to grab little Bort and take an extended vacation – somewhere on the other side of the quadrant.

FERENGI D'KORA CLASS MARAUDER



SCHEMATICS / DORSAL VIEW

THE FIVE STAGES OF ACQUISITION

Along with the 285 Rules of Acquisition, there are many discourses, addendums, and unofficial rules which permeate Ferengi society. The most classic of these are the Five Stages of Acquisition, guidelines based on the Rules which impart knowledge onto a businessman on how people are likely to react when they wish to acquire something.

According to the Ferengi, the Five Stages of Acquisition are infatuation, justification, appropriation, obsession, and resale.

Infatuation occurs when a person first sees or hears about an item. It is their raw desire for the product. To aid a smooth transaction, the item should appear as rich and luxurious as possible (while costing a fraction of the price it appears).

Justification is a person convincing themselves they should have the item. It is the internal dialog in a person's head, which should be aided by the Ferengi with his above-par skills at salesmanship.

Appropriation is a person purchasing the item, if a merchant has done his job in aiding the infatuation and justification, the person should pay much more for the item than it is actually worth.

Obsession is a person enjoying the item they purchased; this should occur for exactly long enough for either the next stage to occur, or the merchant to be safe (legally or physically) from any retribution if it breaks.

Resale is the person either re-selling the item if they are smart Ferengi, or most likely throwing it away if they are a "stupid" alien.

Ferengi religious philosophers say this text goes much deeper than the earning of profit, but digs into the heart of the Great Material Continuum as a representation of Ferengi's lifespan: Infatuation – the Ferengi is conceived, Justification – the Ferengi learns at his mother's side, Appropriation – the Ferengi starts his journey towards profit, Obsession – the Ferengi becomes a master of his field, Resale – the Ferengi returns to the Divine Treasury to negotiate his next life.

MILITARY

Rather than an impressive military force, the Ferengi encourage their own array of pirates, privateers, and marauders – all of whom are technically under the oversight of the grand nagus – and negotiate deals with other nations in order to protect themselves. There is much profit in war, but no profit if you die. Rather, Ferengi prefer to facilitate other species fighting and killing one another, while safely staying far away from any action.

Unlike other cultures where battle or physical prowess is prized – the Ferengi look down on someone who is too fit or focuses too much on battle. They are the polar opposites of the Klingons, for example, who gain much of their honor through tests of strength. Getting into a fight means you weren't smart enough to talk yourself out of getting hurt, and a Ferengi who can't talk themselves out of a fight doesn't have the lobes for business.

If the Ferengi are forced into a fight they rely on guerilla tactics and deception to win the day. You will never face a straightforward battle with the Ferengi and they would never expect you to play by the rules either. If you ever happen to start a fight with a Ferengi cruiser you can't finish, make sure you have something they want, because only an interesting business proposition will stop them from disabling your shields and robbing you blind – as a fee for their triumph over you.

ROMULAN ALE

CAPTAIN'S PERSONAL LOG, STARDATE 45020.4

Nothing brings down business like a civil war, and when Klingons go to war, it's even worse. I've had no less than six contracts dry up in a matter of weeks. Everyone from the Andorians to the Cardassians want no part of this little dust up. But while they lob photon torpedoes at one another, little guys like me still need to make a living.

A funny bit of luck fell in my lap the other day. A Ferengi trader I know, name of Lebor Jat came to see me, said he had a shipment heading for the edge of Klingon space. Only he wasn't willing to stick his nose in the fighting to do the job. Offered me some fine latinum for my trouble. I figured you can't look a good acquisition in the mouth, so I took the job.

I'm lucky the Ferengi captain's nephew Bort was along. He transported over with the cargo and let slip the cargo was headed right for territory held by the Duras sisters. It had the usual: medical supplies, replacement hull plating…and a crate or two of fine Romulan ale for some Klingon guests.

As soon as Jat and that kid Bort were gone, I sent a message to Captain Denning on the *U.S.S. Reagan*. Needless to say the minute he confirmed there might be Romulans involved in this Klingon government squabble, I dropped that cargo and made up an excuse about a warp core breach. Klingon civil war is bad enough, but I draw the line at Romulans.

Jack Atwell, captain of the freighter *Punchline*.

MERCENARIES

It shouldn't be a surprise that when a Ferengi's forces are insufficient, he will hire mercenaries. If Ferenginar were ever to get into a large-scale battle with another species, it is likely most of their forces would come from mercenaries. The combined financial power of the Ferengi contains enough latinum to pay for mercenaries for years. Who needs to earn loyalty when you can buy it?

Mercenaries who wish to enter into Ferengi service must sign a standard waiver. This short (by Ferengi standards) 50-page waiver ensures that the Ferengi businessman will not be held accountable for the mercenaries' actions, that payment will be received by the mercenaries once their job is completed, and that any profits found on the course of the mercenaries' mission belong to the Ferengi.

CULTURE

Life revolves around the Great Material Continuum, and at its heart is latinum. Ferengi culture is based on navigating the currents of the Great Continuum and everything always comes back to making a profit. However, between the ebb and flow of latinum there is a great deal of nuance that aliens find difficult to understand. How does a Ferengi love his brother while still berating him? Why is a Ferengi loyal when his only loyalty should be to himself?

FAMILY

Most aliens would assume that because of a Ferengi's preoccupation with profit, they care very little for their family. This would be a shallow assessment. Though they would hate it, most Ferengi would give up an opportunity to gain profit if their family was in peril. While these rapacious people love profit above all else, family is part of who they are, like the lobes upon their heads.

Ferengi will deny this is true and they would be smart to do so, because caring too much for things can lead to a loss of profits. Family becomes something people can use against you. Therefore, it is often engrained in Ferengi culture to treat members of the family terribly – to over-work them, verbally abuse them, and rob them blind if they aren't smart enough to stop you. This makes family members strong, smart, and cunning. Plus, it keeps other opportunists from taking advantage of you, because you appear to love your family too much.

Many say a Ferengi man's first and last true love is his mother, because Ferengi marriage is just another business deal. Marriage contracts last for 5 years and grooms are expected to pay their fathers-in-law upon renewal and at the birth of their first son. Likewise, fathers only have rights over their male children by way of lease, needing to pay their fathers-in-law in order to keep their sons.

The one constant in a Ferengi child's life, if the business transactions between father and grandfather go badly, is his mother – the woman who single handedly raises him, educates him, and cares for him in every meaningful way aside from making profit.

Male children are expected to be smart, profitable members of any Ferengi family. They receive no schooling, but boys are apprenticed out to older males of their family in order to learn how to make a profit. During this time they are not allowed to make any profit of their own, but are still expected to bring in latinum. This is the first true test of a Ferengi's business acumen – if he is able to navigate filching enough from his own family to start his own business enterprise. It also provides the boy with a relatively safe place to learn all the tricks of the trade, without being held responsible by others outside of the family.

WOMEN

For all their wisdom in business deals, the Ferengi have proven short-sighted when it comes to the women of their species. Ferengi women are not allowed to earn profit, own property, or even wear clothes. They are considered property to be traded amongst men in order to bring more profit to their family. Further, family property traditionally passes to the eldest son, or brother in the absence of children – and again, women are forbidden from receiving inheritance. "Females" as they are known by the men of their species, are expected to do only two things: care for their sons and teach them the Rules of Acquisition. Some mothers even go so far as to first chew their son's food for them to soften it.

OO-MOX AND YOU

You don't have enough profit for a female? It is probably because of all the tension you are carrying in your lobes. Only men with the largest lobes carry so much tension; you need to relax yourself. Remember, your lobes are the most sensitive parts of your body so you should touch them often and vigorously to release any stress you might be feeling. For five easy credit installments, the datafile "*Oo-mox* and You" can be yours. With this step-by-step guide, you'll be earning enough profit to pay females to perform *oo-mox* on you in public in no time!

Very little is known about the life, thoughts, and opinions of Ferengi women, because of the subjugation they endure. Many members of the Federation have tried to negotiate with the Ferengi for women's rights, but to no avail. The few Ferengi women who manage to hide enough money to flee their lives and gain asylum with another species spend very little time looking back on their past lives. They prefer to live their lives free of the patriarchy they came from and focus on a brighter, more profitable future.

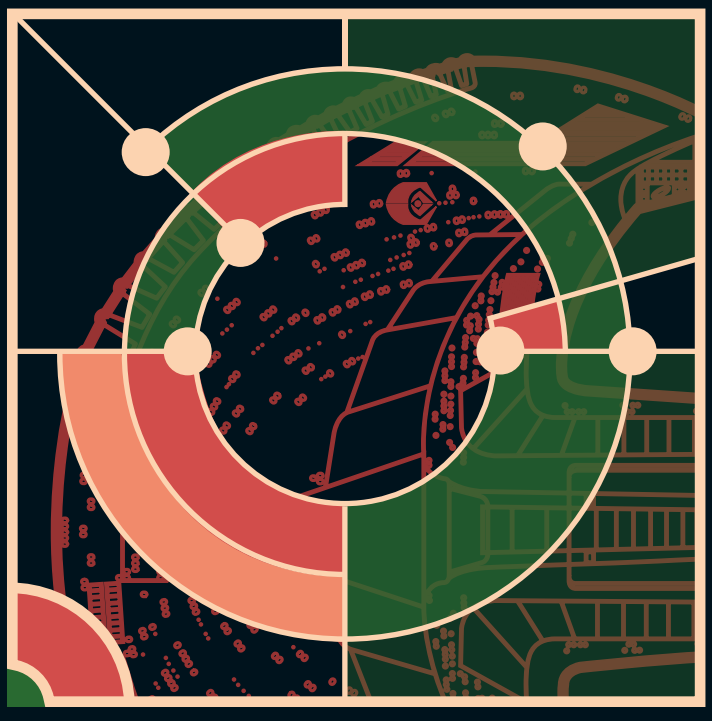
Likewise, many philosophers and political thinkers spend much time questioning the Ferengi's subjugation of their women. Most Ferengi men will tell you it is because women don't have the lobes for business, that they are

SECURITY SEARCH COMPLETE: SHIP MANIFEST

Mimetic materials (negative)
Cloaking components (negative)
Metagenic components (negative)
Subspace weapons (negative)
Kemocite (trace)

Synthehol (various, 26 cases)
Romulan ale (trace)
Skagaran whiskey (6 bottles) (restricted)
Enolian spice wine (15 cases) (restricted)

BAY DESIGNATION: QUARK'S BAR



stupid, and therefore need to be protected. However, the most common non-Ferengi thoughts about it seem to be the complete opposite. It seems clear that Ferengi men fear their women.

From what anthropologists can gather from the limited interactions they've had with Ferengi women, is that they are just as sharp, if not sharper, at business than their male counterparts. Many wives, mothers, sisters, and daughters use their own subtle ways to keep their male counterparts from making poor business decisions, an art which needs the keenest wit to ply in a society as oppressive to women as the Ferengi. If Ferengi women were ever to be given equal rights as men, the Alliance would undoubtedly reach new financial heights never dreamed of by the greediest Ferengi – after all, remember who teaches all Ferengi males the Rules of Acquisition – their mothers.

There have been several attempts over the years to introduce reforms into Ferengi society, from expanding beyond the 'mere' acquisition of wealth to equal rights for women. These movements are often short lived, and even if they were supported by the grand nagus, adherence to them would largely depend on the views of the wealthiest and most prominent Ferengi in local space.

INTERCEPTED MESSAGE

THE NEW WORMHOLE

To Bort:

I received your request about borrowing my personal shuttlecraft to visit the new Federation station around Bajor. And my answer is still, for the third time, no.

First, the bar there is still run by that old cheating, lying, know-it-all Quark, and when last I checked we still owed him twenty bars of latinum. But more than that, I don't trust that new so-called 'wormhole' they say they've discovered. I heard from our engineer Krinak the Bajorans are secretly working with the Federation to lure ships into that thing so they can steal their cargo and strip their ships for parts.

Also, your business plan is ridiculous. Taking Bajoran pilgrims into the shiny, swirling thing to meet with their supposed Prophets isn't going to make you latinum. We all know religious people are notoriously stingy with anything but prayers.

When you come up with a good plan to get something out of the Bajorans, let me know. Until then, keep your hands off my shuttlecraft and get back to work.

Lebor Jat, captain of the Lucky Dawn

THE GREAT MATERIAL CONTINUUM

Ferengi spiritual beliefs center on the Great Material Continuum, which all creatures are a part of. In the material plane the Continuum is represented by supply and demand. Ferengi want things, other Ferengi have these things, there is an exchange, and the cycle is repeated. This cycle is seen in all things – trade, war, and even love.

If a Ferengi earned enough profit and followed the Rules of Acquisition, he lived a good life and was successful at traveling the 'Great River' of the Continuum. When he dies he is taken to the Hall of the Blessed Exchequer, a kind of deity for the Ferengi people, and there he is able to bargain, plea, and beg for entrance into the Divine Treasury. If the Ferengi is successful he enters a breathtaking vault lined with shining latinum and before him lies all the wealth he earned in his life. With his wealth the Ferengi bargains for his next life with the Celestial Auctioneers, to gain an upper hand based on the work he did in his former life.

If a Ferengi lived a bad life, or had dismal losses and poor business acumen, he could be sent to the Vault of Eternal Destitution. Ferengi sent to the Vault are unable to rejoin the Great Material Continuum and they are stripped of what dismal profits they made in life. They are forced to live out an eternity poor, powerless, and forgotten.

LEISURE

If anything can be said about the Ferengi it is that they know how to enjoy the fruits of their labor. What most Federation citizens would consider gaudy displays of wealth – silks, jewelry, latinum-plated tooth sharpeners – a wealthy Ferengi will have in abundance. He employs servants to wait on his every need, drinks the best Andorian wine, and delights in the most hedonistic holosuite programs.

They know how to have a good time, and why shouldn't they? Say what you want about the Ferengi, but at their core they are hard workers and everyone who works hard needs time to relax. It probably doesn't surprise you to know that the need for Ferengi to enjoy themselves has led the species to creating some amazing inventions and thusly earning them profit.

Synthehol, for example, is a Ferengi invention. While it has the taste of traditional alcohol, and provides what most cadets might call a 'buzz', it has no real negative effects of alcohol such as addiction. Plus, the average Terran, arguably one of the physically least robust species in the quadrant, can drink liters of it without feeling any type of heavy intoxication. It is the perfect drink for bartenders to keep people in their seats, having a good time, and, of course, spending credits.

CHAPTER 02.70

THE ALPHA QUADRANT
FERENGI WORLDS

FERENGINAR

Ferenginar is a Class-M planet covered in swamps, buzzing with bugs, and the Ferengi homeworld. Many Ferengi believe it is the most beautiful planet in the Galaxy, a rival to the beaches of Risa, not because of its sights, but because of its soul. Boasting such sights as the Tower of Commerce and the impressive Tomb of Grand Nagus Bork, there is no better place for a businessman to turn a profit.

CLIMATE

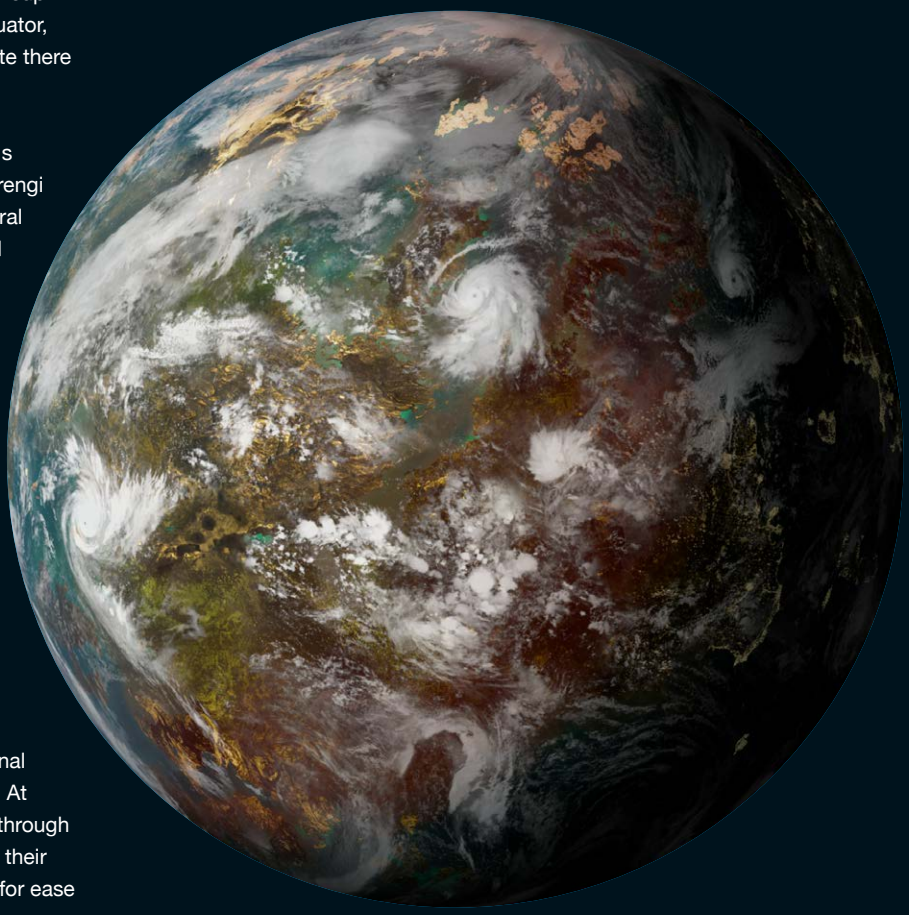
Unlike many planets in this quadrant Ferenginar has a cold, wet climate. It rains 87% of the year and most of the terrain is large swaths of swamp land. There are very few natural oceans on the planet, but water lands do makeup roughly 70% of the planet's terrain. Closer to the equator, rains increase as do temperatures, making the climate there warmer than on the rest of the planet.

The sky is mostly cloudy and on good days the sun is barely visible. To make up for the lack of sun, the Ferengi have 'solar walkways' with lights mimicking the natural rays of the sun. It costs a slip of latinum to enter and exit the walkway, a price most Ferengi aren't willing to pay for a bit of useless light. The walkways have proven useful when entertaining offworlders for business deals on Ferenginar, during which time the prices to use the walkways seem to skyrocket to 10 slips of latinum to enter and 15 to exit.

WILDLIFE

The Ferengi have colonized most of their homeworld and caged many of the creatures wandering the land. Parents wishing to bring their children to see creatures in their natural habitat must pay to enter one of the local Natural Viewing Attractions. During the day children are able to see shows performed by the adorable four-armed nocturnal swamp sloth and pet any number of hermit serpents. At night, they can take a tour, for a small fee of course, through the Natural Viewing Attraction and see the animals in their natural habitat, lit by 100% Ferengi built solar lamps for ease of viewing.

Straying too far from civilized areas you are likely to encounter any number of different insects, which are found in abundance on the Ferengi homeworld. These range from small grubs, which are a common Ferengi delicacy and farmed around the planet, to giant mosquitoes who can exsanguinate a fully-grown Vulcan in just under three minutes. Ferengi are able to hear the giant mosquitoes of their homeworld coming from miles away, thus keeping them safe from these natural predators, offworlders are however not as fortunate. Most merchants on the plant sell small hearing devices for aliens to keep them safe in the wilderness.



SUBSPACE TRANSMISSION

STAR CHART DATA UPDATE

From: Federation Science Council

To: All starship captains and xenoarchaeological teams

We are attaching coordinates and details of all recently-discovered civilizations in this quadrant that observers have categorized as examples of Hodgkin's Law of Parallel Planetary Development. These worlds are all pre-warp and therefore protected by the Prime Directive. Archaeologists, if you have a special interest in contributing to the study of any of these cultures, please respond to this communique.

- **Beta Ceti II** is a desert world where the proto-Vulcan natives have developed a schism between a faction devoted to reason and another dedicated to passion.
- **Beta Herculis I** is an extremely hot world that has fostered a species biologically similar to the Tholians. Due to the extreme environment of the planet, observers have thus far been unable to learn much about the natives' behavior or habits – so it is unclear how similar to Tholians they will turn out to be in temperament.
- **Delta Aquilae IV** features a species of humanoids extremely similar to Tellarites physically, though they've developed a culture that parallels one on a different world: the native civilization is remarkably like that of Victorian England on Earth.
- **Iota Draconis III** is home to a telepathic species that has developed ceremonial customs reminiscent of modern Betazed. Because the culture is too primitive for first contact, studying them will be difficult; they will be able to detect the thoughts of any nearby observers.
- **Kornephoros V** has a Human population that has developed biologically in a similar way to the Elasians of the Tellun system, right down to their "love potion" tears. They also share the Elasians' aggression and arrogance. Unlike the Elasians, these natives don't have a nearby neighbor to focus this aggression on, though their space program is advancing rapidly enough that this may soon change.

The final creature worth mentioning in this report is part fable, part real creature. While the swamp worm's name is rather unassuming, its legacy is not and something akin to dragons in Earth's history, however swamp worms were once very real. Measuring over 30 meters in length with giant maws that could swallow a Ferengi whole, these giants were once the apex predator on Ferenginar. As Ferengi society developed, they invented weapons to draw out the worms and systemically wipe them out. Today, there are no swamp worms left on Ferenginar, but sometimes reports still surface claiming entire wilderness parties missing as if they were swallowed whole by something. While our intelligence reports tell us this is nothing more than ghost stories – it still feel worth noting in this report.

LOCATIONS OF INTEREST

Cities in Ferenginar are comprised of any number of low buildings which make up homes, markets, and trade hubs for the Ferengi. Pleasure areas filled with oo-mox lounges, bars, and restaurants dot the city landscape and even have a place in rural areas, just outside where most of the farming takes place. From an outsider's perspective Ferengi buildings don't look like much. They are purpose built to resist rain and stay above the swampy ground they are built upon.

There is a saying on Ferenginar, "The cheaper and uglier the slug, the more delicious the meat." And this saying certainly applies to homes in the area. The more austere and ugly the outside of a home or building the more amazingly luxurious the inside. Walls gilded in real gold, diamond chalices, latinum decorations, the inside décor of a Ferengi's home is a look into his mind, and his mind is always lined with treasure.

Because of the Ferengi's decadent taste in interior decorating, there are any number of breath-taking sights which I could list in this report. I have instead decided to focus on sights in the capital city where you will be stationed.

TOWER OF COMMERCE

The Tower of Commerce is a large domed structure and one of the most well-cared for buildings in all of Ferenginar, next to the home of the grand nagus. The Ferengi eschew places of worship related to their faith, but all who behold this great building know it is a temple dedicated to greed, avarice, and trade.

The lower levels of the tower house the Ferengi Market Exchange. Weapons aren't allowed on the trading floor, but it is advisable to wear at least some form of armor or energy shield when entering. Fights between traders break out on

a near hourly basis as tensions run high on the floor. These fights are normally no more than scuffles, but as the feeling of rage and frustration spreads through the floor it can break into an all-out melee. The most successful men on the floor have learned dodge, weave, and bob throughout the floor to seal deals.

The very top of the dome is the domain of the FCA. Most liquidators have an office in this building and the offices are organized from most important to least important. An important liquidator will have a larger office higher up and a less successful liquidator will have an office lower down and closer to the entrance – so they have to deal with the riff raff who would dare enter the liquidator's domain. Offices change regularly, and most furniture is on wheels to accommodate a quick move so it doesn't get in the way of the liquidator doing his job.

The most notorious member of the FCA in the Tower of Commerce is Liquidator Eek, whose office hasn't moved from third position from the top, even when other offices have moved around him. Ferengi describe Eek as Ruthless, and not in the admirable way attributed to most successful men, but in a brutal, vicious, underhanded way. To know Eek is to fear him and with just cause. Only a few years ago, a businessman under audit by Eek was caught trying to steal profits from under Eek's nose.

Most Ferengi would secretly applaud the businessman for trying to do so, but not Eek. Instead, the liquidator maneuvered to leave the man penniless and without a business license, then orchestrated the businessman's extradition to Romulan space where he was wanted for crimes of fraud. The man was never heard from again and most assume he is either dead or imprisoned in a work camp for the rest of his sad existence.

SACRED MARKETPLACE

The Sacred Marketplace is a shopper's dream with hundreds of market stalls piled atop one another, winding at least fifteen floors beneath ground, packed with exotic wares from all over the quadrant and beyond. Anything a consumer can dream up is sold in the market and if it isn't, it can be ordered—for a nominal price of course. If a person doesn't feel like shopping there are hundreds of hololounges, bars, and oo-mox dens to tantalize and treat them for weeks.

At the epicenter of the Sacred Marketplace is a small outdoor mushroom-bloom park with a golden bench where Grand Nagus Gint first came up with the Rules of Acquisition. Inspired by the hustle and bustle of the marketplace around him, he realized that there were universal truths when it came to trade, better yet these universal truths could be turned into a book and sold to others who wanted to turn a profit.

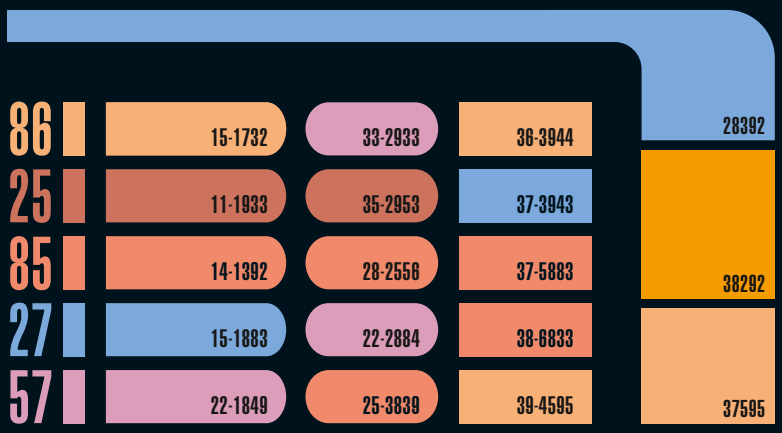
Ferengi can pay a fee of 50 strips of gold-pressed latinum to sit on the grand nagus' golden bench for a minute. Men who press their cheeks into the indent left by the grand nagus' behind feel a tingle in their lobes. This sensation is memory of the grand nagus' brilliance being imparted on to the Ferengi sitting in the chair. Merchants around the park will tell many visitors that the bench is not the original, but a forgery, and that they have the authentic bench in their backroom – which you can sit on for a fee, of course. However, Gint's family who owns the bench assure customers the bench is 100% genuine. They will show you the extensive records of its provenance for a reasonable additional fee.

TOMB OF GRAND NAGUS BORK

Most Ferengi keep the outsides of their buildings in modest, dark colors. This is not the case with Grand Nagus Bork. When the grand nagus was near death, his second wife fled using profit she secretly accumulated herself and left the Ferengi Alliance. The grand nagus blamed his sons for not stopping his wife and left them nothing when he died.

Instead, the grand nagus had all of his latinum melted down and mixed with silver and poured over his giant pyramid-shaped tomb, encasing it in a beautiful layer of shining silver. The lights of adjacent buildings glint off its exterior, and in the night sky it is lit by hundreds of burning spotlights making it a beacon for hundreds of thousands of insects who swarm above it. Even the giant mosquitoes from Ferenginar's swamplands are drawn here by its glorious moon-like glow.

One would assume a spectacle like this would have been chipped down and looted a hundred times over since Bork's death; however, the swarms of insects are not what make the tomb dangerous. Instead, it is the fifteen fences of lightning barriers guarding the tomb. The lightning barriers are connected to Ferenginar's central power system and Bork paid the power company to keep it lit for 500 years. He also took out a pitiful five latinum bar loan with the power company – which goes into default the moment the 500 years are up. This loan, and its accrued interest at a rate of 11%, then defaults to his descendants – who will be forced to pay to keep the tomb lit until their line dies out unless they want to face liquidation. This ensures that every generation to come will feel Bork's wrath.



BALANCAR

Balancar is one of the most important trade strongholds in the Ferengi Alliance. Thousands of kilotons of food pour from its larders each month, all strictly controlled by the Agricultural Consortium and Five Slug Dynasties. The planet is at the forefront of biological engineering, and offworlders can try their hand at gaining some of the Ferengi's secrets for a moderate sum.

CLIMATE & WILDLIFE

Like Ferenginar, Balancar is swampy, warm, and dark. It is perfect for raising slugs and squill which make up most of the Ferengi diet, but also boasts hundreds of exotic mushroom farms. Mushrooms from Balancar are prized in both the Alpha and Beta Quadrants – many of them comparable to the taste and rarity of the black truffle of Earth. Most wildlife on the planet's surface is in the form of farm animals and beasts of burden, but these are becoming rarer as much of the farm work becomes automated.

THE FIVE SLUG DYNASTIES

Five great houses, known as the Five Slug Dynasties, control 95% of Balancar's profit. They have a stranglehold on all trade on the surface and control the spaceport orbiting the planet. What production the dynasties control is split up via physical borders on the planet's surface, which the families rarely cross. Any non-related Ferengi on the planet works for each of the families maneuvering and backstabbing – trying to prove they are worth marrying into a Dynasty.

THE DYNASTY OF BRINK

The Dynasty of Brink is the largest and most powerful family on Balancar. Together with the Dynasty of Urd, they control all the mushroom production on Balancar, along with various slug and grub farms. Kel is the patriarch of the Dynasty of Brink, but he is very old. His triplet sons Goh, Ruf, and Brun are set to inherit the dynasty if they can figure out who is meant to run the house of Brink. Until a year ago, Kel actually had quadruplets, but his eldest son Hurn died under mysterious circumstances. Now Kel has issued a challenge to his sons – whoever can earn the most profit before Kel travels to the Divine Treasury will become patriarch of the family. Goh, Kel's now-eldest son, feels spurned by his father and is rumored to be out for blood.

THE DYNASTY OF URD

The Dynasty of Urd, with Patriarch Nlig, is the second most powerful Dynasty in Balancar and seeks to profit from the discord in Kel of Brink's home. Many assumed it was Nlig who hired mercenaries to 'take care' of Hurn to weaken the Brink's control over the mushroom market, but Starfleet Intelligence reports say otherwise. Whatever the case, Nlig has set his family a grand task – seize as many Brink holdings as possible before Kel dies. If that fails, Nlig is also considering a 'nuclear' option—calling in a liquidator to assess Hurn's finances. However, calling in a liquidator is dangerous, because his eyes could always fall on the Dynasty of Urd as well.

THE DYNASTY OF HENT

According to many Ferengi the Dynasty of Hent is the most incompetent great family on all of Balancar. Through sheer dumb luck they've managed to climb the social ladder and become the third-largest family on Balancar. Before the Dynasty of Furg broke from the Dynasty of Bol, Hent was the smallest, least impressive house who were no better than the farmers they hired. However, when Bol and Furg split, Hent swept in and stole many workers from Bol who were confused in the chaos. With the new profits they were turning, they bought more land and now own the largest squill farm on the planet. Now, Hent's eyes are turned towards the Dynasty of Urd. If the Hent can prove the Urd played some hand in Hurn of Brink's death – perhaps they can profit from Urd falling as well.

THE DYNASTY OF BOL

The Dynasty of Bol used to be the second largest family on Balancar until the farmers working under them united, married, and became a Dynasty themselves. The devastating loss of workforce and profit caused the Dynasty of Bol to drop in prestige to only the fourth most important family. Many Ferengi on Balancar believe this drop was well deserved, not only because of the Dynasty of Furg's brilliant maneuvering – but because the Dynasty of Bol is abnormally violent for a Ferengi family. They often took to personally abusing the Ferengi who worked under them without the civility to even use alien mercenaries to do the dirty work. It's as if members of the Dynasty of Bol enjoy others' suffering. Reb, the Dynasty's patriarch, is the worst of the lot and many fear for his immediate family as they haven't been seen since the creation of the Dynasty of Furg.

THE DYNASTY OF FURG

A decade ago, the Dynasty of Furg wasn't a Dynasty at all, but a group of farmers working for the Dynasty of Bol. The farmers, tired of living under the abuses of the Dynasty of Bol, finally decided to do something about it. Through private ceremonies over two generations they intermarried, joining forces and profits to liberate themselves from Bol and become their own Dynasty. The females of Furg were instrumental in this brilliant political maneuver and took over many of the business deals for their male counterparts, as the men in their family continued to work as if nothing was wrong. All the other Dynasties on Balancar consider Furg an upstart family that needs to be quashed as quickly as possible. Their beliefs that banding together works and that women can do business are dangerous and downright un-Ferengi. To make matters worse Yun, wife of Patriarch Luw, was reportedly seen wearing a shawl in her home that she *told* him to buy her offworld.

SIGHTS

AGRICULTURAL CONSORTIUM

The Agricultural Consortium is a neutral ground where all the Dynasties on Balancar meet and discuss profits for the next quarter. Only Ferengi are allowed into the Consortium, but aliens may enter as long as they are chaperoned. The building itself is built upon four giant steel squill who hold up the mammoth building which towers high into the sky. It is the largest building on Balancar and reminds all Ferengi on the planet the importance of the five Great Dynasties.

The outer chambers of the Agricultural Consortium are lined with solar walkways and giant gem-encrusted fish tanks filled with exotic fish from all over the quadrant. Various meeting rooms and lounges dot the outer chambers, where day-to-day business matters can occur without one family having to be offended by the other refusing to travel to their home. At the center of the outer chamber is the Plea Room, where once every month the patriarchs of every family hold court. They deal with dire peasant matters that may possibly need the FCA's intervention if not dealt with internally (and no family wants that). Peasants may also plea with any profits they've managed to save to enter a different family's service. Sometimes, this happens in marriages, but it isn't uncommon for good farmers to be given money and 'poached' from other families for their earning potential.

The inner chambers of the Agricultural Consortium are closed to all but the patriarchs of the Dynasties, and no alien has ever been allowed within their walls. The inner chambers are so secret that only the patriarch's wives are allowed to clean the chambers for fear of anyone else spying on what they discuss there.

BIOLOGICAL EXCHANGE

To many, the words "Ferengi scientist" sound like an oxymoron, but they do exist. In the halls of the Biological Exchange on Balancar, roughly a hundred Ferengi scientists work to improve squill oil production, mushroom growth, and slug addictiveness. The scientists are amazingly successful in their studies and driven by the profit they earn in selling their discoveries. Free from the bonds which tie most Ferengi on the planet to one family or another, the biologists are free agents selling to the highest bidder.

Calculating their rate of discovery against the release schedule of their findings, the Vulcan Institute for the Betterment of Agriculture estimates the Ferengi scientists' studies are much more advanced than they let on. It is likely the Ferengi scientists are sitting on many breakthroughs to drive up the prices for their inventions and start bidding wars. What is known, and admitted by the scientist themselves, is that they bioengineer the inventions they sell to only work for a set amount of time. Once a discovery expires, farmers are forced to come back to the Biological Exchange to purchase a new one.

INTERCEPTED MESSAGE

CONDOLENCES

To: Lebor Jat, captain of the *Lucky Dawn*

From: Jack Atwell, captain of the freighter *Punchline*

It's with a small amount of sadness that I report the death of your nephew, Bort. While I don't have all of the details, I can attest the boy died in the pursuit of latinum, which should be some small comfort.

Bort and three of his associates had a rendezvous set with a Bolian freighter, to trade for a shipment of self-sealing stem bolts on the edge of Cardassian space. I spoke to him just before he entered Cardassian space. He said he would turn the whole thing around for a tidy profit at that eyesore of a station around Bajor, and be home before his moogie ever knew he'd left. He was excited to show you just how big his lobes really were in the family business.

Bort and the Bolians were just about to make the trade when a Cardassian cruiser blasted by chasing a Maquis runabout. That's all they do these days, chase down Maquis poking about on their border. Bort got spooked and took off into the Badlands. Next thing you know, the Bolians watched on long-range sensors while this – I don't know what to call it. This wave went through the area, ripped open the side of the Cardassian ship and destroyed the Maquis too. The Cardassians got out in one piece, but Bort wasn't so lucky.

Figure I'll be avoiding the Badlands in the future. It's not just the Maquis who're bad for business around those parts now.

Enclosed are the three bars of latinum I owed Bort. If you have any honor at all, you'll pass it on to his moogie. Since I know you won't, I've sent her a nice card. My condolences again.

An easy workaround would be to delve into the scientist's findings and replicate them, but this is controlled under the most stringent patent laws. Any Ferengi caught breaking the patent laws has their business license immediately revoked and all profits given to the aggrieved scientist. This situation suits the Five Slug Dynasties on Balancar just fine as they have the latinum to buy new inventions, and it keeps the common Ferengi from getting a foothold into their business.

CHAPTER 02.80

THE ALPHA QUADRANT

THE TZENKETHI COALITION

INTRODUCTION

Little is known about the Tzenkethi, who tend to keep to themselves. When the Tzenkethi first made contact with alien species centuries ago they were sold and kept as slaves. This dark piece of their past influences their interaction with aliens today. Because of their proximity to Deep Space 9, it is critical we learn as much about this mysterious species as possible.

PHYSIOLOGY

Tzenkethi have wide ranges of skin tones ranging from deep blues to bright pinks. As a Tzenkethi ages, their skin tone darkens and becomes richer and more vibrant. Unlike other species in the quadrant, their limbs are hyper-flexible, allowing them beautiful, fluid movements no matter where they roam. Strangely alien to the bipedal races in the quadrant, the Tzenkethi possess a unique and attractive draw to many aliens of the quadrant.

Much of Tzenkethi physiology is a mystery due to the species' wariness of outsiders, but there are a few known details. The first, and most important if you ever need to provide emergency first aid, is that their internal structures are filled with small, fluid-filled sacs. These sacs give the Tzenkethi regenerative properties, but take time to work. If too many of these sacs are punctured at once, before their body's defenses have time to kick in, they can cause a Tzenkethi to bleed out in seconds (hence why when they leave their space they are always so heavily armored). If a Tzenkethi is ever wounded, it is paramount that you stem the bleeding immediately to ensure their natural defenses have time to take over.

SOCIETY

ECHELONS

Tzenkethi live in a highly stratified society where every single person is placed into an 'Echelon'. A Tzenkethi's Echelon defines the type of jobs they may have and how far they are able to move within their social standing. They are then further defined by their chosen job, and then by how well they've preformed at the given job. Ranks within a job range from AA (the best) to EE (the worst). Tzenkethi who fail so miserably at their given job are forbidden from reproducing and are given the rank of 0.

Echelons are not defined by what we would consider traditional means, but rather ones which relate to the Tzenkethi themselves. For example, there is an Echelon for administrator, but also one for governmental leadership. To ensure each Tzenkethi is placed in the correct Echelon, they are tested as a fetus for their future position within society. A child's parents have no bearing on what their child will do later on in their life, so it is entirely possible to parents in the problem-solving Echelon will have a child in the enforcer Echelon. When a child is born they are raised in the Echelon they've been tested for.

To some races in the Federation, the Tzenkethi social system may seem very similar to a 'caste system' designed to create 'haves' and 'have-nots,' but the Tzenkethi view it very differently. Having a role in society gives members of the population a sense of security and belonging. It is possible to move between Echelons if a Tzenkethi works hard enough or shows potential. To facilitate movement and to make sure that citizens are always in the correct Echelon, they are tested at least twice per year.

Members of lower Echelons are unable to speak to those of higher Echelons without permission. To ask permission, they use their highly flexible form and various hand gestures to supplicate in front of their betters. If the member of the higher Echelon accepts, they respond with a customary hand signal and the member of the lower Echelon may speak.

AUTARCH

The Autarch is a singular role at the highest Echelon of Tzenkethi society. They are the leader of the Tzenkethi people and worshipped as a deity. The Tzenkethi have no formal religion, but the Autarch wields godlike powers with a thriving personality cult consisting of every Tzenkethi citizen. As the leader of their people they are in charge of protecting them from all outside threats. If the planet comes under siege, it is the Autarch's fault for not leading their people correctly.



Along with the immense burden the Autarch bears comes a great deal of power and privilege. Every Tzenkethi praises their name on a daily basis, motioning to the heavens in thanks for the Autarch's benevolent leadership. Rather than living on Ab-Tzenketh, the Tzenkethi homeworld, the Autarch inhabits one of its moons so that they may always look down upon their people. Ruling from the Autarch's abode, an ever-changing fluid palace of modern art, they have absolute say on all matters concerning their people. They have the power over who lives, who dies, and what Echelon each and every Tzenkethi is placed into.

OUTSIDE CONTACT

The Tzenkethi first made contact with the Cardassians, who highly prized them for their malleable forms and vibrant skin tones. The Cardassians took advantage of them, believing the species – while capable of advanced technology – emotionally stunted, and the Tzenkethi were sold into slavery without putting up any resistance. Soon, not only the Cardassians were profiting from Tzenkethi servants, but many other Alpha Quadrant races as well. Malleable and subservient, the Tzenkethi made excellent servants willing to do most anything to please their owners. It was assumed by many who bought and sold Tzenkethi at the time that their species enjoyed servitude, but this was far from the truth.

When the first invasion forces hit the ground in Ab-Tzenketh, the Autarch Neliza Rej Tov-AA immediately ordered his people to attack. What he realized was the aliens who were invading his home were not of a higher grade than his own people; their arrogance, abuses, and cruelty did not come from understanding the natural order of things, but from greed. What other reason would the aliens have to invade?

Neliza Rej Tov-AA shared this revelation with his people and they rose up against the invaders. Working as one, Tzenkethi beat back the invaders and called their people home. No Tzenkethi would ever allow an alien to enslave them again. The aliens did not belong within the Echelons and they were worse than 0 ranked Tzenkethi, worthless to civilized society.

Since the terrible first contact, many species have tried to repair the damage done to relations with the Tzenkethi, but with little success. Piracy is a popular occupation for Tzenkethi who've gained the rank 0 within the Echelons. Under authority of the Autarch they carry out raids to bring back useful technology and resources for their people. If the pirates are successful in their raids, they are awarded rank EE, the lowest possible scores a citizen can have above 0, and they are allowed back into Tzenkethi society proper.

CHAPTER 02.90

THE ALPHA QUADRANT

BREEN CONFEDERACY

POLITICAL STRUCTURE

If the Breen have an organized political body, they keep it as secret as most other aspects of their lives and culture. The Ferengi have sent representatives to Breen, but what, if anything, they learned about Breen politics or mercantilism they are keeping to themselves. Starfleet Intelligence believes they learned nothing at all, despite Grand Nagus Zek's implications that he knows the Breen.

PAYMENT REQUEST

Dear Customer,

Thank you for contacting our customer support with the following complaint:

> *"By the Nagus's Lobes! Frox, you sold me a faulty cruiser. The warp drive is completely shot and the only thing the replicators make is yamok sauce! This is the last time you cross me. I should have known you were a no good, dead-slug trading Tellarite sewer rat after that freighter you sold me blew up! Mark my words – I am going to remove you from the Material Continuum. Generations of your sons will be bankrupt and every female you ever meet will feel so shamed to be around you they will put on clothes! You dirty, rotten, fetid, no…"*

It seems you reached the maximum word limit. If you would like to buy more words to complete your complaint you can purchase them at one slip of latinum per sentence. It is not possible to purchase single words or characters.

Respond "PAY [latinum amount]" to continue your complaint.

Please note we cannot process incomplete complaints.

This is an automated message.

MILITARY

The Breen have a reputation as a militaristic culture, though hardly anything is known about their military structure, rank organization, or order of battle. The Klingons have a long history of hostilities with the Breen, including a failed invasion attempt by Chancellor Mow'ga during the Klingon Second Empire. Mow'ga sent a fleet of warships into Breen space and that fleet essentially disappeared, never to be seen or heard from again.

The Breen regularly conduct hit-and-run attacks on neighboring star systems and political bodies, and often enslave prisoners. With tensions rising within the Alpha Quadrant due to the arrival of the Dominion, the Federation Security Council is debating how best to prevent a Breen-Dominion relationship from forming. The Breen and the Federation have generally avoided outright conflict, but analysts suggest that the Breen might be a wild-card in any future conflict within the quadrant, and that the Federation may likely end up holding the losing hand.

CULTURE

Awaiting more data from the fifth diplomatic mission into Breen Space. See detail reports 2391.102.2-ALPHA1 through ALPHA4 for diplomatic information. No post-mission reports are available as no diplomatic mission has returned from Breen space as yet.

SCIENCE AND TECHNOLOGY

Very little is known about Breen scientific achievements or practices. Technologically, they are roughly equivalent to the Federation in most respects, and their military forces and starships are armed and shielded sufficient that most Federation vessels would find themselves in an even fight if circumstances warranted. Starfleet Intelligence believes the Breen may possess or have access to cloaking technology, though further research is required.

BREEN PHYSIOLOGY

Everything Federation Intelligence knows about Breen physiology comes from visual cues officers observed while in the presence of Breen. Their gray/beige suits are synonymous with fear in the quadrant and most who know they are looking at a Breen give them a wide berth. Because the suits are clearly refrigeration suits, it can be assumed that the Breen homeworld is literally freezing. For a creature to need such a suit to survive in alien climates means the temperature difference must be extreme or the creatures must have weak systems, but all evidence points to the latter being untrue.

Numerous reports describe Breen soldiers taking full hits to the chest and appendages with little to no adverse effect on them. Likewise, they shrug off low stun settings from phasers as if they weren't even hit. Coupled with the near-impregnable helmets they wear, Breen are difficult to incapacitate if the intention is not to kill them.

One remarkable feature of Breen physiology is what Betazoids report as a total lack of emotion. Unlike the Ferengi, who have mental defenses against Betazoid psychic abilities, Breen emotions simply don't register at all.

Betazoid researcher Isem Edei remarks on this matter in his paper, *To Think, To Feel: Rediscovering Emotional Intelligence in Alien Species*, "It would be ignorant to believe that because we cannot feel Breen emotions, they do not possess them. Therefore, I propose two hypotheses: perhaps their emotions are so alien to us that we cannot conceptualize them or process them correctly. Or, Breen do feel emotions, but because of their predatory nature feel them at a much lower intensity than we are able to feel."

OUTSIDE CONTACT

Breen raiders outside of their own space are common. Rather than killing the people they attack, they stun them and then sell them into slavery or impress them as slaves themselves. Very few people make it out of Breen slave camps, and the punishment for running is always death. Some historians believe that it was the Breen, not the Cardassians, who made first contact with the Tzenkethi centuries ago and the Breen who tried invading their homeworld.

Very little else is known about the Breen. The only extensive text written about them in circulation is by Klingon poet J'kon of House Mvuc who wrote the saga of the great warrior



Urutha who led a Klingon invasion force into Breen. This translated excerpt is taken from her valiant battle against a Breen *thot* (military leader).

Around our great warrior, rose walls five Breen deep,
She snarled, and growled, and bore her teeth,
The soldiers closed in, pressed against her chest,
But she summoned within her the spirit of Kahless.
With her father's bat'leth she tore down those walls,
She brought glory to her House and murdered them all!
Yet as our brave hero howled in glorious victory,
A wicked phaser blast brought her to bended knee.
Face turned down she spied the corpse of Tal'Mochken,
Awaiting her in Sto-Vo-Kor and to be in her arms once again,
Urutha's thoughts turned to a dark, lonely place,
To the damned creatures she fought in desolate space,
The thot did not care an inch for his men,
Where fifty fell, fifty returned again,
There was no love for battle in his heart,
No raging fire, nor love of its art,
What was this strange creature she met in battle?
For a moment she doubted – for a moment she was rattled!
But staring into the cold dead eyes of her lover,
Powered by rage she did recover,
It mattered not, Urutha's feelings of woe,
She would defeat her empty foe,
Our warrior rose once more to her feet,
And raced towards the thot bringing battle's heat,
A phaser blast rang through the air,
Caught by Urutha's gut, but she did not care,
With one swift move she beheaded the thot,
And fell to the ground – her livers shot,
In her last moments, with upturned eyes,
She yelled to the heavens – today is a good day to die!

CHAPTER 02.100

THE ALPHA QUADRANT

THE THOLIAN ASSEMBLY

INTRODUCTION

The Tholians are one of the more mysterious and secretive species in the Alpha Quadrant. Non-humanoids, they have a unique crystalline exoskeleton. Their prismatic carapace is like a lustrous jewel with two glowing lights for eyes. In place of a mouth, a pulsating light radiates. The Tholian language consists of chirps, clicks, and screeches.

Notoriously xenophobic, Tholians seldom travel far from their territorial boundaries. They are aggressive when defending against incursions into their space. The Federation knows very little about their homeworld, Tholia, though available data points to a Class-Y planet with a blistering methane-based atmosphere. The exact location of Tholia is unknown.

ASTROGRAPHY

South of the galactic center, far beyond the edges of Cardassian space, the Federation shares a border with the Tholian Assembly – though the full extent of Tholian territory remains unknown. In order to isolate themselves from their interstellar neighbors, the Tholians frequently annex nearby star systems. This poses obvious dangers to starships that believe they are traversing free space, as the Tholians will aggressively attack any ship that refuses to leave these annexed systems. The Tholians refer to these areas as the Territorial Annex of the Tholian Assembly.

HISTORY

The Tholian Assembly is the Tholians' primary governing body. What the Federation knows of Tholian history primarily comes from conflicts with other species. The

Tholians had some minimal contact with Vulcans in the mid-22nd century, but their first encounter with a pre-Federation Starfleet vessel occurred in 2152. In an unusual move, the Tholians ventured far from their territory in an attempt to force the *Enterprise*, under the command of Jonathan Archer, to relinquish a time-travel pod from the 31st century. The Tholians were ultimately thwarted in this attempt when the *Enterprise* crew activated the pod's emergency beacon, leading to its disappearance. It is widely believed that the mysterious pod returned to its time period of origin. This encounter suggests that the Tholians played a role in the Temporal Cold War.

In 2268, the Tholians also had a well-known skirmish with another *Enterprise*, under the command of Captain James T. Kirk, when it attempted to recover the *U.S.S. Defiant* from a region of free space claimed by Loskene, a Tholian commander, as a Territorial Annex of the Tholian Assembly. Three years later, in 2271, the Tholian Assembly opened limited diplomatic relations with the Federation. However, isolated conflicts between the Tholian Assembly and the Federation continued through at least the 2360s. One notable conflict involved William T. Riker's father, Kyle Riker, who was the sole survivor of a Tholian assault against a Federation starbase. Recognizing a significant threat, the Federation devoted training and resources toward devising strategies to counter Tholian aggression.

MILITARY

The Tholian military is intent on protecting Tholian territory, secrets, and technology at all costs. The military polices annexed systems and will not hesitate to attack intruders. If a conflict turns against them, Tholians are willing to destroy their own vessels rather than risk their capture by the enemy.

Starfleet Intelligence has little other verifiable information about the Tholian military. Its true capabilities and organizational structure remain unascertainable at this time. Undercover agents cannot undergo cosmetic surgery for missions into Tholian space as the non-humanoid nature and life-support requirements of Tholians makes this impossible.

INTERCEPTED TRANSMISSION

EXCERPT

From: Tholian Ambassador

To: Captain Sisko, Deep Space 9

...however, this is not the way I expected you to collect on my debt to you, Captain. As you know, not only is Tholian silk a sacred part of our culture, letting outsiders adorn themselves in it could be considered disgusting to many members of my delegation. I wish you had assured me that the silk would be worn by you and you alone, and only for diplomatic functions. The fact you are giving it to your mate as a gift is of course, your own business. But, please remember that this silk is secreted by Tholian artisans. I hope your mate treats it with the respect it deserves.

When we meet again, I will pretend as though this exchange never took place.

A reply to this message is neither expected nor desired.

CRYSTAL MEMORY UPLOAD TO THE RULING CONCLAVE OF THE THOLIAN ASSEMBLY

A Federation vessel violated our territory. Their Vulcan commander declared this was free space. Witness the renowned arrogance of the species. He was deceitful, too, for when I corrected him, threatened to use force to defend what was ours, the truth spun out like so much silk. The Vulcan claimed the ship was on a mission to rescue a disabled vessel trapped in interspace. Even in their lies, one can see truth. There never was another ship. They were experimenting with interspace travel. Their escape from our energy net through interspace is all the evidence we need. This is a new development, one we must consider with utmost care. These beings exist within a limited, three-dimensional understanding of time and space. Interspatial technology in their possession is a danger to us. Knowledge of this encounter should remain outside the memory archives of the Lattice network.

— Commander Loskene

CULTURE

The Tholians are known to be punctual in the extreme, down to the second, and hold other species to this same standard. Commander Spock remarked on this trait, declaring it as “the renowned Tholian punctuality.”

Tholians are also known for their silk, a prized and sought-after commodity made rare by the Tholians’ isolationist policies. Still, they have conducted limited trading beyond their borders with Bajorans and Ferengi. Information gleaned from these merchants speaks of a rigid caste system with little hope for advancement for Tholians born into the lower castes.

The Tholians of the so-called ‘Mirror Universe’ have a humanoid slave labor workforce, though it is unknown if they do so in our universe.

SCIENCE AND TECHNOLOGY

Tholian starship design centers on small tetrahedron-shaped vessels that are highly maneuverable and well-armed. When operating in a swarm, they can overwhelm larger enemy forces. While little has changed in overall ship design, Tholians have diversified their armament packages over time. For example, 22nd century ships included particle beam and energy-dampening weapons, while 23rd century ships added plasma torpedoes to their arsenal, as well as defensive shielding.

Common to all known Tholian ships is the so-called Tholian web. The Tholians are best known for this unique energy net technology. Spun from the aft of at least two Tholian vessels, the web can surround and trap an entire starship. The Tholians use these webs to immobilize enemy vessels, making them easy targets. Webs can cut through the hull of a vessel and, when complete, are impenetrable to weapons fire from within. Completed webs are self-sustaining. Tholians sometimes use them to tow a captured ship, much like a tractor beam. Captured starships can escape a Tholian web by destroying one or more Tholian vessels before the structure is complete.

PHYSIOLOGY

The most distinctive feature of a Tholian is their crystalline, flame-colored exoskeleton. A non-humanoid species, Tholians have six legs and two arms and are, on average, the same height as a Human. Each individual is biologically both male and female, though little is known about their reproduction.

Tholians’ life-support requirements are not compatible with known humanoids. Having evolved in a high-temperature, methane-based atmosphere, Tholians are most comfortable at temperatures of approximately 480 Kelvin. Below 380 Kelvin, the Tholian exoskeleton will begin to crack and, at even lower temperatures, will shatter. This exoskeleton also serves as a transmitter and modulator for the radiation they emit. For this reason, it is dangerous to hold Tholians against their will, as they can call for help at any time. The range and capabilities of signals transmitted this way is unknown. Xenobiologists theorize that this is a unique form of telepathy, a crystal communication. If proven true, the Tholians themselves may be archives, living repositories of the knowledge and historical record of every Tholian that ever lived.



CHAPTER 03.00

SPECIES OF THE ALPHA QUADRANT



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03.10 NEW LIFEPATH OPTIONS 072

CHAPTER 03.10

SPECIES OF THE ALPHA QUADRANT
NEW LIFEPATH OPTIONS

"A FERENGI AND A HUMAN. I WAS HOPING THE FIRST RACE I'D MEET FROM THE OTHER SIDE OF THE ANOMALY WOULD BE THE KLINGONS."

— THIRD TALAK'TALAN

ARBAZAN

ALL ERAS OF PLAY

The Arbazan were one of the earliest civilizations encountered during Starfleet's early ventures into deep space. Within a short time, the stoic Arbazan were welcomed into the newly-formed Federation and are considered by many to be one of its founding members, a fact the Arbazan take great pride in. Like many humanoid species within the Federation, the Arbazan are physically similar to Humans, though the forward portion of their skulls have slightly raised plates that reinforce their brows. The Arbazan are known for their conservative values, infallible self-confidence, and devotion to social protocol. Some, however, find the cultural focus on proper social etiquette to be stifling, and rebellious young Arbazan can often be found at Starfleet Academy pursuing security or ship operation roles.

EXAMPLE VALUE: *Propriety First and Always*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Arbazan. Arbazan have been Federation members since shortly after its founding and are found throughout Federation space, often serving as ambassadors, attaches, advisors, and negotiators – though there have also been several well-known scientific discoveries and engineering advancements by dedicated Arbazan.
- **TALENTS:** The character receives access to the following Talents:

COLD SHOULDER

REQUIREMENT: Arbazan, or Gamemaster's permission. Strong self-discipline and conservative cultural values prevent Arbazan from being susceptible to their baser desires. Any character attempting to use their physical attractiveness or seductive nature against an Arbazan during a Social Conflict increases their Difficulty by 1.

THE PROTOCOL OF POLITICS

REQUIREMENT: Arbazan, or Gamemaster's permission. Arbazan are naturally adept at the subtleties of social protocol, and often come to rely on it heavily during social interactions. To many other species, the Arbazan's focus on such rules and guidelines is often viewed as obsessive, but to the Arbazan, it is simply the natural way to engage in interactions. Whenever a character with this Talent attempts a test during Social Conflict, they may re-roll a d20 so long as they succeeded at an earlier Test relating to the recollection or research of appropriate social graces, protocols, or faux pas.

NAMES

Arbazan names reflect their traditional natures and adherence to social protocols. They are never shortened or familiarized, favor hard syllables, but oddly do not make use of surnames. The Arbazan, of course, consider discussion of the topic to be socially unacceptable.

SAMPLE NAMES:

Female names: Galez, Krata, Dortas, Taxco, Kezik, Kimod

Male names: Warik, Rotes. Apocec, Berton, Tuvmil, Valbu

MIXED-HERITAGE CHARACTERS

Many Starfleet officers have parents from different species. To create characters of mixed heritage, choose two species, one of which will be the primary species. The character is treated as a member of the primary species for Attribute bonuses; most mixed-heritage characters take more after one parent than another. The character gains the species Traits of both parent species, and may select Talents from both parent species.

ARKARIAN

***THE NEXT GENERATION* ERA ONLY**

Arkarians are native to the Class-M world of Arkaria, home to the Remmler Array – an orbital facility that removes built-up baryon particles (a by-product of warp travel) – and Arkaria Base. Arkaria is a member world of the Federation and Arkarians serve throughout Starfleet and other Federation organizations. Arkaria is known for its abnormal weather patterns, resulting in extremely colorful sunrises and sunsets of every shade of green, pink, and purple as well as higher-than-normal average temperatures. The nature trails that run throughout the sweeping plains located near Arkaria Base are a common attraction for those visiting the Array or Base, especially for those wanting to see the nesting sites for horn fowls. Arkarians are physically very similar to Humans and other humanoid species – save for distinctive brow and nasal ridges. Their society has recently begun to shift away from its traditional authoritarian nobility toward the more common egalitarian systems found throughout the Federation. This is largely believed to be due to the increasing interactions between Arkarians and other Federation member worlds, though a conservative minority continues to maintain their noble holdings and social expectations.

EXAMPLE VALUE: *Dedication and Diligence*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Reason
- **TRAIT:** Arkarian. Direct and hardworking, Arkarians have a reputation for detail-oriented work practices and high expectations. Due to their historical authoritarian nobility, Arkarians tend to be more socially reserved than many other Federation member species and tend to be inwardly uncomfortable in social gatherings where 'mingling' and 'small talk' are expected. In addition, Arkarians are accustomed to slightly warmer climates than other humanoids and can endure higher temperatures than many other species without difficulty.
- **TALENTS:** The character receives access to the following Talents:

COOL UNDER PRESSURE

REQUIREMENT: Arkarian, or Gamemaster's permission.
Demands of Arkarian society place strict requirements on social interactions. You are able to keep your outward expressions neutral, revealing as little as possible. Whenever you are engaged in a Social Conflict, you are considered to have an Advantage until you fail a Composure Test.

QUICK RECOVERY

REQUIREMENT: Arkarian, or Gamemaster's permission.
The increased bone density of the brow and nasal areas are also found throughout the rest of their physical frame and provide Arkarians with superior protection from blunt trauma. They gain 2 additional Resistance against any attack made with blunt weapons.

NAMES

Arkarian names are usually two to three syllables, and most often feature a prominent vowel which reoccurs in each syllable. Arkarians do not use a surname to denote family lineage, and instead include a portion of the mother's name into the child's.

SAMPLE NAMES:

Female names: Bracha, Achan, Teres, Arat, Sibinis, Urus, Latash, Saksah, Hannah, Kamala

Male names: Pemten, Vivik, Kopnon, Raksab, Navanat, Natsan, Imis, Anat, Hagan, Vilim, Sachan, Feder.

ADDITIONAL LIFEPATH OPTIONS

STEP ONE: SPECIES

This chapter adds eleven new species available as character Lifepaths. They represent only a few of the Alpha Quadrant species eager to adapt their particular talents to the United Federation of Planets' vision of alliance and exploration. Academy graduates come not only from formal members of the Federation, but also from a wide variety of other worlds. In addition to the new Alpha Quadrant species detailed here, Players and Gamemasters may like to introduce species of their own creation never before seen on-screen. More details on unusual and unique characters can be found in the Core Rulebook, page 111.

Gamemaster Note: *Players interested in playing a Cardassian or Ferengi Starfleet officer should discuss options with you, as those two species should generally not be available as playable species in Starfleet campaigns set prior to 2376.*

STEP TWO: ENVIRONMENT

The Arkarian homeworld serves as an installation for Starfleet. Arkarians may come from either the Isolated Colony or Starbase Environments. Aurelians enjoy an isolated and quiet life on their world and the Isolated and Frontier Colony environments are both fitting. The Arbazan and Ktarians were traveling the stars a century before Humans and have a long history of interstellar colonization. The Busy Colony and Starship or Starbase Environments are equally appropriate for both species. The Caitians, Edosians, Grazerites, and Haliians come from worlds known for their natural beauty. The Isolated Colony can be used to represent this kind of Environment. Zaranites hail from a harsh world, incapable of supporting many humanoids. The hard life described in the Frontier Colony is an excellent representation of this kind of Environment.

AURELIAN

ALL ERAS OF PLAY

One of the few avian species to be represented within the Federation, the Aurelians are renowned for their study of history and service within the Federation Science Council. While not unheard of, there are a few Aurelians serving in Starfleet, and those that do most commonly work as science officers. Aurelians dislike enclosed spaces and many suffer from a mild form of claustrophobia, which makes long-term service aboard a starship that much more difficult. Most Aurelians that pursue a career in Starfleet request assignments at planetary installations, allowing them to spend their off-duty time outdoors. Their homeworld of Aurelia is an abnormally large Class-M planet covered by large expanses of scrub lands and mild deserts. Aurelians on Aurelia make their homes in natural mesa formations. Though they did not join the Federation until several decades after its formation, Aurelians were known to early Human deep space explorers.

EXAMPLE VALUE: *Soar High and Achieve Greatness*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Insight
- **TRAIT:** Aurelian. Aurelians are capable of flight, thanks to large and muscular wings. This allows them to quickly traverse distances and avoid obstacles on the ground. They also possess keen sight and a natural directional sense based on the magnetic poles of planetary bodies. Nearly all Aurelians suffer from claustrophobia, though the severity of the affliction differs from individual to individual.
- **TALENTS:** The character receives access to the following Talents:



AERIAL COMBAT

REQUIREMENT: Aurelian, or Gamemaster's permission.
While most Aurelians avoid confrontation, they understand that sometimes it is necessary for survival. Some Aurelians have learned to take advantage of their natural flying ability. Characters with this Talent may use a Minor Action to move to any Zone within Long Range instead of Medium, and ignore any Difficulty increases associated with terrestrial terrain – however, they increase the Difficulty of any weather-related hazards by 1. Characters with this Talent are also considered to have the Advantage when making an attack against ground-based Targets.

KEEN SENSES

REQUIREMENT: Aurelian, or Gamemaster's permission.
Aurelians are known for their keen vision, hearing, and directional sense. Characters with this Talent reduce the Difficulty due to Distance of Perception Tasks by 1.

NAMES

Aurelian names usually comprise song-like syllables with the individual's name first and the familial or clan name second. The familial name, however, is included for tradition's sake only – as clan divisions have long since been abolished on Aurelia.

SAMPLE NAMES:

Female names: Manika-Esp, Sutrial-Jon, Loisma-Ne, Pipadi-Par, Inroha-Fe, Evaasa-Al
Male names: Jorenber-Le, Aleek-Om, Pealo-Dix, Tarieel-Er, Lovalga-Li, Dueyyit-Ne

CAITIAN

THE ORIGINAL SERIES AND *THE NEXT GENERATION* ERAS ONLY

The Caitian are a bipedal felinoid species with a strong history of service within Starfleet. Their homeworld of Cait is a pleasant Class-M planet with extensive grasslands that support sprawling city complexes that integrate seamlessly into the environment, for which the Caitians have great respect. While known to be extremely effective and proud warriors, the Caitian culture holds artistic and philosophical endeavors in extremely high regard. Following their acceptance into the Federation in the late 22nd Century, Caitians have come to serve at all levels of Starfleet – to include high-ranking flag officers as well as often being elected to serve on the Federation Council. On average, Caitians tend to be slightly smaller than most other humanoid species. While this often results in Caitians being somewhat weaker than Humans, they more than make up for this in their balance, agility, and dexterity. Caitians are one of the few species actively serving within Starfleet that possess a tail – which requires alterations to standard Starfleet uniforms.

EXAMPLE VALUE: *War is Instinct, Conflict an Art*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Insight
- **TRAIT:** Caitian. Caitians are all slightly smaller in both height and weight than average humanoids – with most reaching between 1.5-1.7 meters. They have retained the retractable claws of their evolutionary ancestors along with a flexible tail. Caitians are carnivorous and prefer uncooked meat. While they evolved from predatory felines, the Caitians are regarded as some of the greatest poets and philosophers within the Federation.
- **TALENTS:** The character receives access to the following Talents:

DISARMING NATURE

REQUIREMENT: Caitian, or Gamemaster's permission.

Despite their reputation for being fierce warriors, Caitians are extremely sociable and adept at putting others at ease. Whenever you are engaged in a Social Conflict, you reduce the Difficulty of any Test to make your target relax or to trust you by 1.

PREHENSILE TAIL

REQUIREMENT: Caitian, or Gamemaster's permission.

While most Caitians have some functional control over their tail, characters with this Talent have worked to increase their control over the appendage to the point of it becoming fully functional. This provides the character with the ability to hold and operate an additional piece of equipment, like an additional hand. In addition, the character gains a bonus d20 to any Fitness Test to maintain balance or to climb.

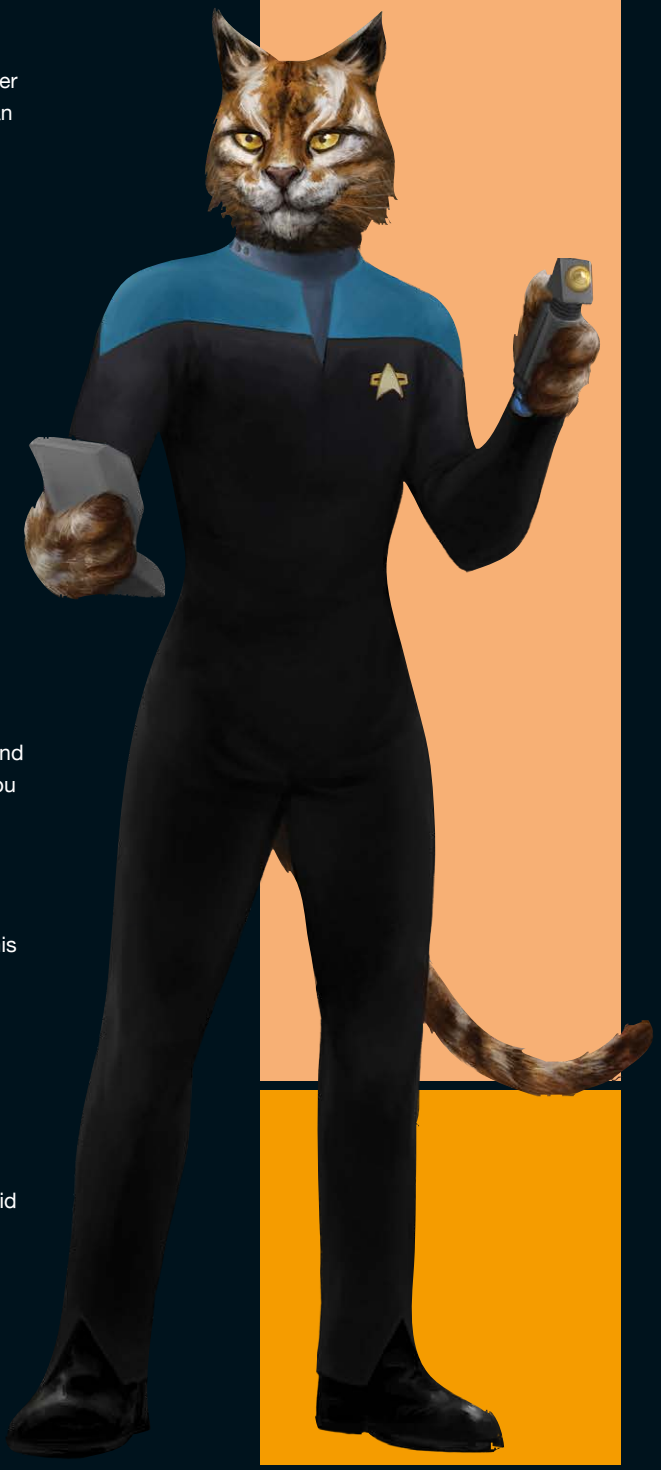
NAMES

Caitians derive their names from their familial units, to which they have strong connections. Their names often have a near-musical quality, though most humanoid species have difficulty pronouncing them correctly – as the species generates extremely low frequency vibrations that are at the far range of Human hearing.

SAMPLE NAMES:

Female names: J'Aana, M'ress, S'isha, K'irst, N'Simi, H'Lata, A'Ahia, P'Erone, C'Nola, L'Eni

Male names: R'Than, C'horn, Ur'Barr, L'Enton, H'Sook, K'Raka, A'Outte, V'Wilk, A'Mathi, Z'Thors



CARDASSIAN

***THE NEXT GENERATION* ERA ONLY**

There are few species as disliked or mistrusted as Cardassians. While they generate art, music, and poetry to match any other species – Cardassians are known instead for their devotion to the State, aggressive military tactics, and absolute faith in their own superiority. Advancement in Cardassian society is driven by capability and demonstrated success, resulting in an upper class of cunning and strategic individuals who expect complete devotion of their subordinates and families. While they may not be as technologically capable as the Federation, the ruthless efficiency of the Cardassian government and military has resulted in making them evenly matched with Starfleet during engagements over the last few decades.

A suspicious people, the Cardassians boast one of the most effective intelligence agencies in the Alpha Quadrant, rivaling even the Romulan *Tal Shiar* in its capabilities. To Cardassians, this suspicion is often equated to wisdom, and venerated elders ensure this value is passed on to subsequent generations. While it may seem abhorrent to other powers in the quadrant, Cardassians feel that any action is justifiable if it results in the desired outcome – and they have no reservations about using, extorting, and subjugating anything or anyone if it brings prosperity to the Cardassian Union.

EXAMPLE VALUE: *State – Family – Self*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Cardassian. Cardassians are known for their dedication and discipline – mentally and culturally. With an emphasis on the superiority of the State, Cardassians are a xenophobic species, considering themselves superior to nearly all others. Many dislike them, viewing them as arrogant, intolerant, and cruel. Physically, Cardassians are similar to most species, save for slightly reduced hearing and a biological preference for hotter climates.
- **TALENTS:** The character receives access to the following Talents:

DUTY AND DISCIPLINE

REQUIREMENT: Cardassian, or Gamemaster's permission. When the character assists a superior, the superior gains a bonus Momentum.

SUSPICIOUS BY NATURE

REQUIREMENT: Cardassian, or Gamemaster's permission. When attempting to detect hidden enemies, traps or other forms of danger, the character may re-roll a die.

REGIMENTED MIND

REQUIREMENT: Cardassian, or Gamemaster's permission. Whenever this character spends Momentum to Obtain Information, they reduce the Difficulty of their next Task by 1 so long as that Task in some way relates to the information gained.

THE ENDS JUSTIFY THE MEANS

REQUIREMENT: Cardassian, or Gamemaster's permission. When the character challenges a Directive, they gain a bonus die – in addition to any other benefits.

NAMES

Cardassian names consist of a personal and family name. However, Cardassians rarely, if ever, provide their family name to those they do not share a close relationship with, giving their personal name almost exclusively. Male Cardassian personal names usually are made up of two to three syllables and tend to make use of harder sounds. Female Cardassians however, often possess soft, nearly melodic names.

SAMPLE NAMES:

Female names: Mesha, Eskei, Asha, Brocai, Zarale, Marata, Itea, Risha, Gaska, Kosha, Alissa, Marei, Esha, Seam, Dearei
Male names: Trula, Ganem, Jolort, Setem, Dukat, Meket, Corak, Seltan, Revok, Ekoor, Hadar, Telak, Kovat, Yaltar
Family names: Priman, Aanrad, Drat, Rin, Liat, Moset, Tain, Lang, Pa'Dar, Dal, Ghemor, Belor, Prin, Oddat, Zenal

PERSONAL CORRESPONDENCE

TAKOR NELITZA

Takor –

Your last payment came up short and we won't hold Daril for another week unless you send more money. When you came to us un-wed and pregnant, we took you in out of the kindness of our hearts and now that you're a prominent science minister, we expect to be paid in kind. When you foolishly asked us to hide your Bajoran lover, we only reported him, and not you, out of the kindness of our hearts. Nor did we report your mixed-blood baby, the poor thing can't help his parentage. He's already half-Bajoran; let's not also add son of a debtor as well.

Oh, one last thing – as a baby his Bajoran heritage was easy to hide, but now it is starting to show. If you don't get him the required surgeries soon to make him appear fully Cardassian, we won't be able to hold him any longer. Think of the scandal.

Your Mother,
Danax

EDOSIAN

THE ORIGINAL SERIES AND *THE NEXT GENERATION* ERAS ONLY

Edosians are a tripedal species with three arms and three legs. While not a member of the Federation, the Edosians have a long-standing, loose alliance with the Federation since their earliest contact. It is rare, though not unknown, for Edosians to serve in Starfleet. Edosian culture tends toward inner reflection and a meticulousness with historical records. Genealogy has a much larger focus than in many other cultures, and Edosians are able to trace their individual family lines back thousands of years. Being a race that lives longer than even Vulcans, an Edosian may spend decades focused on a particular area of study before moving on to a new interest. Interesting to exobiologists, with practice, an Edosian becomes capable of allocating sections of their brain to each arm, operating independently with nearly fully focus and capability.

EXAMPLE VALUE: *Perspective Brings Understanding*

- **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Reason
- **TRAIT:** Endosian. With three legs, Endosians are somewhat slower than most humanoids, but far more stable. With three multidextrous arms, they are able to operate multiple stations or controls at the same time. They are long-lived and capable of deep thought – which others often mistake as antisocial behavior. Their long lives grant them a perspective most others lack and they are often able to recall details and facts from disciplines outside their areas of focus due to decades of exposure and broad study.
- **TALENTS:** The character receives access to the following Talents:



MULTI-TASKING

REQUIREMENT: Edosian, or Gamemaster's permission.
Edosians are capable, with extensive training and great effort, of compartmentalizing their thoughts and operating each arm completely independent of the others. Characters with this Talent may spend 3 Momentum to gain the benefit of an additional Senior Officer Role until the end of the current scene. This Talent may only be used once per episode.

THE LONG VIEW

REQUIREMENT: Edosian, or Gamemaster's permission.
Due to their extremely long lifespans, Edosians come to understand and gain knowledge more extensively than most other individuals. When a character with this Talent uses a Milestone to exchange a Focus, they may do so twice instead of once.

NAMES

Given their species evolutionary emphasis on three's, Edosian names typically contain three syllables – though two syllable names are not entirely uncommon. Edosians do not traditionally use surnames to denote family lineages, though Edosians with the same given name will often differentiate between each other by citing their region, city, or neighborhood of birth.

SAMPLE NAMES:

Female names: Nitemi, Besheri, Unora, Kribara, Zamare, Cayamen, Elanwa, Matawa, Bodanie, Awiwa
Male names: Ainbelad, Arex, Ropetir, Elwomo, Cargarin, Manoko, Nusien, Joelpo, Darame, Nileber

FERENGI

***THE NEXT GENERATION* ERA ONLY**

While Ferengi have ventured through the stars in search of profit and advantageous business arrangements, official first contact with the Federation did not occur until 2364. In the following decade, Ferengi can be found nearly anywhere there is profit to made. Nearly all of Ferengi culture, government, and beliefs are based around the acquisition and retention of wealth – earning them a reputation as greedy, duplicitous, and conniving merchants and con-men. While some Ferengi are not obsessed with wealth or self-promotion, they are few and far between and are looked down upon by other Ferengi. With a society devoted to business and trade, there is little central government outside of business and regulatory functions. The Ferengi Alliance is, in reality, a collection of corporate and private businesses and their territorial holdings. The Ferengi Alliance maintains no standing military, relying on privateers and alliances with other species. Ferengi culture is extremely chauvinistic, with females considered a form of property, forbidden to engage in business, own property, receive inheritance, or even wear clothes. That does not, however, stop ambitious and dedicated Ferengi women, and given the current state of galactic affairs, the time for change may be coming.

EXAMPLE VALUE: *41sth Rule of Acquisition – Profit is its Own Reward*



- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Ferengi. Ferengi possess acute hearing far beyond that of other humanoid races and are able to hear both higher and lower frequencies. However, this means that they experience severe pain at intense sound and any physical trauma to their enlarged ears. They also possess hardy immune systems, rendering them immune to many common diseases, but their small stature makes them ill-suited for intense or prolonged physical exertion and many consider them weak. Ferengi try to avoid hard labor and direct confrontation, leading to a reputation for cowardice. The structure of Ferengi brains renders them immune to telepathy.
- **TALENTS:** The character receives access to the following Talents:

EVERY MAN HAS HIS PRICE

REQUIREMENT: Ferengi, or Gamemaster's permission.
The character gains a bonus die whenever engaged in Social Conflict where the opponent can be bribed, bought, or otherwise enticed by monetary gain.

HEAR ALL, TRUST NOTHING

REQUIREMENT: Ferengi, or Gamemaster's permission.
Increase the Difficulty of any Social Conflict to deceive the character by 1.

KNOWLEDGE EQUALS PROFIT

REQUIREMENT: Ferengi, or Gamemaster's permission.
When the character spends Momentum to Obtain Information, an additional Momentum is added to the group's Momentum Pool after all other Momentum spends are resolved.

NAMES

Ferengi names tend to range between one and three syllables, and often favor harder sounds. While Ferengi maintain reasonably strong family ties, they do not use a family or surname.

SAMPLE NAMES:
Female names: Bosha, Olene, Ishka, Helsel, Gela, Isall, Norvira, Vena, Ganka, Yaldis, Pav
Male names: Lexor, Nurpax, Nog, Kakag, Frector, Quark, Frink, Torta, Rom, Zek, Gigix

GRAZERITE

***THE NEXT GENERATION* ERA ONLY**

The Grazerite are a peaceful people whose homeworld, Grazer, is one of the harsher examples of the far ends of the planetary M classification. The three main continents are predominately covered by extensive mountain ranges that reach as far as 10 kilometers above 'sea level.' The Grazerites' evolutionary development has incorporated not only traditional humanoid traits – but also those of bovidae – giving them goat like physical features. Grazerites are a peaceful people with a natural sense of curiosity. Grazerites have a deep dislike of conflict and actively avoid it if possible. Grazerite officers in Starfleet pursue careers in most fields – but it is nearly unheard of to see them serving as tactical or security officers. In Grazerite society, it is considered impolite (boarding on indecent) to leave one's horns and hands uncovered – and thus Grazerites are usually seen with gloves and a headwrap.

EXAMPLE VALUE: *Patient Study Yields the Best Results*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

- **TRAIT:** Grazerite. Grazerites possess powerful jaws and durable teeth – allowing them to chew through a surprising number of hardened substances. They cannot, however, digest inorganic materials, despite being able to chew through them, and as evolutionary vegetarians, have a difficult time digesting meats. Their brows are adorned with a pair of durable horns, which slope back in the vast majority. Further, Grazerite fingers evolved from hooves and their fingernails remain extremely dense, and are capable of supporting their full weight – making them excellent climbers.

- **TALENTS:** The character receives access to the following Talents:

COMMUNAL

REQUIREMENT: Grazerite, or Gamemaster's permission.
Grazerites are deeply communal and work well in coordination with others. Whenever a character with this Talent is providing assistance to another, they increase the Focus range to generate 2 successes by 1.

HORN-SENSE

REQUIREMENT: Grazerite, or Gamemaster's permission.
A small minority of Grazerites are born with a genetic variance that causes their horns to be hollow. This gives them a highly sensitive organ that can detect subtle changes in air pressure, sound, and all manner of vibrations. When a character with this Talent attempts a Task that involves the detection or analysis of sound or vibrations of any kind, they may re-roll a d20.

NAMES

Grazerite names incorporate both their given names, provided by their father, and a familial name, provided by the mother, into a single name. It is commonly, and mistakenly, believed that these are in fact two separate names. Grazerites rarely correct this mistake, believing it is rude and combative to correct strangers.

SAMPLE NAMES:

Female names: Milina-Summ, Photine-Mon, Maevra-Rewe, Tanti-Gome, Mintu-Tian, Natali-Leag
Male names: Anmer-Tasik, Erasmo-Tes, Saburo-Taff, Jaresh-Inyo, Zenko-Arwi, Jacus-Kelle, Luciro-Asi



HALIIAN

***THE NEXT GENERATION* ERA ONLY**

Haliians are native to the Federation world of Halii – renowned for its crystal formations and beautiful waterfalls. As one of the few telepathic species in the Federation, the Haliians share many of the same social nuances of other telepathic or empathic species, such as Betazoids. Haliians often find it hard to truly connect with non-Haliians, and this has the unfortunate effect of limiting their interactions with other Federation species. Due to the nature of their telepathic abilities, Haliians are either far more prone to physical contact during social encounters or avoid it entirely depending on individual in question. Haliians also share a deep fondness for holidays – of which they have many – which almost always involve music.

EXAMPLE VALUE: *Many Sides to every Tale*

- **ATTRIBUTES:** +1 Daring, +1 Insight, +1 Presence
- **TRAIT:** Haliians. Physically, Haliians are similar to other humanoid species within the Federation; however, the natives of Halii possess distinctive bulges along the bridge of their noses and just above their brows. Haliians tend to have close family bonds and numerous festivals and holidays. Much like other telepathic species, Haliians struggle with the use of deception, and will often misinterpret it during social encounters.
- **TALENTS:** The character receives access to the following Talents:

CONTACT EMPATHY

REQUIREMENT: Haliian, or Gamemaster's permission. Haliians possess minor empathic abilities which, without the canar focusing crystal, is limited to touch. Once you make contact with another character, you can sense the emotions of that individual – as well as communicate telepathically with other empaths or telepaths. You cannot choose to not sense the emotions of those you make contact with. It may require effort and a Task to gain information from beings that are resistant to forms of telepathy. Such information can most often be used as an Advantage during Social Conflicts.

FACETED ATTENTION

REQUIREMENT: Haliian, or Gamemaster's permission. Characters with this Talent can suddenly divert their attention to other Tasks, leaving their current Task in whatever state it was in, and immediately begin work on the second. To many this may seem undisciplined and unfocused, but to characters with this Talent it is simply an effective way of completing several Tasks at once. Whenever this character is participating in a Challenge, they may choose to use this Talent and attempt two Tasks simultaneously. The attempt is made against the Task with the highest Difficulty, which is then attempted using the appropriate pool. Successes are then divided between the two Tasks. When attempting Tasks using this Talent – the Complication range is increased by one and any Complications rolled can be from either Task – as thematically appropriate.

NAMES

Haliians follow many other humanoid species with regard to naming conventions. Their given names are provided by their parents, though in Haliian culture the child's mother has final say in the matter. Surnames are passed from father to child almost exclusively. To call a Haliian by their full name indicates both tremendous familiarity and directed frustration or anger.

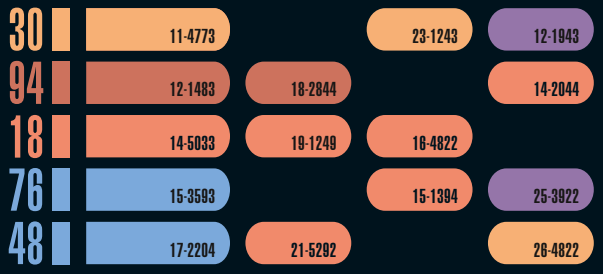
SAMPLE NAMES:

Female names: Lympia, Nathali, Angeal, Aquiel, Camil, Laura, Sondra, Jardine, Anisa, Sabia
Male names: Franic, Goker, Rowlan, Devar, Atall, Ordst, Jayce, Valtern, Cale, Nereus, Norrish
Surnames: Mahki, Santosi, Uhnari, Kinge, Rozenn, Terzi, Abeln, Kedzi, Albini, Nani, Apito

STARFLEET RANDOM SPECIES TABLE: ALPHA QUADRANT

SPECIES	D20 ENTERPRISE	D20 THE ORIGINAL SERIES	D20 THE NEXT GENERATION
Andorian	1-2	1-2	1
Arbazan	3-4	3-4	2
Bajoran	–	–	3-4
Betazoid	–	–	5-6
Caitian	–	5	7
Denobulan	5-6	6-7	8
Edosian	–	8	9
Grazerite	–	–	10
Human	7-16	9-14	11-15
Tellarite	17-18	15-16	16
Trill	–	17	17
Vulcan	19-20	18-19	18-19
Zaranite	–	20	20

This table reflects most common rather than all Starfleet races.



KTARIAN

***THE NEXT GENERATION* ERA ONLY**

The Ktarians are a physically diverse species native to the Federation world of Ktaris. They are a common sight throughout Federation space and are one of the many species that maintains its own fleet of vessels – both merchant and military. The Ktarian fleet is considered to be a reserve force, and can be transferred to the command of Starfleet during times of great need. Unlike most Federation species, the Ktarians are comprised of two separate species that evolved together on Ktaris – one whose brows are bisected into two hemispheres and the other with bone ridges along the center of the forehead. Intermarriage among these two species has resulted in both carrying the traits of the other. Predicting which traits will manifest in offspring is extremely difficult, especially when Ktarians mate with other species. Rumors circulate that the Miradorn are an offshoot of Ktarians, but the Miradorns' reclusive nature makes this difficult to confirm.

EXAMPLE VALUE: *Hold the Course until the End*

- **ATTRIBUTES:** +1 Control, +1 Reason, +1 Fitness or +1 Presence
- **TRAIT:** Ktarian. Ktarians are a hard people, determined and relentless in pursuit of their goals. The intertwining of the two native species has led to the Ktarians possessing the best traits of both. They are physically fit and quick witted – adapting and responding to adversity with ease. They rarely engage in negotiations unless they feel they have the upper hand.
- **TALENTS:** The character receives access to the following Talents:

DEEP DETERMINATION

REQUIREMENT: Ktarian, or Gamemaster's permission.

Ktarians have a well-earned reputation for becoming deeply committed to a particular goal – a single-minded determination to achieve success. When a character with this Talent succeeds at a Task where they could have spent a point of Determination, but choose not to, they may spend 3 Momentum to gain a point of Determination. This Talent may only be used once per Episode.

NEGOTIATE FROM STRENGTH

REQUIREMENT: Ktarian, or Gamemaster's permission.

Ktarians are loath to enter into negotiations unless they feel they are at an advantage. When a Character with this Talent enters into a Social Conflict and attempts to use negotiation, they may gain the benefit of an Advantage twice – however, the Advantage must be used differently each time. This Talent may only be used once per scene.

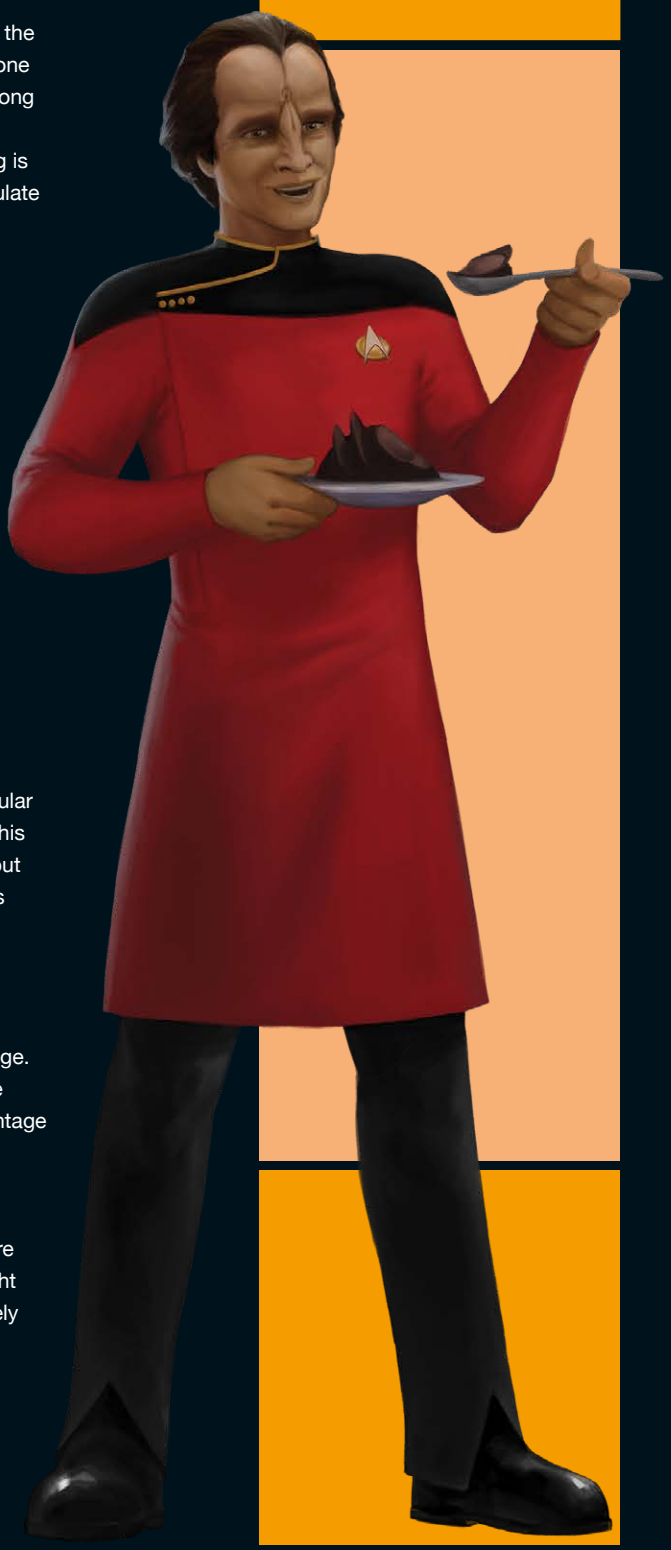
NAMES

Ktarian names are as diverse as the two interbred species that give them. Some are simple two to three syllables while others are a string consisting of as many as eight syllables. Most names follow familial or geographic traditions, though Ktarians rarely use surnames regardless of origin.

SAMPLE NAMES:

Female names: Nives, Etana, Milosama, Brunmohley, Jezas, Selit, Meriana, Reginalundula

Male names: Rafen, Tomishamin, Lazos, Mizan, Dukannigarm, Koolen, Barhenk, Greskrendtegk



ZARANITE

THE ORIGINAL SERIES AND *THE NEXT GENERATION* ERAS ONLY

Zaranites are a humanoid species native to a Class-K world, Zaran II, a planet of endless volcanic activity that supports a flourishing chemosynthesis-based ecosystem. The Zaranites evolved breathing the toxic volcanic gases and must wear a respirator that provides the gas mixture that would be lethal to most Federation species. In addition, Zaranites have a strong sensitivity to light due to the constant clouds of volcanic ash covering their world, and must wear special eye protection to prevent damage to their retinas. Zaranites serve in Starfleet like any other member world of the Federation, and the Starfleet Corps of Engineers has developed standardized modules that convert the atmosphere of crew quarters to meet their particular needs. These biological differences have the unfortunate effect of often isolating Zaranite officers from their crewmates. Their unique physiology, dependence on a respirator, and natural resilience makes the Zaranite one of the few species serving in Starfleet able to survive hard vacuum.

EXAMPLE VALUE: *The Tougher the Skin, the Tougher the Being*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Zaranite. Zaranites are hardy and immune to toxic gases, complications due to bright lighting, and can survive the extremes conditions of the vacuum of space, so long as their respirator tanks last. In general, Zaranites are pleasant if not somewhat reserved. In addition to their service in Starfleet, Zaranites also serve in various positions within the scientific community and diplomatic corps.
- **TALENTS:** The character receives access to the following Talents:

HARDENED HIDE

REQUIREMENT: Zaranite, or Gamemaster's permission.
Zaranite skin is extremely tough and capable of withstanding pressures, temperatures, and acidity levels that would prove lethal to other species. Characters with this Talent gain 2 natural Resistance.

MULTISPECTRUM VISION

REQUIREMENT: Zaranite, or Gamemaster's permission.
Zaranites can see a broader spectrum of light than most humanoid species. Characters with this Talent gain a bonus Momentum on a Perception Task based on vision. This bonus Momentum may only be used on the Gain Information Momentum spend.

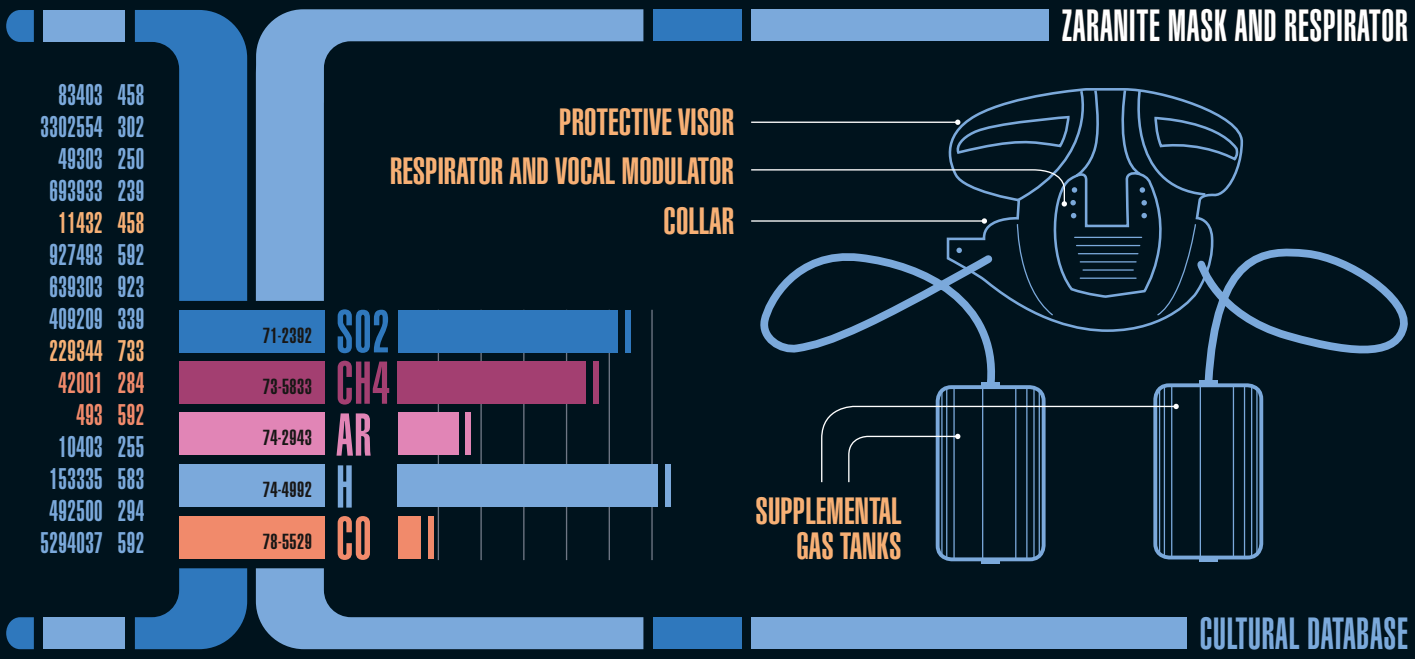
NAMES

Zaranite names are nearly unpronounceable by most species, including Humans. Complicating this issue further is the Zaranites' reliance on respirators which distort their natural vocalizations. Ever adaptive, the Zaranites long ago adopted the use of "public names" which they provide to members of other species.

SAMPLE NAMES:

Female names: Doraki, Neelu, Ayami, Karis, Elensa, Irinu, Kiran, Tristi, Lyudmi, Natelani, Adelyna

Male names: Castel, Makan, Keshen, Shrive, Rayan, Perraul, Jossmah, Kantasen, Noorber, Vosgi



CHAPTER 04.00

STARSHIPS OF THE ALPHA QUADRANT

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CHAPTER 04.10

STARSHIPS OF THE ALPHA QUADRANT

CARDASSIAN STARSHIPS

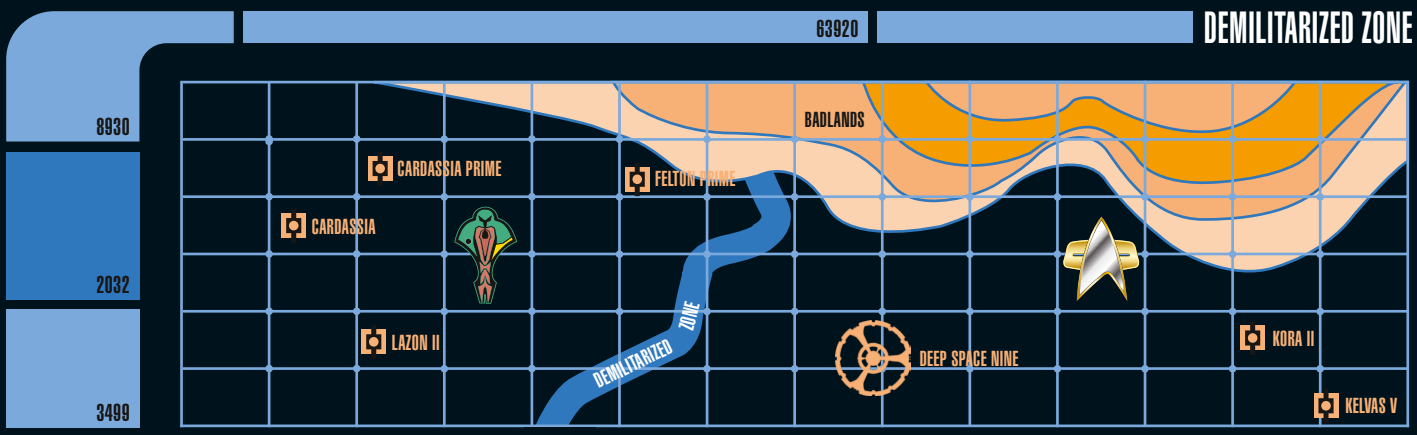
"CARDASSIA WILL BE MADE WHOLE, ALL THAT WE HAVE LOST WILL BE OURS AGAIN. AND ANYONE WHO STANDS IN OUR WAY WILL BE DESTROYED."

— GUL DUKAT

HIDEKI-CLASS CORVETTE

Overview: Historically, the Cardassian Union relied primarily on a single class of starship in order to ease supply chains during its many wars of conquest, as well as to be efficient with resources during the Union's many decades of impoverishment and famine. This philosophy began to change beginning with the Occupation of Bajor and the Federation-Cardassian Wars of the 2340s and 50s. One example of this change in thinking was the design and deployment of the *Hideki*-class corvette. Meant to be individually weak, if operated in squadrons it could be seen as an effective use of trained crewmen and resources.

Capabilities: The *Hideki*-class corvette differs from the omnipresent *Galor*-class in more ways than just its small displacement. One way is the lack of beam weapons on the standard design, and the class only mounts two swivel-mounted disruptor cannons on the ends of the fore hook-booms. An advanced design included the installation of the same phaser arrays used on *Galor*-class vessels, but the extra power requirements meant less power to propulsion and defensive shielding during combat, making that subclass rare to see in front-line squadrons. The small size of the class meant the warp coils found along the tail of the vessel could maintain warp speeds similar to the *Galor*-class, a necessity in a fleet without dedicated carrier vessels. At sublight velocities, *Hideki* helmsman would accelerate to high speeds before shutting down most power systems, allowing the vessel's small sensor profile to hide it until the last moment before power systems were brought back online and weapons would open fire. This required high levels of skill and accurate readings of any relativistic effects, as small errors could result in the vessel overshooting its target or even slamming into it before powering back up. When operating independently, *Hideki*-class vessels deployed in squadrons of three to five, and crew members from each vessel would swap between ships depending on maintenance needs, specialties, and need for downtime. Another use of the *Hideki* class came after the introduction of Starfleet's *Danube* class. High-ranking Cardassian officers began to use these small vessels as pinnaces, high-speed couriers, and auxiliary craft. As such, these vessels would operate alone or in pairs, and often carry either the commander of a larger starship with a rank of gul or legate, or single squads of boarding parties or ground troops. By the late 2360s, it is not uncommon to see one or two *Hideki*-class corvettes snugly fit inside a *Galor's* shuttlebay, or moored to exterior docking ports.





TRAITS: Cardassian Small Craft

SYSTEMS

COMMS	05	ENGINES	05	STRUCTURE	05
COMPUTERS	05	SENSORS	08	WEAPONS	07

DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	01

POWER: 3 **SCALE:** 2
SHIELDS: 3 **RESISTANCE:** 2

CREW: Basic (Attribute 8, Discipline 1. If used in squadrons), Proficient (Attribute 9, Discipline 2, If used as a pinnace)

ATTACKS:

- Phaser Arrays (Energy, Range Medium, 4▲ Area or Spread, Versatile 2) (Optional; if installed, reduce Engines and Shields by 1, Increase Weapons by 1)
- Disruptor Cannon (Energy, Range Close, 6▲, Vicious 1)

SPECIAL RULES:

- Improved Impulse Drive

KELDON-CLASS HEAVY CRUISER

Overview: The Cardassian Union began an extensive refit program for the *Galor* class in late 2370, and this gave engineers on Cardassia Prime the opportunity to build a newer and larger warship around the core structure of the *Galor*-class cruiser. This would allow the new class to use the same modules and systems that the *Galor* class utilized, and fleet yards would be able to produce them in the same facilities as the older vessel, keeping new construction needs to a minimum. The result was a new heavy cruiser, the *Keldon* class, and initial trials of the vessel went well enough that the Union has begun deploying them in active squadrons of *Galor*-class vessels, acting as command vessels or used by the Obsidian Order.

Capabilities: The *Keldon* class is similar in many ways to the *Galor* class both visually and internally. Additional hull reinforcements and shield emitters on the exterior hull were installed to protect expanded fusion reactors that allowed for the same accelerations at sublight speeds as the *Galor* class. This also provided power to additional dorsal and ventral phaser arrays, giving this heavy cruiser more weapons to bring to bear on targets attacking from any angle, something seen as a necessity due to harassment by small Maquis vessels.

KELDON-R

The *Keldon-R* is a rare subclass of *Keldon*-class vessels and has slightly different statistics due to the Romulan technology on board. Use the statistics below to replace those found for the *Keldon* class. All other statistics are considered the same.

Traits: Cardassian Starship, Romulan Starship

Systems: Engines 10, Weapons 11

Talents: The *Keldon-R* has the additional Talent 'Cloaking Device'. See page 259 of the core rulebook for details.

PERSONAL LOG

GUL SONA TAL, COUNCIL MEMBER IN HIDING

It's only a week since the new Council seized control of Cardassia Prime and I am in hiding – like a rat. It is at times like these where one looks back and reflects on their life. Is there something I could have done differently? Was I not a good leader? Did I not serve the people of Cardassia?

Since I will be executed if I am found – and it is only a matter of time until they root me out – I am sure this log will be made public. Let me say to whoever is reading this, as a man already dead, the only other times I questioned my life like this was during the Occupation. Yes, we said it was for the good of Cardassia, but I would question – was it good for the Bajorans?

The answer is stupidly simple – no it wasn't. I would look out over Cardassia Prime from my window in the Council Chambers and its beauty took my breath away. The beautiful crimson sunsets wreathed in the gold embers of the dying sun. The Mok'Tal trade hall, lit with a thousand burning bulbs shone in the night like a glorious beacon of civilization. My home, embedded deep within the Yat'ilt Boardwalk, just visible from the chambers, a tiny flickering light calling me home.

I loved Cardassia Prime and now it is ruined. I am ousted and it is no longer my home.

And in these moments of quiet self-reflection, I think to myself – how shameful it is what we did. How tragic that our actions undoubtedly ruined Bajor in the eyes of her citizens as Cardassia is so ruined now in mine.

End personal log.

The additional hull reinforcements over the aft tail and the warp coils contained inside give this vessel a slightly slower acceleration at warp, but well-engineered gimbal mounts for each coil allow Cardassian helmsman to more easily maintain high warp velocities inside areas of turbulent space-time compared to the *Galor*- class.

The largest internal difference between the *Keldon* and its sister class as an expanded command deck. The command deck itself looked similar, but contained two extra communications stations for use during fleet operations. In addition, the command systems of the emergency bridge were expanded for use by a legate while on board, allowing the *Keldon* class to act as an effective flagship when in command of multiple squadrons.

There have been recent spurious reports that some *Keldon*-class vessels have been built with the assistance of the Romulan *Tal Shiar* and have cloaking devices installed, and may have Romulan-built warp coils and disruptor emitters, all of which would give the *Keldon-R* class a higher maximum speed and greater energy emission rates for its phaser arrays and disruptor banks. These vessels have been named '*Keldon-R*' by Starfleet Intelligence. It is unknown how many of this subclass of starship have been constructed, but Starfleet Intelligence suggests any would likely be assigned exclusively to the Obsidian Order.

TRAITS: Cardassian Starship

SYSTEMS

COMMS	09	ENGINES	09	STRUCTURE	09
COMPUTERS	08	SENSORS	07	WEAPONS	10

DEPARTMENTS

COMMAND	03	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	02

POWER: 7 **SCALE:** 4
SHIELDS: 12 **RESISTANCE:** 5

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:
- Phaser Arrays (Energy, Range Medium, 7▲ Area or Spread, Versatile 2)
- Disruptor Banks (Energy, Range Medium, 8▲, Vicious 1)
- Tractor Beam (Strength 3)

SPECIAL RULES:
- Command Ship (Talent)
- Improved Hull Integrity (Talent, included)

STARSHIPS OF THE ALPHA QUADRANT

FERENGI STARSHIPS AND FREE TRADERS

ACQUISITION-CLASS SCOUT

Overview: The *Acquisition* class began its long service life as a non-warp capable interplanetary cargo shuttle in the years before the Ferengi discovered warp drive in the late 20th century. The design was in widespread use after the invention of warp drive, and these vessels were retrofitted with stronger power cores and the smallest warp coils available to the Alliance. The internal space required by the warp propulsion systems meant that cargo space became more limited, but this restriction allowed for more varied uses for the *Acquisition* class and making it indispensable to the Ferengi Alliance.

Capabilities: The retrofit of the *Acquisition* class was unique amongst the vessels in service during the time when the Ferengi invented warp drive. The reason for this is the wide-spread use of the vessels, as they are cheap enough to produce that purchasing them is within the means of even small businesses. The *Acquisition* class has a wide variety of sensors, systems, and equipment that is easily maintained, but manufacturing costs are kept down by the design not including backup or emergency systems. The one system where this cost cutting is not found is in the primary warp propulsion and power systems. The model 2150 could sustain speeds of Warp 4.4 indefinitely and Warp 5.3 for brief times. Additionally, these vessels could suffer a loss of nearly half of the warp coils on board and still maintain speeds of Warp 3. Accelerations at sublight speeds were minimal in order to lower overhead for reaction mass, but like the warp propulsion systems these small impulse drives had redundancy with tiny fission rockets. The rockets could draw from the same reaction mass as the standard impulse manifolds, but also from the life-support systems when speed was more important than breathable air for the small crew of three to five. While not typically seen with defensive systems, some Ferengi shipyards produce armored or shielded vessels for merchants carrying valuable goods. All *Acquisition*-class vessels come standard with a weak particle beam weapon used to vaporize small rocks, or to drill sample bores from asteroids, but some are retrofitted with heavier weaponry for merchants wishing to 'liberate' goods from rivals or demonstrate their products if they are in the arms trade. These craft are not only ubiquitous in the civilian areas of the Ferengi Alliance, but are also found in service to the Ferengi military as support and courier vessels, and as inspection vessels for the Ferengi Commerce Authority.

TRAITS: Ferengi Small Craft, Ubiquitous

SYSTEMS

COMMS	02	ENGINES	03	STRUCTURE	01
COMPUTERS	02	SENSORS	02	WEAPONS	01

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	01

POWER: 2 **SCALE:** 1
SHIELDS: 1 **RESISTANCE:** 1
CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Particle Beam / Heavy Particle Beam (Energy, Range Close, 3▲/4▲)

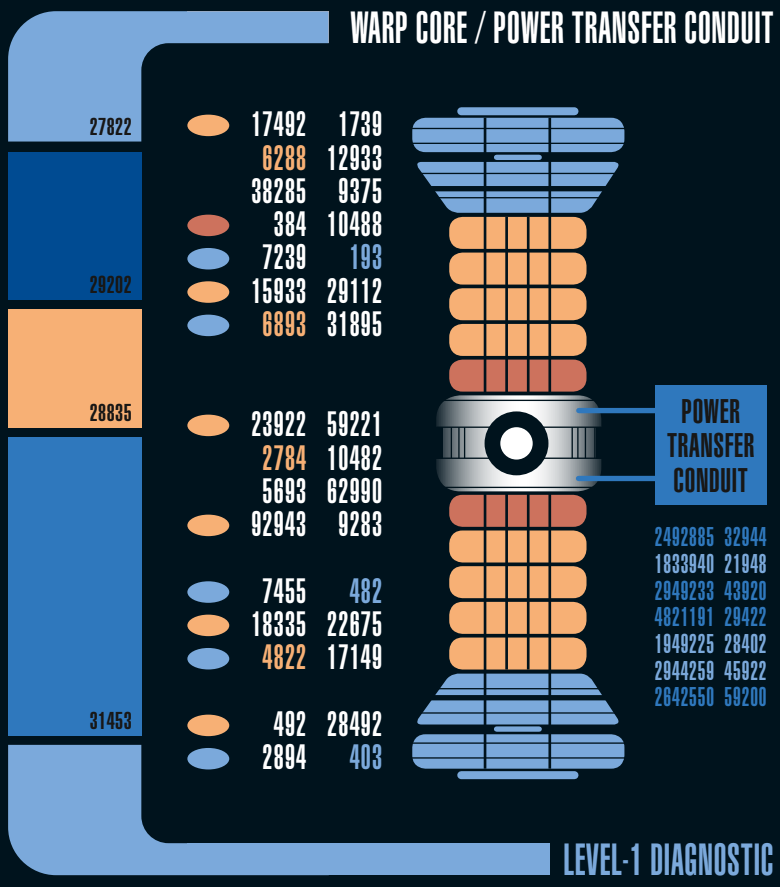
SPECIAL RULES:

- After-Market Acquisitions: As these vessels are tinkered and tweaked, many Ferengi modify their *Acquisition*-class vessels to be personalized to their likes or their business. The Gamemaster may allow Players in control of one of these vessels to adjust one Systems value up by 1 point at the cost of lowering one other Systems value by 1 point as long as the Players have access to a dockyard that contains spare parts for an *Acquisition*-class starship. New starship smell included for free.

UL'ESS-CLASS MOBILE CRUISER

Overview: During the late 23rd-century, the Ferengi Alliance began a period of rapid expansion. Over the next 50 years the Alliance brought in hundreds of star systems, dozens of intelligent species, and uncounted trade routes under its control. Historians attribute much of this success to the *Ul'ess* class. The name roughly translates into Federation Standard as '*Enforcer*,' but the heavy armaments and defenses suggested by this name are only a minor part of this class's success story. At over 2 kilometers long and wide and a crew of over 10,000, these vessels act as a mobile marketplace and a light industrial center, as well as being the Alliance's most massive starship.

Capabilities: It is unsurprising that a vessel as large as the *Ul'ess* class requires powerful propulsion systems. This vessel has four sets of warp coils, all of which are required for the vessel to generate a strong enough warp field for it to enter warp speeds, but only two sets of coils are required to maintain superluminal velocities. Sublight propulsion is provided by a grid of eighteen separate fusion impulse reactors along the aft curve of the vessel, and a further twelve impulse reactors are spaced evenly around the rim of the vessel to act as RCS thrusters as chemical rockets would be insufficient to move the mass of the *Ul'ess* class. The interior of the class is separated into three sections: Engineering and Manufacturing (in the aft), Marketplace and Services (amidships), Command and Resort (forward). The manufacturing areas at the rear of the vessel contain machine shops and industrial replicators able to fabricate needed parts for the vessel, as well as any piece of equipment for which the Alliance has the plans. There are large retractable sections of the hull that allow outside access to the interior for larger pieces of equipment to be loaded or tractored outside of the Ul'ess-class vessel. Additionally, these large manufacturing bays can double as shuttlebays. The marketplace serves as an area where crew members and visiting merchants can sell their wares or services. The thousands of individual businesses run the gamut from holosuite rental and hydroponics retail to research and development firms, all paying a percentage of profits to the DaiMon in command, who then pays the grand nagus himself for the privilege of holding their position. The forward section of the *Ul'ess* class resembles standard Ferengi starships in many regards with the addition of a civilian resort section capable of hosting nearly one thousand guests in luxury accommodations. Visiting dignitaries, important merchantmen or industrialists, or potential clients the Alliance wishes to impress typically occupy these suites. An *Ul'ess*-class vessel is rarely seen operating on its own as it represents a significant amount of capital investment from the Alliance, and is often escorted by two to six *D'Kora*-class Marauders and dozens of *Acquisition*-class scouts.



TRAITS: Ferengi Starship, Outpost

SYSTEMS

COMMS	09	ENGINES	08	STRUCTURE	14
COMPUTERS	10	SENSORS	08	WEAPONS	12

DEPARTMENTS

COMMAND	03	SECURITY	04	SCIENCE	02
CONN	01	ENGINEERING	04	MEDICINE	02

POWER: 13 **SCALE:** 7
SHIELDS: 18 **RESISTANCE:** 7

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:
- Phaser Banks (Energy, Range Medium, 12, Versatile 2)
- Electro-Magnetic Pulse (Energy, Range Close, 10 Piercing 1, Dampening)
- Photon Torpedoes (Torpedo, Range Long, 7, High-yield)
- Tractor Beam (Strength 5)

SPECIAL RULES:
- Diplomatic Suites (Talent)
- Secondary Reactors (Talent)

STARSHIPS OF THE ALPHA QUADRANT

BREEN STARSHIPS

CHEL GREET

Overview: The Breen Confederacy originally designed the *Chel Greet*-class in the 2350s to be their primary frontline starship and to fill two roles: as a battle cruiser and as a *chevauchée*, a raider whose purpose was to harass and force the enemy to deploy more forces to an area than they otherwise would need to. The success of this class of starship allowed the Confederacy to attack and subsume two small multi-system political bodies on their coreward borders in the late 2350s, and gave them both strategic and technological edges in battles against the Cardassian Union and the Tholian Assembly.

Capabilities: The *Chel Greet* class has three main sections, the primary blade located to the starboard of the vessel's centerline, the reverse delta of the main structural member, and the three weapons/warp propulsion sponsons attached to the main structural member. The warp core and main engineering is located in the primary blade and funnels warp plasma down EPS conduits to coils found in all three sponsons and secondary coils along the main structural member. The large number of warp coils give the *Chel Greet* class an unusually high top warp velocity as well as extended time at very high speeds as secondary coils can be brought to full functionality to take over from coils overheating in the sponsons. Sublight propulsion systems on the sponsons use a unique subspace field – enhanced fusion impulse system that produces a bright green glow through Cheremkov radiation from the deceleration of the radiation to the speed of light in normal spacetime. Both propulsion systems require large amounts of input power to function, and in addition to the primary matter/anti-matter warp core, each sponson has a secondary M/AM reactor to assist in power generation during periods of high demand. As a raider, the *Chel Greet* class uses an energy dissipation/dampening weapon to render starships powerless and defenceless, and if enough of these vessels are present even larger structures such as small starbases have been known to succumb to this weapon. In addition to the energy dissipation weapon, each sponson includes forward and aft mounted photon torpedo systems that utilize the same subspace enhanced drive systems as the class itself, as well as disruptor cannons tied into the secondary M/AM reactors with dedicated energy conduits. This gives the *Chel Greet* class the ability to continue offensive operations even with the loss of the primary energy sources on board. Starfleet Intelligence lacks firm information on many aspects of this class, but recent reports have suggested the *Chel Greet* class is modular, similar to Starfleet's *Miranda* class, with the ability of Breen shipyards to remove and replace damaged sponsons quickly and easily, allowing the ship to be upgraded with new technology quickly or even to be repaired and put back into service after extensive damage in only a matter of days.

BREEN SPECIAL RULES

Energy Dissipation Weapon (EDW): The Breen Energy Dissipation Weapon allows the Breen to disable ships and outposts without damaging crewmembers or valuable materials they wish to capture. When the EDW is in use, the power drain from a vessel's secondary power generators is put to use and a Breen vessel is unable to use other energy weapons. The EDW has a Range Category of Close, and lower the Power Rating of the Breen vessel using it by 3. At this basic level, the target of the EDW has its Power rating reduced by 1. For every further Power dedicated to the EDW, the target also has its Power rating reduced by 1.

Breen Torpedoes: The propulsion systems used for Breen Photon Torpedos requires more on-board power to operate and allows a smaller space for a warhead, but gives the torpedoes a higher velocity and kinetic strike. Breen Torpedoes have a Range Category of Long and a base Damage of 2, and have the Vicious 1 Effect and High-yield Quality.

Close to the Chest (Talent) – During starship combat, the vessel with this Talent can reduce its surface area. This gives a bonus of 2 to the starship's Structure rating, but the vessel is then unable to Go to Warp, Warp, or use Warp propulsion for any other Talent or effect. In order to return to warp capability, the vessel loses its' bonus to Structure for an action, but may use warp propulsion thereafter.



TRAITS: Breen Starship

SYSTEMS

COMMS	08	ENGINES	10	STRUCTURE	11
COMPUTERS	09	SENSORS	09	WEAPONS	11

DEPARTMENTS

COMMAND	02	SECURITY	04	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01

POWER: 10 **SCALE:** 4
SHIELDS: 15 **RESISTANCE:** 4

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Disruptor Cannons (Energy, Range Close, 10▲, Vicious 1)
- Breen Torpedo (Torpedo, Range Long, 6▲ Vicious 1, High-yield)
- Tractor Beam (Strength 3)
- Breen Energy Dissipation Weapon

SPECIAL RULES:

- **Improved Power Systems** (Talent)
- **Redundant Systems (Power)** (Talent)

BES GHANT

Overview: The *Bes Ghant* class is the primary vessel used for exploration and survey duties for the Breen Confederacy. These vessels are rarely deployed to areas anti-spinward of their territory in the Orion Spur, but is more often used inside the Confederacy and in other areas not frequented by the Federation and the Tholian Assembly. What Starfleet Intelligence has gathered on this class shows that it is a capable exploration vessel with a higher importance placed on offensive weaponry as compared to similar Starfleet designs.

Capabilities: The *Bes Ghant* class has many outward similarities to the more commonly seen *Chel Greet* class. The primary blade that contains the crew and command sections is smaller than on its sister class and the sublight propulsion system found at the aft of this section is a standard fusion impulse drive common amongst most spacefaring civilizations in the Orion Spur. The main structural member

is a reverse delta that has reinforced hull sections between it and the primary blade, giving the *Bes Ghant* class a more robust profile compared to the *Chel Greet*. The main structural member contains the vessel's primary subspace, planetary, and astrometric sensor arrays. Readings from an encounter between one of these vessels and *U.S.S. Celaeno* in 2368 showed the intensity and variety of the scans directed against *Celaeno* suggesting a sensor resolution and capacity on par with a refit *Miranda* class with exploration pods. Found at each end of the main structural member are propulsion blades with ventral and dorsal mounted disruptor cannons and forward mounted torpedo launchers. Each one of these propulsion blades sit on gravitic rails that allow them to move over the entire length of the main structural blade. At warp, these propulsion blades sit at the ends of the structural blade and can gimbal in place, giving the *Bes Ghant* class a highly adjustable subspace field and allowing the vessel to stay at warp in very turbulent space-time. At sublight speeds these propulsion blades pull inwards and mount themselves flush against the primary blade. This allows the vessel to have its most delicate sensors at the edges of the structural blade be far away from any subspace disruptions caused by cooling warp coils, and allows the Breen vessel to expend far less energy on generating defensive shielding as the surface area of the ship becomes far less. The same encounter with *U.S.S. Celaeno* suggested that the *Bes Ghant* class is unable to go to warp when the propulsion systems are mated with the primary blade, and they must be deployed outboard to go to warp.

TRAITS: Breen Starship

SYSTEMS

COMMS	10	ENGINES	11	STRUCTURE	07
COMPUTERS	10	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	02

POWER: 11 **SCALE:** 3
SHIELDS: 9 **RESISTANCE:** 3

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:
- Disruptor Cannons (Energy, Range Close, 7▲, Vicious 1)
- Breen Torpedo (Torpedo, Range Long, 4▲ Vicious 1, High-yield)
- Tractor Beam (Strength 2)

SPECIAL RULES:
- **Close to the Chest** (Talent)
- **Improved Warp Drive** (Talent)

OFFICIAL MEMORANDUM

GENERAL ORDER 7

To: Starfleet Command

From: Admiral José Mendez

Subject: General Order 7

Now that some time has passed since the events that led to Captain Pike's relocation to Talos IV, I thought it prudent to re-open the topic of General Order 7.

At the time this directive was established, the Federation's experience with telepathic species was limited. Starfleet Command feared that the Talosians would again try to influence the minds of visitors to their planet, so they took this extreme measure to prevent personnel from even learning about the planet, much less visiting it.

Since this time, however, we have continued to learn. We've met other species with telepathic, empathic, and even psychokinetic abilities. We know that these kinds of powers, no matter how amazing they may seem, always have limits. We've also learned that the Talosians can project their mental illusions much farther than we thought they could, though they refrained from doing so aggressively.

More importantly, I believe it behooves us to continually re-examine our principles in order to see whether we are living up to them. A General Order that demands the ultimate punishment – the final punishment – for anyone who dares to follow our most sacred charter – exploring new worlds – is in conflict with those very principles.

After taking all of the above into account, my recommendation is that we rescind General Order 7 immediately.

– Mendez

STARSHIPS OF THE ALPHA QUADRANT

TALARIAN STARSHIPS

Q'MAIRE

Overview: The Talarian Republic is a young interstellar polity, with many of its member only gaining warp capabilities in the past century, and some being given the technology without it being developed on their own. The development of the *Q'Maire* class represents the state of the art of Republic engineering as of 2367 and was designed in an attempt to compete with nearby interstellar states such as the Federation and the Cardassian Union.

Capabilities: With limited technology available to the Talarian Republic, the *Q'Maire* class is of little offensive threat to Starfleet or the Cardassian military. The ship design bureaus of the Republic instead focused on making the *Q'Maire* versatile, fast, and easy to maintain. The hull of the *Q'Maire* class is wedge-shaped and contains none of the graceful curves common to many vessels currently in service. This allows replacement hull panels to be used anywhere on the exterior of the vessel, easing maintenance. The other easily seen external feature of the class are the large dual-purpose solar/cooling panels on the port and starboard sides. These are primarily used as cooling vanes for the vessel's fission impulse reactors, but in the case of severe damage to power generation systems, they can be used as solar collectors that can provide enough power for basic life-support if the vessel is within an AU of most main sequence stars.

Offensive and defensive systems are primitive compared to Starfleet, with the primary weapons being neutron beams, and X-ray lasers. Two forward mounted merculite missile launchers allow for kinetic strikes or for use as a fusion pumped X-ray lasers. What makes the *Q'Maire* class unique is the ease at maintenance and repair. With many Republic crew coming from worlds uplifted by the Talarians, technology onboard is meant to be understood by people with little more technological background than mid-20th century Earth. Each ship system is as simple as possible, with easily understood manuals and colour coded wiring and connections. In addition, the warp propulsion systems rely on two separate power plants, a matter/anti-matter core and a secondary multi-stage fission/fusion core that is also used for sublight propulsion. If their primary power plant suffers damage and is unable to be repaired, warp plasma can be generated from the secondary core and provides enough power to allow the *Q'Maire* class to maintain a speed of Warp 1.6.

The ease of use of these vessels has given the Talarian Republic trade opportunities as there is a demand amongst independent worlds that have only just discovered warp travel to purchase these ready-made vessels, providing them a fleet of vessels that can attempt to defend themselves against raiders and threats from larger interstellar governments. *Q'Maire* class ships have been seen as far afield as in use with merchants of the Ferengi Alliance and even by merchant convoys docking with Deep Space 3.

TRAITS: Talarian Starship

SYSTEMS

COMMS	05	ENGINES	05	STRUCTURE	05
COMPUTERS	05	SENSORS	04	WEAPONS	03

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	03	MEDICINE	01

POWER: 5 **SCALE:** 4
SHIELDS: 7 **RESISTANCE:** 4

CREW: Proficient. (Attribute 9, Discipline 2)

ATTACKS:
- X-Ray Laser Cannon (Energy, Range Close, 3)
- Merculite Rocket (Torpedo, Range Medium, 2) or as Fusion Pumped X-Ray (Energy, Range Medium, 3)
- Tractor Beam (Strength 1)

SPECIAL RULES:
- **Improved Damage Control** (Talent)
- **Rugged Design**

TALARIAN BULK FREIGHTER

Overview: One significant source of interstellar trade with the Talarian Republic is the sale of bulk freighters to anyone with enough dilithium or latinum. The bulk freighter design is based on the Federation's *Antares*-class freighters, the designs of which were sold to the Republic and then heavily modified to be able to be built in the vast, but low-tech shipyards surrounding the Talarian homeworld. Externally the Talarian bulk freighter is very similar to the *Antares*-class, but the differences in systems are apparent to any customs inspector.

Capabilities: At the fore of the vessel, command and control systems differ little from its parent class, but replicator systems for food, goods, and waste recycling have been replaced with equipment that is more conventional. This includes a small greenhouse, refrigeration areas, large water tanks that double as radiation shielding, and chemical waste treatment. The warp core is also located at the fore of the vessel and consists of six low power matter/anti-matter reactors linked in series, the use of how many depends on the vessel's mass with cargo.

The middle section is a variable number of attachable cargo sections. This is quite different from the *Antares* class as the rear sublight drive section of the Talarian bulk freighter is an independent module that does not need to be attached to the fore of the vessel, meaning that the bulk freighter can have no dedicated cargo pods, or as many as ten cargo pods. Each cargo pod has warp coil repeaters and dedicated fission reactors, allowing the internal warp coils in the forward section to maintain a sufficient enough subspace field over the length of the vessel to achieve warp speeds. The velocities achievable by the Talarian bulk freighter are much lower than its Federation counterpart, with warp cruising velocities of 3 to 5.5, depending on cargo mass, and sublight speeds typically limited to 0.01c due to the low power of the radiation shielding present.

Another feature of the Talarian design is the inclusion of two Merculite missile launchers. While not enough to destroy more advanced starships, these missiles are more than a match for criminals using planetary shuttles to prey upon unlucky merchants. The versatility of these vessels has allowed them to spread across the Alpha Quadrant, and even to be seen in use by some members of the Orion Syndicate.

TRAITS: Talarian Starship

SYSTEMS

COMMS	05	ENGINES	03	STRUCTURE	4*
COMPUTERS	03	SENSORS	02	WEAPONS	02

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	01

POWER: 3 **SCALE:** 2**
SHIELDS: 5* **RESISTANCE:** 2**

CREW: Basic (Attribute 8, Discipline 1)

*Add 1 for every two cargo pods attached, round down
**Add 1 for every three cargo pods attached, round down

ATTACKS:

- Merculite Rocket (Torpedo, Range Medium, 2▲) or as Fusion Pumped X-Ray (Energy, Range Medium, 3▲)
- Tractor Beam (Strength 1)

SPECIAL RULES:

- **Rugged Design** (Talent)

PERSONAL LOG

SECURITY OFFICER LENA HADDAR, *U.S.S. ARIES*

Yes! Finally, after months of searching I found that Talarian text I was looking for. It's indisputable the Talarian warship was definitely designed by the famed Talarian suffragette Nenil Bellian. How amazing is that? The pride and joy of most Talarian fleets designed by a woman? Her claims were true! I mean her designs revolutionized the way we look at merculite rockets. She was a visionary!

Bellian's husband, originally credited with the ship's designs, kept detailed logs of all his designs except the warship. It took all my credits, and being ripped off by three Ferengi merchants, but I now have the deleted data files. Reading through them…it's kinda sad; I think he really regretted that he couldn't credit his wife with her work. Can you imagine what that would have done for Talarian women? Maybe the Talarians would even be part of the Federation by now.

I can't wait to send this to Starfleet Command for verification (and maybe a few Talarian journalists, cause, you know…)

End personal log.

STARSHIPS OF THE ALPHA QUADRANT

THOLIAN STARSHIPS

SPINNER

Overview: Small, agile, and easily grown, the Tholian Assembly relies on the *Spinner*-class corvettes to patrol the frontiers of their territories and to escort their trade delegations through territories not under their control. The small vessels were typically manned by five to ten crew members during the 23rd century, but by the 24th, advances in nanoscale weaving of high temperature superconductors into the crystal structure of their computers allowed for more automation and the reduction of the crew to only an average of three.

Capabilities: The *Spinner* class is approximately the same size as a Federation *Danube*-class runabout and is even more agile. The dense atmosphere and high gravity environment needed by Tholians allows for their structural integrity fields to require less power to provide a safe environment for the vessel's crew while under extreme manoeuvring. This agility comes from three paired systems found at the far aft of the class's structural spars, a powerful graviton generator laced with Tholian silk for extra durability, and a high energy density impulse drive utilizing helium fusion rather than the typical hydrogen fusion process used by other interstellar civilizations. The warp drive uses a trilateral coil layout that allows for rapid warp velocity changes at the expense of the class's ability to quickly change course. Space for weapon systems is greater than what is typically seen on starships of the *Spinner* class's size as shielding for waste heat and radiation from the propulsion systems is not present – the heat and radiation only help improve the environment for the vessel's crew. The forward tip of the vessel has a plasma weapon that can either be fired as small rapidly fired bolts or as stronger torpedo-like blasts held together by a highly charged magnetic field. The class is also known for its aft mounted 'spinneret'. When two or more *Spinner*-class vessels engage these systems together, the starships are able to 'weave' a dense network of graviton energy filaments acting much like a tractor beam. If an object was completely surrounded by these filaments, the graviton beams could set up a subspace harmonic that would drain energy sources inside the web by dumping the energy into subspace, trapping unsuspecting ships and even rendering weapons fire from inside to dissipate harmlessly. Patrols of *Spinner*-class vessels use this web often when capturing vessels they have not invited into their territory, and if the Assembly is feeling as though they don't wish to make an example of the vessel, dragging the unfortunate ship back to the border before letting their trapped victims go. *Spinner*-class vessels, have been in service to the Assembly since at least the mid-23rd century, with some reports suggesting they were first in service into the 20th century, and continue to be used even into the late 24th century.

- **TRAITS:** Tholian Small Craft, Non-Class M Life-support

SYSTEMS

COMMS	05	ENGINES	08	STRUCTURE	05
COMPUTERS	05	SENSORS	07	WEAPONS	05

DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	01

POWER: 4 **SCALE:** 2
SHIELDS: 3 **RESISTANCE:** 2

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:
- Disruptor Banks (Energy, Range Medium, 5▲, Vicious 1)
- Plasma Torpedo (Torpedo, Range Long, 5▲, Persistent 2)
- Tractor Beam (Strength 1)

SPECIAL RULES:
- **Web Spinner:** As long as two ships that have the Web Spinner Talent are active and at Close range, they can use this special ability. While this Talent is being used, the Tholian vessels are unable to make normal weapons attacks. An **Engines + Conn** Task with a Difficulty of 1 is attempted (based on the lowest stats of the ships involved); for every success the ship that is being ensnared in the web loses 1 Power. All weapons fire at

targets outside of the web (including the ships making it) have their Difficulty increased by 1. No weapons fire from inside the web is possible if a ship is brought to 1 Power or less.

WEAVER

Overview: The *Weaver* class is one of the larger class of vessels in service with the Tholian Assembly. The ship itself is on the same scale as the older *Ambassador*-class cruisers of Starfleet, and designed for both defence and exploration. Grown in the same manner as all Tholian vessels through crystallization of hull segments from dissolved materials in a superhot fluid, the *Weaver* class resembles a long six-sided crystal structure with three smaller tetrahedral crystals spaced around its midsection at 120 degree angles.

Capabilities: The *Weaver* class is a strange sight; with its semi-transparent sections revealing the dull red glow of liquid rock and metal contrasted with mirror-like sections of hull that are opaque to all but the most powerful sensor beams. This class of vessel is primarily used by the Assembly for exploration duties, and since it finds itself far from worlds that can harbour Tholian life, the ship is designed to be both incredibly self-sufficient but also reliable. The class's outer surface is constructed of layered duranium, Tholian silk, and other common hull materials, closely sandwiched together to generate a material similar to Starfleet's ablative armor, but far more efficient. Heavy shielding increases the defence capabilities of the vessel, with six separate crystalline deflector arrays the can overlap their fields. These defensive systems come at a cost of overall ship's mass, and the large multistage helium fusion impulse drives at the aft of the vessel are underpowered compared to Starfleet vessels of similar displacement. The three warp nacelle/weapons arrays at equidistant points around the exterior of the vessel are able to extend on thin pylons to either allow for greater arcs of fire for the plasma arrays or to allow adjustment of the subspace field generated by the vessel's warp coils while powered in order to better stabilize the vessel's trajectory in turbulent space-time. The greater power output of the *Weaver* class allows the graviton energy filament technology of the Tholians to be used in a different way. Dozens of separate emitters on the exterior hull are able to generate standing graviton waves that can be made semi-permanent by anchoring the end at the emitter with a subspace vacuole. This allows the *Weaver* class to generate dozens of 'mooring' beams, tying Tholian shuttlecraft, cargo modules, or even small asteroids to the vessel until the vacuole is collapsed and the graviton wave dissipates. This often gives the *Weaver* class the appearance of a crystalline spider sitting at the center of a flickering web of gravitational energy that drags along needed components and support craft.

TRAITS: Tholian Starship, Non Class-M Life-support

PERSONAL LOG

SUBCOMMANDER T'POL, FEBRUARY 20, 2152

I must admit, *Enterprise's* recent encounter with the Tholians has left me shaken. Although Captain Archer and Commander Tucker are capable, intelligent individuals, I nonetheless find their tendency to invent outlandish explanations to unknown events to be troubling. Specifically, the insistence that "time travel" was somehow connected to why the Tholians wished to obtain the mysterious craft which *Enterprise* briefly harbored.

Unlike my Starfleet colleagues, I have come to understand that the motivations of the Tholians are as inscrutable as they are deliberate. Only through patience and by gathering more evidence will their aims be made clear to both Starfleet and the High Command. The mistake Humans make so often involves grafting Human desires and motivations onto species with which they share nothing in common.

Captain Archer and the rest of Starfleet would be wise to remember that though the Vulcans share much in common with the history of Humanity, most other species in the Galaxy are nothing like them.

SYSTEMS

COMMS	06	ENGINES	06	STRUCTURE	11
COMPUTERS	08	SENSORS	09	WEAPONS	10

DEPARTMENTS

COMMAND	03	SECURITY	02	SCIENCE	02
CONN	01	ENGINEERING	03	MEDICINE	02

POWER: 6 **SCALE:** 5
SHIELDS: 13 **RESISTANCE:** 7

CREW: Talented (Attribute 10, Discipline 3)

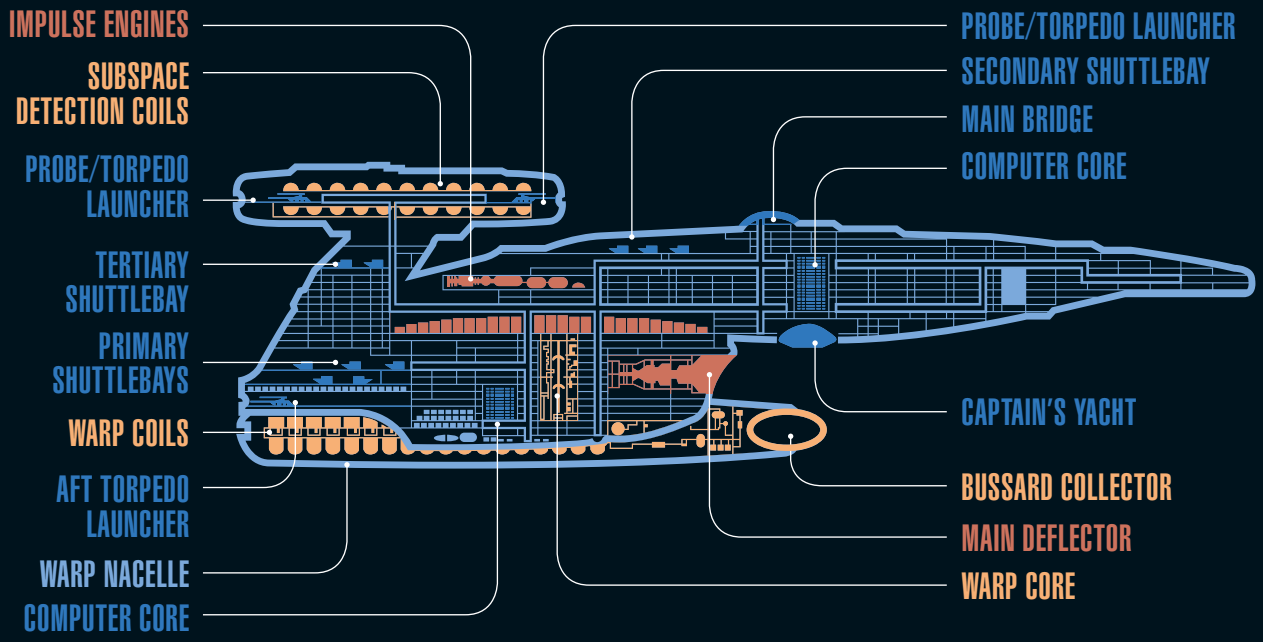
ATTACKS:
- Disruptor Banks (Energy, Range Medium, 8▲, Vicious 1)
- Plasma Torpedo (Torpedo, Range Long, 5▲, Persistent 2)
- Tractor Beam (Strength 1)

SPECIAL RULES:
- **Ablative Armor** (Talent)
- **Improved Damage Control** (Talent)
- **Standing Graviton Field:** This ship can produce as many Tractor Beams as it wishes, but they are each Strength 1.

NEBULA-CLASS STARSHIP

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13402775	239200	274629	25005	529390

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3006

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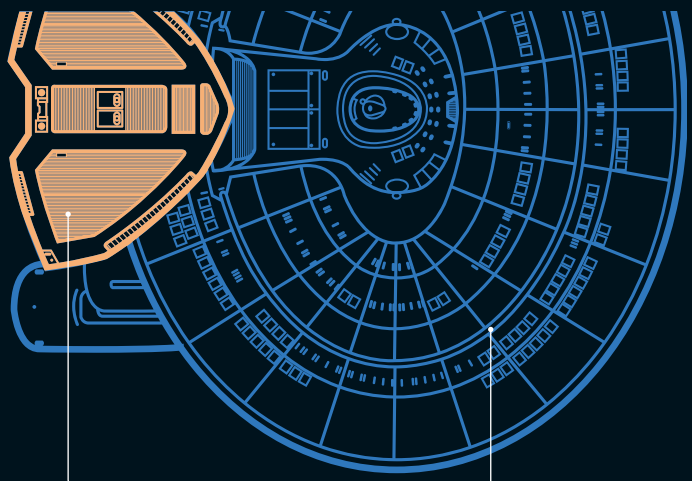
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5932	22941	34827	
18393	5600	2949	
492	3923	392	
6901	285	11048	
3403	21048		

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OPERATIONAL OVERVIEW

43-1783

41-5933

36-3094

3822-5592	3043	593660	29-393025	6823	52226	395922	1194	32-19492295	582 2944550	28430-932	129450	4482294
2032-6022	502225	284950	20-502354	59	693220	5922	5911	49-58222955	283 2945992	13842-492	729455	1391454
6799-5922	6693	129302	63-582440	2044	5303	602255	3284	48-22955042	592 2159516	34-59222-582	229477	5822250
1043-2955	50245	194435	24-582255	59225	120429	582004	2244	97-13834550	229 4385501	492-13935-522	679300	1174910
8294-5839	194033	293945	22-690043	14995	58393	2442	5858	45-28593383	458 2294490	572-48250-355	238491	3434819

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CHAPTER 05.00

ENCOUNTERS AND ADVERSARIES

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CHAPTER 05.10

ENCOUNTERS AND ADVERSARIES

THE DEMILITARIZED ZONE

"STARSHIPS CHASE US THROUGH THE BADLANDS AND OUR SUPPORTERS ARE HARASSED AND RIDICULED. WHY? BECAUSE WE'VE LEFT THE FEDERATION, AND THAT'S THE ONE THING YOU CAN'T ACCEPT. NOBODY LEAVES PARADISE."

— MICHAEL EDDINGTON

DESCRIPTION

The Demilitarized Zone represents an area of space in the Bajor Sector that forms a border between the Cardassian Union and the United Federation of Planets. It was formalized as part of the Federation-Cardassian Treaty of 2370 that officially ended hostilities after the armistice of 2367. The Demilitarized Zone accounts for an area of 'neutral' space in which neither side can post or deploy military assets – including starships. The treaty also transferred several colonies from both sides to the other, causing controversy within the Federation – enough for a renegade faction called the Maquis to establish terrorist operations in and around the sector.

Both Cardassian and Federation colonists were given the option of resettlement, though many felt abandoned by their respective governments and didn't want to leave their lives on what many called their home planet. With rising tensions between the Cardassians and Klingons suggesting impending war, many colonies loyal to the Maquis have armed themselves to repel any invading forces, and in response to Cardassian operations to countermand Maquis insurgency within their space. Meanwhile Starfleet has attempted to contain and control the Federation border, with customs checks and security buoys in an attempt to intercept any Maquis smugglers or operatives.

Federation Intelligence predicts that should the Maquis continue to generate support, supplies, and followers at a similar rate to what they have enjoyed in recent months, they may well be in a position to declare themselves a sovereign nation within 2 to 4 years, barring any interference from external governments or catastrophic instability from within their own ranks.

ENCOUNTER SEEDS

MERCHANTS OR MARAUDERS?

The Player Characters and their ship are tasked with investigating Cardassian complaints about Maquis smugglers delivering defensive grids and personal weaponry to various planets and outposts within the Demilitarized Zone. Their orders are to investigate any possible smuggling activity and apprehend any known Maquis or other personnel involved in such illegal activities.

The seed could play out in a few different ways. Investigation may reveal that there is a loosely-organized network of independent merchants delivering food and non-military supplies to Federation colonies and planets, either within the DMZ or along the border, and that a very small percentage of those merchants are engaged in illicit activity. Or, perhaps they're all legitimate operators, and the Cardassian reports are fabrications designed to curtail any shipments from arriving at those colonies and planets.

Alternatively, the Player Characters could stumble into an organized Maquis smuggling operation designed to arm and supply operative cells on a variety of DMZ and border outposts, arming up for potential operations in the area. Such a plot may be entangled with other issues, such as a Ferengi gun-runner looking to arm both sides for the most profit, an Orion overseer looking to destabilize both the Federation and Cardassians in this area of space, or perhaps even an Obsidian Order or *Tal Shiar* plot to sow distrust and confusion into a population already stressed by recent and current events.

LOYALTIES TESTED

One or more Player Characters are contacted through back channels – they have a family member or a dear friend in Starfleet who lives on a colony world near the Demilitarized Zone. The message is urgent and strongly suggests the



colony is at imminent risk of attack from Cardassian forces, though the message does not indicate how that intelligence was obtained. Should the message be accurate and authentic, it would suggest that the Cardassians are preparing a preemptive attack along the border, and that is a battle the Federation is desperate to avoid fighting.

Upon investigation, the plot could go one of a few different ways. The message could be a fabrication created by the Obsidian Order (or perhaps the *Tal Shiar* or the intelligence arm of another government) to sow dissent and confusion along the border. The message could truly be from a Player Character's ally, but built off erroneous information or rumors planted by an adversary. Perhaps the friend or family member has thrown in with the Maquis, feeling that fighting is better than hiding, and is reaching out to the Player Characters for assistance.

Whatever the case, the Players investigating the message may come to discover the hard life Federation citizens along the border are forced to live now, that there is a constant threat of Cardassian invasion hanging over their head. This may provide an opportunity for clever and ruthless Gamemasters to test the Player Characters on their convictions toward Starfleet, and to weigh their loyalty to the Federation versus their loyalty for their friends or loved ones.

ASYLUM

The Player Characters intercept an independent blockade runner carrying correspondence from a Cardassian colony within the Demilitarized Zone. The captain and crew of the small vessel plead ignorance about the missives, and the Players are left to investigate the origin and contents of the correspondence.

Studying the materials reveals that the colony leaders desire to request formal asylum from the Federation, and that nearly two hundred colonists have signed the petition, asking for Federation help to relocate to another planet far from the border. However, there are markers within the messages that throw the authenticity of the messages into doubt.

Are the letters legitimate? Were they prepared by the Cardassians in a ploy to entice the Federation into breaking the treaty? Did the Maquis prepare the documents hoping the Federation would send a starship into the DMZ that they could then capitalize on as a distraction? Is there another government at work here, trying to throw additional dissent into the already-unstable border relations between the Cardassians and Federation? Or is the message genuine, and a colony of innocent Cardassians are simply reaching out someone, anyone, who might hear their plea and provide assistance when their own government has turned deaf ears upon them?

CARDASSIAN COLONIST [MINOR NPC]

Cardassian colonists can be found on many planets inside the DMZ or along the border. For the most part, they are simple folk living their lives on their respective planets or colonies, working whatever jobs they are called to perform and raising families as best they can. They will, when forced, attempt to defend their homes when Maquis pirates invade, though they rarely have any formalized military training and have limited access to weaponry.

TRAITS: Cardassian

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	07
DARING	07	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	00	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	00

STRESS: 8 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 1▲ Knockdown, Size 1H, Non-lethal)
- Knife (Melee, 1▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Bludgeon (Melee, 2▲ Knockdown, Size 1H)
- Disruptor Pistol (Ranged, 3▲ Vicious 1, Size 1H)

FEDERATION COLONIST [MINOR NPC]

Federation colonists can be found on many planets inside the DMZ or along the border, and may be members of most any Federation member world or protectorate. For the most part, they are simple folk living their lives on their respective planets or colonies, working whatever jobs they are called to perform and raising families as best they can. They will, when forced, attempt to defend their homes when Cardassian forces attack or when Maquis privateers appear, though they rarely have any formalized military training and have limited access to weaponry.

TRAITS: Human

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	07
DARING	09	INSIGHT	08	REASON	08

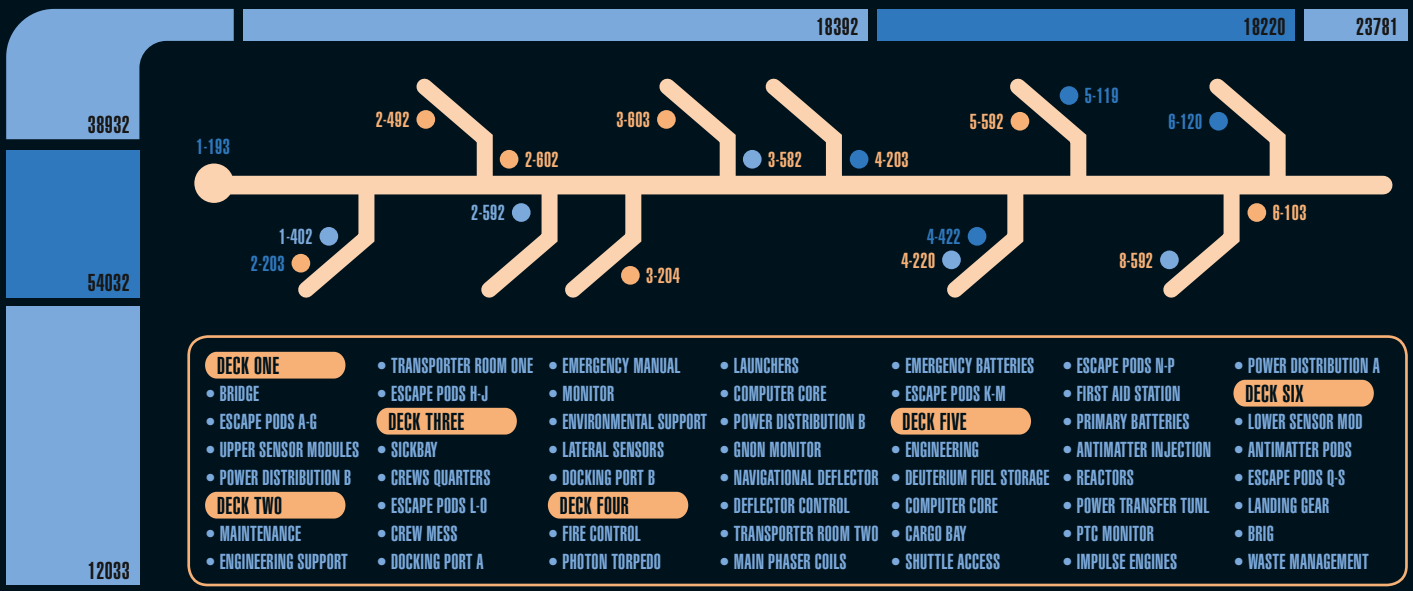
DISCIPLINES

COMMAND	00	SECURITY	01	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	00

STRESS: 8 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Knife (Melee, 2▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Bludgeon (Melee, 3▲ Knockdown, Size 1H)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)



STARFLEET BORDER AGENT [NOTABLE NPC]

Given the increased tensions between the Cardassians and Federation along the Demilitarized Zone, Starfleet Intelligence has placed a number of undercover assets in the DMZ to operate as forward observers and, when necessary, the hidden first line of defense should hostilities arise. Their mandate is to monitor Maquis and Cardassian military operations within the DMZ and along the borders. They are under strict orders to avoid any overt confrontations and to issue regular status reports to Starfleet Intelligence.

TRAITS: Vulcan

VALUES: Silent Vigilance

ATTRIBUTES

CONTROL	11	FITNESS	08	PRESENCE	07
DARING	09	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	01	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	00

FOCUSES: Infiltration, Persuasion, Observation

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Stiletto (Melee, 4▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge, Hidden 1)
- **Escalation** Pulse Grenade (Ranged, 7▲ Area, Size 1H, Charge, Grenade)

SPECIAL RULES:

- **Effective Concealment:** When attempting to remain hidden or unnoticed, the border agent may spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.
- **Wary:** Whenever a border agent attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.

MAQUIS SMUGGLER [NOTABLE NPC]

Desperate times along the Federation-Cardassian border has resulted in a number of dissident Federation citizens and former Starfleet officers to join the rogue Maquis organization and provide their services as smugglers. These individuals pilot small craft along and through the DMZ, in some cases ducking into the hazardous Badlands, to avoid detection. They usually carry food and medical supplies to colonists or fellow Maquis sympathizers, but some intelligence reports indicate that they are also beginning to take on cargoes of illegal contraband, including drugs and weapons.

TRAITS: Betazoid

VALUES: It's Not Illegal if You Don't get Caught

ATTRIBUTES

CONTROL	09	FITNESS	09	PRESENCE	09
DARING	10	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	00
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Black Market Dealings, Negotiation, Small Craft Operations

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Knife (Melee, 3▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Phaser Type-1 (Ranged, 4▲, Size 1H, Charge, Hidden 1)
- Phaser Type-2 (Ranged, 5▲, Size 1H, Charge)

SPECIAL RULES:

- **One With the Ship:** Whenever the Maquis smuggler attempts a Task to pilot their ship, they may reduce the Difficulty by one, to a minimum of zero.
- **Wary:** Whenever a Maquis smuggler attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.

GUL EVEK [NOTABLE NPC]

Gul Evek is a commanding officer within the Cardassian Fourth Order, and the captain of the *Galor*-class warship *Vetar*. He is currently assigned as the overseer in charge of Cardassian affairs within the Demilitarized Zone and along the Federation-Cardassian border. Evek is representative of many guls within the Cardassian military – loyal to his government and dedicated to military service – but also has a strong sense of how to play the political game with his Federation counterparts.

In 2370, Dorvan V, a former Federation colony, was transferred to Cardassian control. Evek's presence and that of his troops alarmed the Federation civilians evacuating the colony. After conversations with Captain Jean-Luc Picard, Evek chose to preserve the peace and withdrew his troops to avoid a renewed war. Later that same year, Evek captured and interrogated William Samuels, a Maquis operative who had destroyed a Cardassian freighter. The information Evek pulled out of Samuels led him to accuse the colony leaders on Volan III of participating in a Starfleet ploy to arm Federation colonists against the Cardassians. A short time later, Evek and his crew were attacked by several Maquis ships but rescued by the *U.S.S. Enterprise.*

Gul Evek remains active along the Federation-Cardassian border in his role as overseer of the DMZ, and strives to find the balance between securing what is rightfully Cardassian property against avoiding an overt confrontation with the Federation. He has already lost two of his three sons to war, and has no desire to lose his third.

TRAITS: Cardassian

VALUES: Loyal Defender of Cardassia

ATTRIBUTES

CONTROL	10	FITNESS	07	PRESENCE	10
DARING	08	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	00

FOCUSES: Cardassian Law, Military Tactics, Politics

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6 Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ambushes and Traps:** Whenever Gul Evek uses the Ready Task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Ruthless and Determined:** Gul Evek may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.



GLINN DAMAR [NOTABLE NPC]

Glinn Damar is a junior officer under the command of Gul Dukat aboard the Cardassian freighter Groumall. He served as Dukat's aide during the Bajoran Occupation, and has willingly followed in Dukat's shadow ever since. Damar considers himself to be something of Dukat's protégé, though it remains unclear if Dukat shares that assessment. Damar is a career soldier in mind and spirit, and, unlike others of his species, has little patience for guile or subterfuge. He prefers conflicts to be straightforward and predictable. He is a nationalist to the core, and is dismissive of most non-Cardassian beings. He is protective of his wife and son, and has developed a reputation as a connoisseur of quality *kanar*.

TRAITS: Cardassian

VALUES: Dukat's Right Hand

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	09
DARING	10	INSIGHT	09	REASON	09

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	00

FOCUSES: Military Tactics, Politics, Starship Operations

STRESS: 12 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 4▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 6▲ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7▲ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ambushes and Traps:** Whenever Glinn Damar uses the Ready Task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Loyal and Disciplined:** Whenever Glinn Damar receives assistance from a superior on a Task, he may re-roll a single d20.

LEGATE PARN [NOTABLE NPC]

Legate Parn was a major power within the Cardassian Central Command and is a key political enemy of Gul Dukat. He played a key role in attempting to frame Dukat for arming Cardassians within the Demilitarized Zone, even though it was the Cardassian Central Command itself arming those individuals. Gul Dukat was cleared of any wrong-doing, though this did not damage Legate Parn's career. When the Detapa Council took control of the Cardassian government, Legate Parn navigated his way into a safe semi-retirement, partly to avoid any repercussions from the newly-appointed chief military advisor to the Council, Gul Dukat, and partly to bide his time until an opportunity arises for the military to wrest control back from the Detapa Council.

TRAITS: Cardassian

VALUES: Crucial Business Demands Immediate Attention

ATTRIBUTES

CONTROL	10	FITNESS	07	PRESENCE	10
DARING	08	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	01

FOCUSES: Cardassian Law, Military Tactics, Politics

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5▲ Vicious 1, Size 1H)

SPECIAL RULES:

- **Ruthless:** Legate Parn may re-roll any d20s in his dice pool when making an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.
- **Supreme Authority:** Whenever a Cardassian currently under Legate Parn's command attempts a Task to resist persuasion or intimidation, Parn may spend 1 Threat to allow that Cardassian to re-roll, even if Parn is not present in the scene himself.

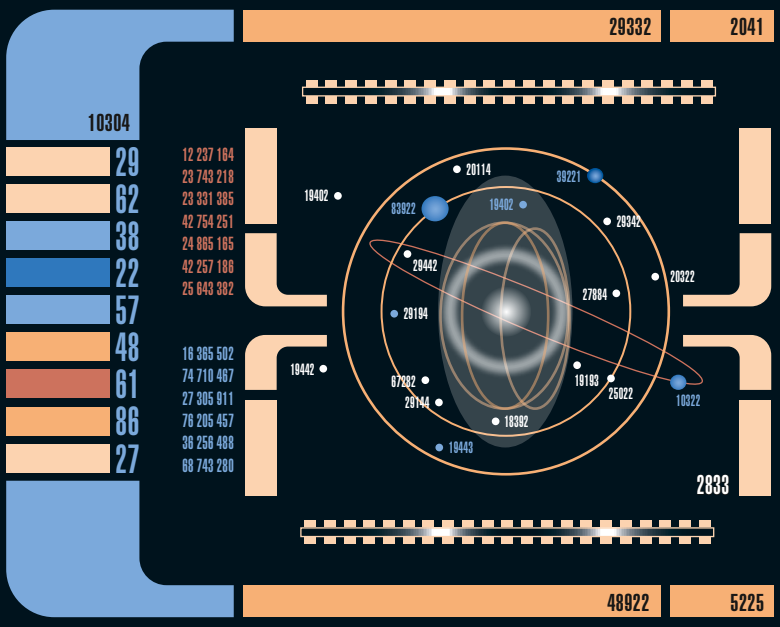
GUL DUKAT [MAJOR NPC]

Possibly the most notorious Cardassian military officer operating along the Federation-Cardassian border is Gul S.G. Dukat. He served for over 20 years as the prefect of Bajor, overseeing the final years of the Cardassian Occupation of that world. While he believes his practices toward the Bajorans were benevolent and compassionate, the reality was that he was responsible for ordering many of the worst atrocities that occurred during the Occupation. In addition, he conducted numerous liaisons with Bajoran 'comfort women' during the Occupation, fathering at least one illegitimate child.

Following the Cardassian withdrawal at the end of the Occupation, Dukat's career ebbed, something that has occurred more than once in his long military career. Prior to his posting as Bajor's prefect, he had attained the rank of legate, but was demoted in time. Following the Occupation, his tenure as prefect of Bajor ended, and the Central Command posted him as the commander of the Second Order and gave him the *Galor*-class warship *Prakesh* to command.

Dukat was active in Federation-Cardassian dealings for several years, until his political enemies accused him of supplying weapons to Cardassian citizens in the Demilitarized Zone. Dukat snuck aboard Deep Space 9 and solicited Captain Benjamin Sisko's help in investigating the matter and clearing his name. In early 2372, Dukat backed the Detapa Council in their bid to take over the Cardassian Union, and was posted as the Council's chief military advisor. His inconsistent star began to rise again, and a few months later he was promoted to legate.

However, his career took yet another downward turn when he encountered the wreck of the transport *Ravinok*, which led him to find and rescue his half-Bajoran daughter Ziyal. He brought her home to Cardassia, knowing the act would likely cause irreparable harm to his career and family life. He was demoted to gul, disowned by his family, and shunted off to command the humble freighter *Groumall*. Now, with his ship and crew, Dukat prowls the border in search of new opportunities to again improve his standing and his prospects.



TRAITS: Cardassian

VALUES:

- A Disciplined Cardassian Mind
- Everything I Have Lost, I Will Regain
- One Man's Villain is Another Man's Hero
- They Don't Know What it Means to be my Enemy

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	12
DARING	11	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	05	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	02

FOCUSES: Bajoran Culture, Debate, Military Tactics, Persuasion, Politics, Willpower

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 6▲ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7▲ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ambushes and Traps:** Whenever Gul Dukat uses the Ready Task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Bold (Command):** Whenever Gul Dukat attempts a Task with Command and buys one or more d20s by adding to Threat, he may re-roll a single d20.
- **Ruthless:** Gul Dukat may re-roll any d20s in his dice pool when making an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.
- **Supreme Authority:** Whenever a Cardassian currently under Gul Dukat's command attempts a Task to resist persuasion or intimidation, Dukat may spend 1 Threat to allow that Cardassian to re-roll, even if Dukat is not present in the scene himself.



CHAPTER 05.20

ENCOUNTERS AND ADVERSARIES
THE BADLANDS

DESCRIPTION

The “Badlands,” as it has been termed, is an area of space along the Federation-Cardassian border rife with spatial anomalies, proving difficult to navigate and explore. Located in Sector 04-70, the Badlands provides a secluded bolt-hole for the Maquis, as it did during the Bajoran Resistance. The plasma storms and other gravitational disturbances provide ships inside the Badlands the ability to hide, thanks to the acute interference to sensor equipment. The area is dangerous, though, with disappearances reported by transports, and anecdotal reports of vessels going missing or ripped apart by the storms.

Despite the dangers inherent in the region, the Maquis make regular use of the Badlands and many of the various asteroids and planetary bodies contained within it. Starfleet has yet to conduct detailed mapping of the Badlands, something challenging to accomplish given the constantly swirling masses of plasma tornadoes and gravitational anomalies, though it seems clear that the Maquis have several key areas of the Badlands mapped out and use that knowledge of the terrain to their best advantage.

THE BADLANDS TRAITS

The Badlands is an area of space with powerful, dangerous phenomena, affecting the sensors of starships that travel through it, as well as outright causing damage to vessels.

GRAVITATIONAL ANOMALIES: Gravitational anomalies interfere with the navigational systems aboard any vessel entering the Badlands, and as such increase the Difficulty to fly or plot a course by 1. A Complication or failure to fly an intended course through the Badlands can result in the ship getting lost inside a plasma storm.

PLASMA STORMS: A plasma storm is a vast current of energized particles in a state of plasma. Gas is ionized to such a degree by a strong electromagnetic field that it becomes substantially more electrically conductive, causing damage to power systems by striking sources of electricity it is attracted to, much like lightning found within a planet's atmosphere. Plasma storms also interfere with Sensors Systems. Any Task to initiate a scan inside a plasma storm increases in Difficulty by 2. If a Complication is rolled while trying to navigate a plasma storm, the Gamemaster may inflict the following attack:

- Plasma Storm (Energy, Close Range, 5 Area, Dampening, Piercing 2, Devastating)

ENCOUNTER SEEDS

HUNTING THE MAQUIS

As the Maquis find more support and their ranks swell with new sympathizers, they grow bolder in their hit-and-run attacks on Cardassian outposts and colonies along the border and within the Demilitarized Zone. Many of their crack pilots use the Badlands to evade capture, knowing that both Starfleet and the Cardassian military are reluctant to risk ships, crews, and civilians in chasing after them.

However, when a Maquis strike force captures an independent merchant vessel delivering supplies to a Cardassian colony, the Players and their vessel are tasked with hunting down those responsible, even if it means risking moving their ship into the Badlands. Further investigation reveals that the merchant vessel was also carrying a pair of Starfleet Intelligence operatives, both of whom are now presumed missing or possibly killed in action. The Players must create a means to search for the Maquis within the

A MAQUIS-THEMED CAMPAIGN

Gamemasters may choose to set an entire ***Star Trek Adventures*** campaign around the Badlands, including the Demilitarized Zone and the Maquis. Many characters introduced in *Star Trek: The Next Generation* and *Star Trek*: *Deep Space Nine* might be usable in guest roles or as recurring characters in such a campaign; some of those characters, such as Ro Laren and Michael Eddington, are presented in this chapter. Other characters that could make for good Maquis agents or sympathizers include Admiral Kennelly, Captain Benjamin Maxwell, and Nicholas Locarno.

A Maquis campaign might begin prior to the Cardassian-Federation treaty that created the Demilitarized Zone, with the Player Characters being involved in one border skirmish or another that ties into the signing of the treaty. Once the DMZ is established, the Player Characters could be assigned to Admiral Nechayev's command and tasked with patrolling the border or the DMZ, and may get caught up in local politics and issues, especially when the Klingon-Cardassian war flares up in 2372 and distracts the Cardassians from Maquis operations.

During the campaign, the Player Characters' loyalties to Starfleet could be tested on a regular basis, and it's even possible that one or more Player Characters may come to sympathize with the Maquis, and may even choose to defect and join the cause. How would such actions affect the other Player Characters, and how might the Player Characters impact the fate of the colonies and colonists within the DMZ and along the border?



Extending the campaign further into 2373 could serve as a dramatic ending point to the campaign. The Cardassian Union joins the Dominion, which effectively turns the DMZ into Cardassian territory. The Jem'Hadar sweep through the DMZ and wipe out any remaining resistance. Any surviving Maquis are forced to retreat from the area and find new lives for themselves, if anyone will lend a hand to them. If they left Starfleet, will the organization have them back? Do they join a mercenary group and fight for whoever has the most latinum? Do they find a quiet planet (if one even exists) somewhere to wait out the war?

Badlands and attempt to determine the fate of the missing Starfleet personnel.

There are some options for how this storyline could play out. The Starfleet Intelligence operatives could be defectors to the Maquis, meaning that they intended to deliver the merchant vessel to the Maquis all along. Or, things could appear to be as they are at face value, and one or both operatives remain alive to be rescued. It's possible one of them, or perhaps another crew member aboard the merchantman is a Changeling in disguise, which could mean that the Dominion is using the tensions along the border to test Federation capabilities and tactics along there.

MISSING TRANSPORT

The Badlands are rife with plasma storms, gravimetric disturbances, tetryonic pulses, and other astronomical phenomena proven to be lethal to humanoids and vessels. As a result, dozens of starships, transports, and other vessels have been reported lost in the area over the past decade and more.

The Players receive a message or a distress signal from one such transport, a Cardassian medical freighter transporting civilians wounded in a recent Maquis ambush. The message and signal break up mid-delivery, and the Players move in to investigate. Upon tracking the signal to the Badlands, the Players have the opportunity to scan the Badlands and begin detailed research into where the transport may have gone.

Initially, it would appear that the transport suffered the fate of so many other ships, and was destroyed by the numerous powerful plasma storms that frequently occur within the Badlands. However, some unusual tetryon readings and polarized magnetic disturbances reveal that a powerful displacement wave pushed through a section of the Badlands. There are records of other forms of displacement waves through Federation history, including temporal displacement waves, so the Players have an opportunity to delve deeper into scientific research to determine if the displacement wave is simply moving things from one area to another, or perhaps from one time to another.

BADLANDS ASTROCARTOGRAPHY

Enough is enough. Starfleet Command has determined that the Maquis present a clear threat to the stability of the Federation border and to Federation-Cardassian relations. Knowing that the Maquis like to use the Badlands as one of their key defensive locations, and knowing that the Maquis possess superior intelligence about the rugged region, the Players and their ship have been assigned to the Badlands and tasked with mapping the region as best as possible.

If their ship is not already equipped with High Resolution Sensors, they are installed prior to this mission. The Gamemaster may decide to make this a temporary addition, or may choose to keep them on the ship for the next several missions within the campaign. Along with the improved sensors package comes the Starfleet engineer who designed them, an impatient female Zakdorn, Lieutenant Commander Jana Cocaduno. Cocaduno is protective of her sensor suite and will butt heads with the ship's chief engineer and other crew, and generally be a nuisance through the course of the mission.

The Gamemaster may choose to keep Cocaduno as a simple foil for the Players to deal with during the mission, or she could prove to be something more than she seems – perhaps she is a Maquis sympathizer working to create even better astronomical charts for the Maquis or perhaps even looking to sabotage the ship and destroy it. As another option, the Maquis may have been tipped off to the Players' mission and plan to attack the ship in order to obtain the new sensor package and/or Cocaduno as well.

MAQUIS SYMPATHIZER [MINOR NPC]

As tensions rise along the Federation border and reports of Cardassian atrocities (accurate or otherwise) reach Federation worlds, more and more Federation citizens and Starfleet personnel either directly defect to join the cause, or more frequently, sympathize with their situation and offer support. That support can take various forms, from latinum, supplies, food, weapons, and intelligence. The sympathizer isn't prepared to join the cause directly, due to any number of reasons, but will risk much to support the Maquis.

TRAITS: Bolian

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	09
DARING	09	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	00	SECURITY	01	SCIENCE	01
CONN	00	ENGINEERING	02	MEDICINE	02

STRESS: 8 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Knife (Melee, 2▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Bludgeon (Melee, 3▲ Knockdown, Size 1H)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)

MAQUIS GUERILLA [NOTABLE NPC]

Maquis guerillas are among the better-trained fighters within the cause, and often are former Starfleet personnel, usually from the command and security departments. They are skilled in small group combat maneuvers, hit-and-run tactics, ambushes, infiltration, and subterfuge. They may not have the resources available to Starfleet and Cardassian military personnel such as advanced sensor systems or heavy weaponry, but they do possess the knowledge gleaned from years in the service and the will to defend their homes against perceived threats.

TRAITS: Caitian

VALUES: Safety of the Family First

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	07
DARING	11	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	00
CONN	02	ENGINEERING	01	MEDICINE	01

FOCUSES: Guerilla Tactics, Improvised Explosives, Interrogation

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Knife (Melee, 4▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge, Hidden 1)
- Phaser Type-2 (Ranged, 6▲, Size 1H, Charge)

SPECIAL RULES:

- **Ambush:** When attacking an opponent who is unaware, the Maquis guerilla may spend 2 Threat to allow the guerilla and all Maquis under their command to re-roll any number of d20s on their attack rolls.
- **Wary:** Whenever a Maquis guerilla attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.

MAQUIS PILOT [NOTABLE NPC]

Maquis pilots are a mixed bunch of hotshot pilots, many of which are Starfleet defectors or pilots who either washed out of the Academy or learned their trade plying the trading space lanes. Some may be 'boomers' – born to a life in the stars – or may just be natural talents at the helm. They are as talented as most Starfleet and Cardassian pilots and make best use of their fighters to strike fast and then bolt for the relative safety of the Badlands.

TRAITS: Grazerite

VALUES: I Feel the Need for Speed

ATTRIBUTES

CONTROL	10	FITNESS	09	PRESENCE	08
DARING	10	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	00
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Combat Maneuvers, Small Craft, Starship Systems

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Knife (Melee, 3▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Phaser Type-1 (Ranged, 4▲, Size 1H, Charge, Hidden 1)

SPECIAL RULES:

- **One With the Ship:** Whenever the Maquis pilot attempts a Task to pilot their ship, they may reduce the Difficulty by one, to a minimum of zero.
- **Wary:** Whenever a Maquis pilot attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.

MAQUIS SABOTEUR [NOTABLE NPC]

Maquis saboteurs are usually former Starfleet officers, though some hail from the ranks of the Merchant Marines, mercenary organizations, and independent operators. Whatever their background, they have been drawn into the Maquis cause and contribute their considerable talents toward sowing as much confusion via strategic destruction as possible. There are no shortage of rich targets within the Demilitarized Zone and along the border, and the saboteurs are among the best-equipped to cripple or destroy those targets.

TRAITS: Efrosian

VALUES: Deny by Demolition

ATTRIBUTES

CONTROL	11	FITNESS	08	PRESENCE	07
DARING	09	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	01	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	00

FOCUSES: Explosives, Infiltration, Security Systems

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 4▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge, Hidden 1)
- **Escalation** Pulse Grenade (Ranged, 7▲ Area, Size 1H, Charge, Grenade)

SPECIAL RULES:

- **Hidden Weakness:** When sabotaging the systems of an enemy, the Maquis saboteur may spend 2 Threat to re-roll any number of d20s on their Security roll.
- **Wary:** Whenever a Maquis saboteur attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.

REBECCA SULLIVAN [NOTABLE NPC]

Rebecca Sullivan is representative of many Federation citizens who joined the Maquis cause in the early 2370s. She brought her scientific and medical background to the organization and quickly found herself with plenty of work, assisting the wounded from various raids and Cardassian attacks, and contributing to various research projects designed to aid the Maquis and harm the Cardassians. During her time with the Maquis she met one of the organization's key leaders, Michael Eddington, and the sparks between them blossomed into a true romance.

TRAITS: Human

VALUES: If We Go, We Go Together

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	08
DARING	10	INSIGHT	10	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	02
CONN	01	ENGINEERING	00	MEDICINE	01

FOCUSES: Persuasion, Phaser Weapons, Subterfuge

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge, Hidden 1)
- Phaser Type-2 (Ranged, 6▲, Size 1H, Charge)

SPECIAL RULES:

- **Bold (Command):** Whenever Rebecca Sullivan attempts a Task with Command, and she buys one or more d20s by adding to Threat, she may re-roll a single d20.
- **Wary:** Whenever Rebecca Sullivan attempts a Task to notice or detect an enemy or hazard, she may re-roll one d20.

RO LAREN [MAJOR NPC]

Ro Laren is a survivor of the Cardassian Occupation of Bajor and a former Starfleet officer. She spent much of her early childhood in refugee camps, but eventually moved out of them and into better circumstances, eventually securing an endorsement for application to Starfleet Academy, which she graduated from in 2362. While assigned to the *U.S.S. Wellington*, during a failed away team mission at Garon II she disobeyed orders, which resulted in the deaths of eight officers. She was court-martialed and demoted to ensign, and briefly imprisoned in the stockade on Jaros II.

She was pulled out of imprisonment by Admiral Kennelly in exchange for completing a mission designed to encourage a Bajoran terrorist named Orta to stop attacking Federation holdings. During the mission, she encountered Captain Jean-Luc Picard, who saw potential in Ro and encouraged her to do the right thing. Ro stayed aboard Picard's *Enterprise-D* for nearly two years, and attended Advanced Tactical Training.

Ro was ordered to infiltrate the Maquis in 2370, and during the mission, had her loyalties tested and realized that she felt she belonged within the Resistance. She left Starfleet and joined the Maquis, realizing that she had betrayed Picard's faith in her by doing so. Despite that, she feels she truly belongs with the Maquis, and, for the past two years, has contributed her considerable knowledge and experience to the cause.

TRAITS: Bajoran

VALUES:

- I Will Never be Defeated
- Rarely Refuses an Interesting Challenge
- Will Aid Bajorans at Any Cost
- With the Maquis is Where I Belong

ATTRIBUTES

CONTROL	10	FITNESS	11	PRESENCE	10
DARING	11	INSIGHT	08	REASON	09

DISCIPLINES

COMMAND	03	SECURITY	04	SCIENCE	02
CONN	03	ENGINEERING	03	MEDICINE	01

FOCUSES: Politics, Power Systems, Starfleet Regulations, Starship Operations, Subterfuge, Guerilla Tactics

STRESS: 15 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 5⮝ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 6⮝, Size 1H, Charge, Hidden 1)
- Phaser Type-2 (Ranged, 7⮝, Size 1H, Charge)

SPECIAL RULES:

- **Ambushes and Traps:** Whenever Ro Laren uses the Ready Task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Bold (Security):** Whenever Ro Laren attempts a Task with Security, and she buys one or more d20s by adding to Threat, she may re-roll a single d20.
- **Dauntless:** Whenever Ro Laren attempts a Task to resist being intimidated or threatened, she may add a bonus d20 to her dice pool
- **Tough:** Whenever Ro Laren Avoids an Injury, the cost is reduced by 1, to a minimum of 1.

INTERCEPTED MESSAGE

From: Ro Laren
To: Chakotay

I'm not sure I'd trust that Vulcan, Chakotay. I know this might seem odd coming from me, but even Starfleet officers with a grudge against Starfleet might still feel some kind of loyalty to their former commanding officers. And, if I've done my homework right, Tuvok has been in Starfleet since before either of us were born.

Why did he leave the service this time? Ironically, as someone who has recently joined the Maquis, I can tell you, our security measures and screening processes for recruitment just aren't working. Don't mistake my opposition to this new ally as some kind of affront to your authority. I respect you, but, frankly, I think you're being overly optimistic on this one.

Fighting the Cardassians is one thing. They're evil. But fighting Starfleet means we're fighting people who know us better than we know ourselves. Don't forget: Starfleet is capable of espionage. I'm living proof of that. We need to be more careful or everything we've built will turn to dust.

CALVIN HUDSON [MAJOR NPC]

Calvin Hudson is a key leader within the Maquis and a former Starfleet lieutenant commander. He served many years in Starfleet with distinction, much of which involved the Cardassians to one degree or another, and was eventually appointed as the first Starfleet attaché assigned to the Demilitarized Zone. During his time at that posting, he came to sympathize with the Maquis and used his rank and position within Starfleet to obtain supplies and intelligence for the cause.

Hudson reached out to his longtime friend, Commander Benjamin Sisko, for assistance, but Sisko uncovered Hudson's double life and forced his hand. Hudson left his Starfleet career behind and escaped from Sisko's attempt to capture him. Hudson remains active within the Maquis and along the border and within the Demilitarized Zone, working closely with other members such as Michael Eddington.

TRAITS: Human

VALUES:

- A Treaty is Just a Piece of Paper
- I'm Beginning a New Life
- We're in a War and I Intend to Win It
- We Will Take Care of Ourselves

ATTRIBUTES

CONTROL	12	FITNESS	09	PRESENCE	10
DARING	11	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	04	SECURITY	04	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	02

FOCUSES: Cardassian Tactics, Ground Tactics, Infiltration, Phaser Weapons, Politics, Subterfuge

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 6, Size 1H, Charge, Hidden 1)
- Phaser Type-2 (Ranged, 7, Size 1H, Charge)

TACTICAL BRIEFING

BENJAMIN MAXWELL

Transcript

Many of you are likely aware of former Captain Maxwell's history, but here is a brief summary for those who are not.

During the Federation-Cardassian war, Maxwell commanded the *U.S.S. Rutledge*. His best-known mission was the rescue operation after the Setlik III massacre. Though the *Rutledge* was too late to save most of the colonists – including the captain's family – it did repel the Cardassians and rescue civilians who otherwise would have died. Maxwell received two awards for his actions during the war, and the Setlik III massacre provided an impetus to action that arguably changed the course of the war.

Much more recently, while commanding the *Phoenix*, Maxwell uncovered evidence that the Cardassians were re-arming their ships and facilities near the Federation border. Unsatisfied with his superiors' unwillingness to act upon (or perhaps believe) his claims, Maxwell went rogue and took action on his own. The *Phoenix* destroyed a Cardassian outpost and several ships before being intercepted and reined back in by Starfleet. Maxwell was taken into custody, his respectable career at an end.

Considering these factors, I propose we locate where the Federation is holding Captain Maxwell and stage an extraction. I feel certain he will support our cause and become a valuable asset to the Maquis.

– Sakonna, Maquis Cell Leader

SPECIAL RULES:

- **Ambushes and Traps:** Whenever Calvin Hudson uses the Ready Task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Menacing:** Whenever Calvin Hudson enters a scene, immediately add one point to the Threat pool.
- **Ruthless and Determined:** Calvin Hudson may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.
- **Wary:** Whenever Calvin Hudson attempts a Task to notice or detect an enemy or hazard, he may re-roll one d20.

MICHAEL EDDINGTON [MAJOR NPC]

Michael Eddington served many years in Starfleet as a security officer, earning the rank of lieutenant commander, and was eventually posted to Deep Space 9 as the chief of Starfleet security personnel aboard the station. He served on the station for over a year, time in which he interacted closely with Captain Benjamin Sisko and the rest of the crew. During his time on the station, he served with distinction, even as he grew dissatisfied with Federation policies. He eventually became sympathetic to the Maquis, and secretly joined their organization.

In 2372, he used his position and authority aboard the station to secure a cargo of industrial replicators for the Maquis and escaped the station, much to the chagrin of Captain Sisko and the other crew aboard the station, who had come to know and respect Eddington. Eddington quickly became a key leader within the Maquis and put his considerable security training and experience to use for the cause. While serving with the Maquis he met Rebecca Sullivan, and the two pursued a relationship despite the constant threats posed to themselves and their organization.

TRAITS: Human

VALUES:

- I Can Always Do More for My People
- Left Starfleet For a Higher Cause
- Rebecca, My Love
- Valjean, Hero of the People

ATTRIBUTES

CONTROL	10	FITNESS	10	PRESENCE	10
DARING	11	INSIGHT	10	REASON	08

DISCIPLINES

COMMAND	03	SECURITY	05	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	01

FOCUSES: Astrophysics, Diplomacy, Hand Phasers, Politics, Security Systems, Subterfuge

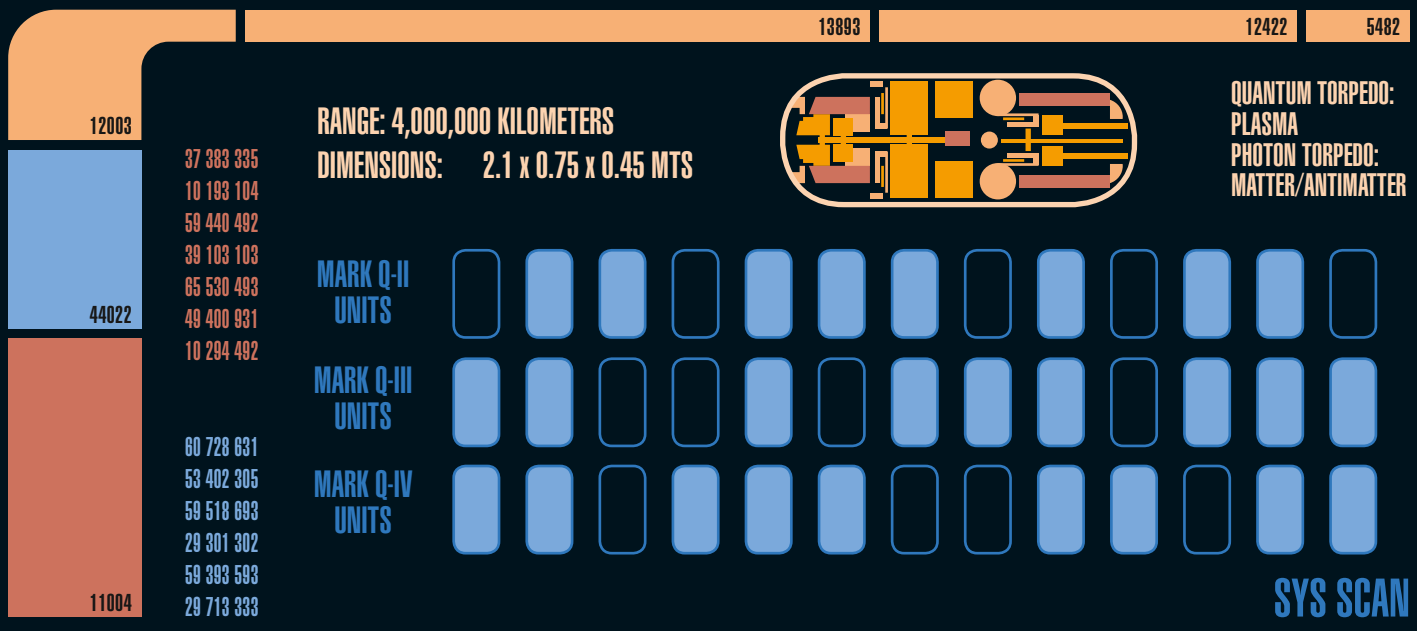
STRESS: 15 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 6 Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 7, Size 1H, Charge, Hidden 1)
- Phaser Type-2 (Ranged, 8, Size 1H, Charge)

SPECIAL RULES:

- **Ambush:** When attacking an opponent who is unaware, Eddington may spend 2 Threat to allow Eddington and all Maquis under his command to re-roll any number of d20s on their attack rolls.
- **Bold (Command):** Whenever Eddington attempts a Task with Command, and he buys one or more d20s by adding to Threat, he may re-roll a single d20.
- **Ruthless and Determined:** Eddington may spend two Threat (rather than the normal three) to gain the effects of a point of Determination.
- **Wary:** Whenever Eddington attempts a Task to notice or detect an enemy or hazard, he may re-roll one d20.



THOMAS RIKER [MAJOR NPC]

Tom Riker was discovered on the planet Nervala IV in 2369, when the *U.S.S. Enterprise*-D visited the planet to recover research materials that had been left behind on the planet with then-Lieutenant William Riker and members of his crew had to evacuate the planet. The transporter beam that returned William Riker to the *U.S.S. Potemkin* reflected an identical copy of himself back onto the planet's surface – this resulted in a perfect copy of Riker being created.

The perfect copy interacted with Commander Riker and the rest of the crew of the *Enterprise*-D after being rescued from the surface of Nervala IV, and chose to remain in Starfleet under the name Thomas Riker. The transition back into Starfleet was difficult for Thomas, who quickly grew dissatisfied with Starfleet life and found himself sympathizing with the plight of Federation colonists along the Cardassian-Federation border. He secretly joined the Maquis and used his position within Starfleet to help the cause where he could.

His boldest move was to disguise himself as Commander William Riker, knowing that medical scanners would be unable to distinguish him from Commander Riker. He made his way to space station Deep Space 9 and maneuvered himself into stealing the *U.S.S. Defiant*, intending to use the ship to confirm reports of a Cardassian build-up of warships in the Orias system. During the mission, Tom Riker's attempt was successful, though he was forced to turn himself over to the Cardassians in exchange for the safe release of his ship and crew. The *Defiant* was returned to DS9, and Tom Riker was placed into Cardassian custody, his fate after 2371 unknown.

TRAITS: Human, Transporter Clone

VALUES:
- I'll Try My Luck Again
- I'm Not Going to Let Anything Stop Me from Getting What I Want
- Things Don't Always Turn Out Quite the Way You Expect Them To
- William T. In All but Name

ATTRIBUTES

CONTROL	10	FITNESS	10	PRESENCE	09
DARING	11	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	03	SECURITY	04	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	02

INTERCEPTED TRANSMISSION

STARFLEET INTELLIGENCE TRANSCRIPT

Gul Evek,

I am pleased to report that the crew of the *Kraxon* and I have apprehended one Thomas Riker, confirmed Maquis terrorist and former Starfleet officer. While the deal struck with Captain Sisko and Gul Dukat secured a life imprisonment sentence at the Lazon II labor camp for Riker, I have an alternative suggestion for you to consider. It would appear that Thomas Riker is a near-perfect duplicate of Starfleet's renowned officer, Commander William Riker, first officer aboard the *U.S.S. Enterprise*. I believe our Central Command geneticists might want to examine this Riker to determine if he could be used as a sleeper agent against the Federation. If you agree, please let me know when feasible. The journey to Lazon II is not strenuous and we could easily make a detour or two and still stay within the bounds of the agreement Sisko and Dukat reached.

Respectfully,
Gul Ranor

FOCUSES: Astrophysics, Combat Maneuvers, Gambling, Politics, Small Craft, Starship Tactics

STRESS: 14 **RESISTANCE:** 0

ATTACKS:
- Unarmed Strike (Melee, 5⮝ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 6⮝, Size 1H, Charge, Hidden 1)
- Phaser Type-2 (Ranged, 7⮝, Size 1H, Charge)

SPECIAL RULES:
- **Bold (Command):** Whenever Thomas Riker attempts a Task with Command, and he buys one or more d20s by adding to Threat, he may re-roll a single d20.
- **Transporter Clone:** Thomas Riker's nature as a transporter clone means that he is physically identical to Commander William Riker. Because Thomas's DNA coding is identical to William's, Starfleet security systems cannot distinguish the two officers apart.
- **Use My Experience:** Once per scene, when Thomas Riker succeeds at a Task during combat or another perilous situation, he may spend two Threat to give a subordinate assistance on their next Task attempt, using Thomas Riker's **Presence + Command**.
- **Wary:** Whenever Thomas Riker attempts a Task to notice or detect an enemy or hazard, he may re-roll one d20.

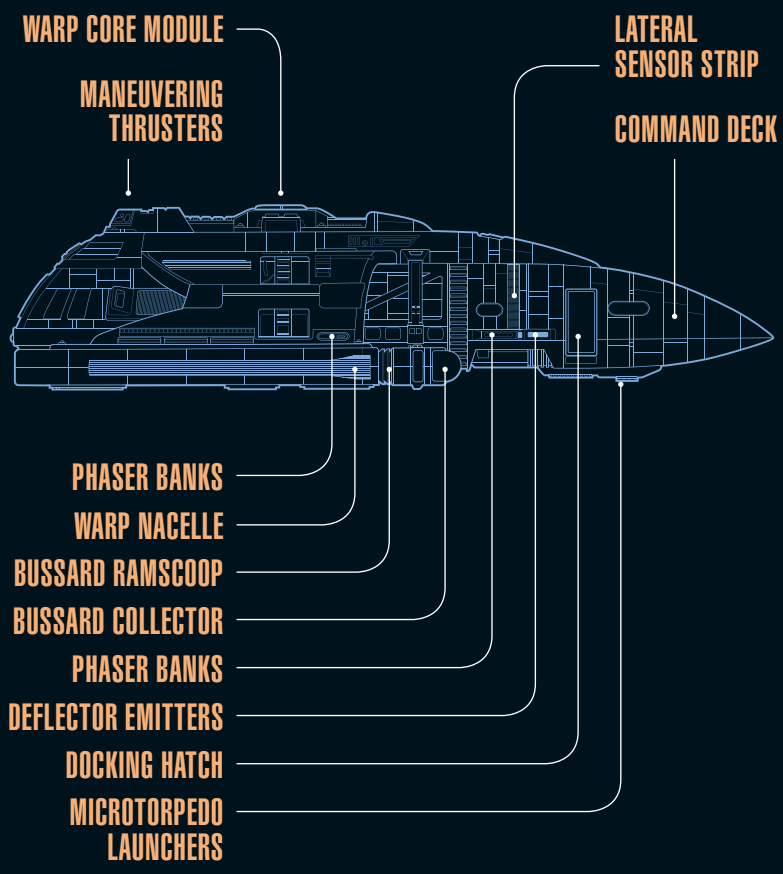
CHAPTER 05.30

ENCOUNTERS AND ADVERSARIES
THE FEDERATION BORDER

DESCRIPTION

Missions on the frontier of Federation space must be handled with extreme diplomatic care. War with the Dominion may be just around the corner, the Klingons have broken the Khitomer Accords, and Starfleet needs all the allies they can get. Many of the hostile encounters Starfleet officers will meet on the Federation border have very little chance for peace, but this is the real test for your officers. Can they strive to find peace with a people, like the Breen, who want none?

DANUBE CLASS RUNABOUT



STARBOARD SCHEMATIC

Likewise, Federation actions on the border of their space have far-reaching consequences for the region. The Cardassians keep an ever-present eye on what Starfleet is doing, and the Bajorans look to Starfleet to prove the trust put in them is not misplaced. Wrong actions, and even right actions in the eyes of Starfleet code, can have dire consequences. Encounters on the Federation border are not just a test of a person's loyalty to Starfleet, but their insight into the region.

ENCOUNTER SEEDS

THE FINAL GLORY

A Federation communications array along the border forwards an intercepted message to the Player Characters. The message is from the Toteknallan homeworld, an independent government that some years ago signed a treaty with their long-time enemies, the Meganoshans (perhaps with one of the Player Characters acting as arbiter or moderator). The Meganoshans have violated the treaty and attacked the Toteknallan homeworld, and the Toteknallans are requesting assistance.

The Player Characters move in to help, but are passed by a critically-damaged Meganoshan warship which is on a direct course for the Toteknallan sun. The Players' ship is struck by a strange energy beam fired from the Meganoshan warship as it passes by, and two of the key officers (perhaps the captain and executive officer) collapse on the bridge. A junior officer is forced to take command of the Players' ship while the Player Characters – who were rendered unconscious – wake up to discover that their consciousnesses have been transferred into their counterparts on the Meganoshan warship.

The mission becomes a race against time – can the remaining crew on the Player Characters' ship figure out what happened to their officers while also dealing with the humanitarian crisis on the Toteknallan homeworld? Can the two officers who were transferred into the Meganoshan minds figure out how to talk their way out of enduring the 'Final Glory', a Meganoshan rite of suicide following a failed combat?

A MATTER OF SURVIVAL

The Player Characters investigate a reportedly uninhabited Class-M world near the Romulan Neutral Zone to determine if the planet would make for a good Federation colony candidate. During the survey, the Player Characters are stranded on the planet due to atmospheric disturbances that wreak havoc with transporter technology or shuttlecraft, as appropriate.

The Player Characters experience several days in the wild, forced to live off the land and survive as best as they can, cut off from the familiar comforts and conveniences of living aboard a starship. In addition, indigenous predators on the planet strike out at night, reducing the numbers of the Supporting Characters one by one.

Gamemasters may choose to leave the mission at that – a classic 'fish out of water' scenario, or may choose to amp up the action and suspense by adding a secret Romulan base on the planet populated by *Tal Shiar* agents, or perhaps an unaligned species that has built a listening post to observe both Federation and Romulan movements in the sector.

SUBSPACE TRANSMISSION

MESSAGE FROM ENSIGN LUCIEN RIGGS

Captain,

I hope this message finds you well. My Breen Overlord has generously allowed me to send you this message with a request that you pay a ransom for the safe return of myself and Science Officer Hawthorne. So far I have not been harmed, but the Overlord promises this can change quickly.

Hawthorne isn't doing as well. He was injured when we tried to flee the Breen raiding party and now they have him in some sort of [INAPPROPRIATE COMMUNIQUE REMOVED].

PAY THE RANSOM OR YOUR OFFICERS WILL BE SOLD AT THE RELTI'KIN SLAVE AUCTIONS IN FOUR DAYS' TIME.

THIS IS YOUR LAST WARNING.

A FEDERATION BORDER CAMPAIGN

The Federation has many borders within the Alpha Quadrant due to the many species that call the quadrant their home. Gamemasters may choose to set an entire ***Star Trek Adventures*** campaign along the Federation border, with the Player Characters and their starship tasked with patrolling the borders and interacting with countless *Star Trek* species.

A more martial-focused border campaign might involve the Player Characters 'showing the flag' during the intermittent dust-ups that occur between the Federation and unaligned species, or when an adversary species tries to push their boundaries into Federation holdings. The Federation has a history of skirmishes and incidents with many other species for as long as the Federation has been in existence, from the Klingons, Romulans, Cardassians, Tzenkethi, Breen, Nausicaans, Miradorn, and so many more. A border campaign could regularly feature starship battles or ground-based combat; moreso than a typical ***Star Trek Adventures*** campaign.

Alternatively, a Federation border campaign could be more diplomatic in tone, with the Player Characters set upon a first contact and diplomatic missions all along the border, perhaps in an effort to drum up additional allies and support during the Dominion War or during another period of extended conflict or during a disaster situation, such as when the so-called 'whale probe' approached Sector 001 and critically damaged Earth's infrastructure. A diplomatic campaign might take advantage of any Player Characters' talents at negotiation and compromise, and could enable a character or crew to rack up the first contact experiences or allow the Player Characters to help shape the political balance of power within the Alpha Quadrant.

Further, a border campaign could be a blend of the two options, including some diplomatic missions and some overtly martial missions. This might best fit the tone of The Original Series, where Starfleet captains and their crews were largely left to their own devices to interpret and carry out Starfleet regulations and Federation law and policies. Even though contact with Starfleet is faster and easier in the 24th century, the Federation border is still vast, and much of the quadrant has yet to be explored. There is ample opportunity for adventure and intrigue even in a well-developed location such as the Alpha Quadrant.

NEW TRAITS

BREEN

TRAITS: Breen. This Trait may reduce the Difficulty of Tasks to resist extreme temperatures (as long as the Breen is in their suit) or Tasks impacted by extremely low or high temperatures. Any Stress removed from a Breen character, because of attack damage, is halved (rounding up) – reflecting the Breen extremely resilient nature. They are also immune to empaths and telepaths, feeling very little to nothing compared to other humanoid races. Breen believe themselves ultimately superior to all other creatures. They take what they want and always take prisoners – why would they waste a valuable resource when prisoners can be sold for credits to the highest bidder?

FERENGI

TRAITS: Ferengi. Ferengi possess acute hearing far beyond that of other humanoid races and are able to hear both higher and lower frequencies. This allows them to hear things that others cannot but also means that they experience severe pain at intense sound and any physical trauma to their enlarged ears. They also possess hardy immune systems, rendering them immune to many common diseases. However, their small stature makes them ill-suited for intense or prolonged physical exertion and many consider them weak. To add to this, Ferengi try to avoid hard labor and direct confrontation, leading to a reputation for cowardice. The structure of Ferengi brains renders them immune to telepathy.

GORN

TRAITS: Russth Gorn or **Ssessekh Gorn**. Gorn are large and powerfully-built, even more so than other mighty species such as Klingons or Nausicaans. They are many times stronger than a Human, and resilient enough to ignore massive blunt force trauma or even short periods in hard vacuum. However, Gorn are not especially agile or fast. Gorn are ectothermic – cold-blooded – with their body temperature varying by external factors, and thus favor warm environments where they can be most active and effective. Russth Gorn are the smaller of the two Gorn species and are less commonly known outside Gorn space.

NAUSICAAN

TRAITS: Nausicaan. Nausicaans are a tall, very strong species hailing from Nausicaa. They are generally stronger than an average Human, though often somewhat less intelligent, preferring brute force over finesse and direct methods as opposed to subtlety. They have little patience for organized forms of government, though they will tolerate following a captain for as long as that captain earns their capricious loyalty. Nausicaans are somewhat resistant to pain and injury, and almost never back down from a challenge, especially when it involves games that carry the potential for serious bodily harm to themselves or their opponents.

TZENKETHI

TRAITS: Tzenkethi. This Trait may reduce the Difficulty of Tasks requiring (extreme) flexibility. When not in combat or stressful situations, they naturally regenerate at extremely fast speeds as long as they have at least 1 Stress. Tzenkethi are singularly focused on excellence and moving up the Echelons, therefore they will do anything they can in order to complete the task ahead of them and succeed, even if this means dying in the process. Other Tzenkethi authority figures are holy to them and they would never go against direct orders. Due to a history of dealing with alien invaders the Tzenkethi are extremely mistrustful of aliens and believe they are without morals.

FRONTIER JUSTICE

The Player Characters are assigned to a remote stretch of the Federation border within the Alpha Quadrant, far from well-known space lanes and weeks away from a Starfleet starbase or reliable network of communication relays. The captain and the crew are effectively the only Federation representatives in this region of space, and the species they interact with will only know them and their actions as representing the Federation's policies and ideals.

A mission or campaign in this remote region of space could take any number of directions, ideally influenced and shaped by the actions the Players take (or don't take). In this respect, this adventure seed is similar in tone to *Star Trek: Voyager*, where a lone Starfleet vessel is placed a significant distance from the Federation, and largely left to themselves to explore and survive.

Perhaps the Players find themselves in the middle of a war between two or more opposing species, and are forced to take sides when some of their crew members are captured and used as bargaining chips. The Player Characters might end up rescuing the mortal enemy of another species and discover they have leverage of their own to play with. Do the Player Character hold to their Starfleet and Federation values, or do they allow themselves to be influenced by the actions of the newly-encountered species?

BREEN PRIVATEER [MINOR NPC]

One of the many privateers sanctioned by the Breen government to steal, rob, and pillage the outskirts of Breen space. Whatever Breen privateers can find, they must tithe a portion of it back to the Breen Confederacy in exchange for their continuing ability to pirate in space. Privateers have frequent contact with aliens and are perhaps the most 'reasonable' members of their species – insofar as they will not immediately destroy the first aliens they see and can be bribed with gifts and money.

TRAITS: Breen

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	07
DARING	09	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	00
CONN	01	ENGINEERING	02	MEDICINE	00

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3 Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6 Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Mean Right Hook:** The Breen privateer's Unarmed Strike attack has the Vicious 1 Damage Effect.
- **Threatening 1**

BREEN SLAVER [NOTABLE NPC]

Of all the Breen, the slavers are the coldest and most malicious of their kind. So much so that some empaths even report being able to feel slightly waves of emotions emanating from these ruthless creatures – subtle waves of joy at the misery they cause. Next to the pleasure Breen slavers get from their work, they take business seriously. They don't physically torture or damage their living 'stock', because it means less money for them in the long run. The safest thing to do when meeting a Breen cruiser filled with slavers is to run.

TRAITS: Breen

VALUES: All Others are Meant to Serve Us

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	09
DARING	09	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	01
CONN	00	ENGINEERING	02	MEDICINE	01

FOCUSES: Intimidation, Security Systems, Willpower

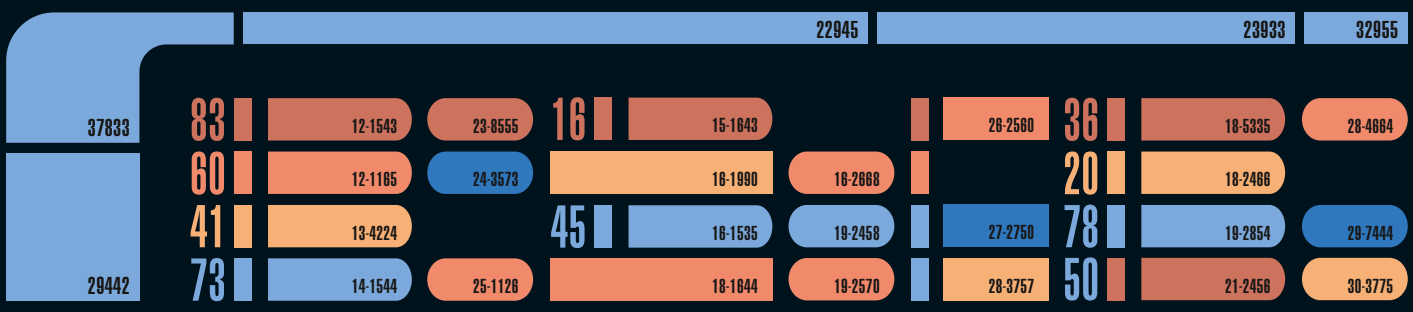
STRESS: 10 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Knife (Melee, 3 Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6 Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ruthless and Determined:** A Breen slaver may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.
- **Threatening 2**



THOT KERT [MAJOR NPC]

Thot Kert is representative of Breen commanders – cool, calm, and collected. He commands swaths of Breen soldiers and isn't afraid to sacrifice those beneath him to get the job done. He believes that every creature who isn't Breen is no better than an animal and should be treated as such. Thot Kert does not care for emotional pleas or negotiation; all that matters is bringing glory and greater power to the Breen Confederacy.

TRAITS: Breen

VALUES:

- All Others are Meant to Serve Us
- Brutally Effective
- Do Not Cross Me
- My Soldiers are My Tools

ATTRIBUTES

CONTROL	11	FITNESS	09	PRESENCE	10
DARING	10	INSIGHT	09	REASON	10

DISCIPLINES

COMMAND	05	SECURITY	04	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	01

FOCUSES: Composure, Interrogation, Leadership, Military Tactics, Starship Systems, Willpower

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 5▲ Knockdown, Size 1H, Non-lethal)
- Blade (Melee, 6▲ Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 7▲ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8▲ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Accomplished Strategist:** Thot Kert is a skilled commander who learned the arts of warfare commanding ships in battle. Whenever he attempts a Task to formulate, execute, or explain a strategy, he may spend 1 Threat to re-roll his dice pool.
- **Commanding Presence:** Whenever Thot Kert attempts the Rally Task during starship combat, he may roll 1 additional d20.
- **Menacing:** When Thot Kert enters a scene, add a point to the Threat pool.
- **Supreme Authority:** Whenever a Breen currently under Thot Kert's command attempts a Task to resist persuasion or intimidation, he may spend 1 Threat to allow that Breen to re-roll, even if Thot Kert is not present in that scene herself.



FERENGI PIRATE [MINOR NPC]

Ferengi pirates are 'legitimate businessmen' who gain their profit through nefarious means, which make even the most hardened liquidators frown. They are master at masking their illegal activities and have paid-off enough members of the Ferengi government to make sure they are never penalized for their actions. What separates Ferengi pirates from normal Ferengi is that they are not afraid to get their hands dirty and attack an enemy if their schemes aren't unfolding as planned.

TRAITS: Ferengi

ATTRIBUTES

CONTROL	07	FITNESS	07	PRESENCE	09
DARING	08	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	02	SCIENCE	00
CONN	01	ENGINEERING	01	MEDICINE	00

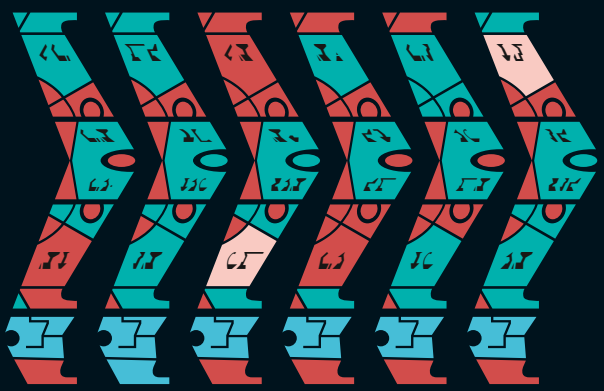
STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3 Vicious 1, Size 1H, Deadly, Hidden 1)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge)

SPECIAL RULES:

- **Guile and Cunning:** When attempting to remain hidden or unnoticed, a Ferengi pirate may spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.
- **Pack Tactics:** Whenever a Ferengi pirate assists another character during combat, the character the Ferengi pirate assisted gains one bonus Momentum if they succeed.



FERENGI DEBT COLLECTOR [NOTABLE NPC]

The Ferengi legal system is so bloated that a Ferengi may have grievances with you without you ever knowing. By entering a plea with local auditors, the Ferengi are awarded with a right to a speedy trial, often the same day, and if the opposing party does not arrive or protest the trail – the aggrieved Ferengi is awarded a financial settlement. Most Ferengi are too busy earning profits in order to collect these fees and therefore sell them to Ferengi debt collectors who roam the systems looking to cash in on the settlements. The policy of most Ferengi is to file grievances often and with great vigor, meaning debt collectors have an extremely lucrative business.

TRAITS: Ferengi

VALUES: Profit Above All Else

ATTRIBUTES

CONTROL	10	FITNESS	07	PRESENCE	09
DARING	10	INSIGHT	10	REASON	08

DISCIPLINES

COMMAND	03	SECURITY	03	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	00

FOCUSES: Finances, Persuasion, Politics

STRESS: 10 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4 Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5, Size 1H, Charge, Hidden 1)

SPECIAL RULES:

- **Defuse the Tension:** Whenever a Ferengi debt collector attempts a Task to persuade someone not to resort to violence, they may add a bonus d20 to their dice pool.
- **Interrogation:** Whenever a Ferengi debt collector succeeds at a Task to coerce someone to reveal information in a Social Conflict, they gain one bonus Momentum, which may only be spent on the Obtain Information Momentum Spend.

DAIMON ZARG [MAJOR NPC]

DaiMon Zarg is something of an anomaly among his people, though Grand Nagus Zek holds him in high regard for his shrewdness and his near-magical ability to make the right deal at the right time. When pressured to reveal the secrets of his success, Zarg indicates that his large lobes give him both superior hearing and superior business acumen. It's likely the former that is most responsible for his success – he has managed to fund an effective cabal of informers, spies, lookouts, and information brokers that, collectively, make him one of the better-informed individuals along the Federation border. Zarg makes effective use of the intelligence his operatives collect, selling data to the highest bidder and making profitable deals based off that intelligence.

TRAITS: Ferengi

VALUES:

- 74th Rule of Acquisition – Knowledge Equals Profit
- 98th Rule of Acquisition – Every Man Has His Price
- 168th Rule of Acquisition – Whisper Your Way to Success
- 190th Rule of Acquisition – Hear All, Trust Nothing

ATTRIBUTES

CONTROL	10	FITNESS	07	PRESENCE	11
DARING	10	INSIGHT	11	REASON	10

DISCIPLINES

COMMAND	05	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	01

FOCUSES: Bribery, Leadership, Melee Weapons, Negotiation, Psychology, Surveillance

STRESS: 10 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Stiletto (Melee, 4▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Phaser Type-2 (Ranged, 6▲, Size 1H, Charge)

SPECIAL RULES:

- **Greed is Eternal:** When engaged in negotiations that have the potential for DaiMon Zarg to profit financially, he may spend 1 Threat during a Task to re-roll the dice pool.
- **Free Advice is Seldom Cheap:** Increase the Difficulty of all Social Conflict to persuade DaiMon Zarg by 2. This Difficulty increase is removed as soon as Zarg is offered something in trade.
- **Keep Your Ears Open:** Whenever Zarg attempts a Task to detect danger or hidden enemies, or to listen in on someone's conversation, reduce the Difficulty by 1.
- **You Can't Make a Deal if You're Dead:** Zarg will never make a Lethal attack. Further, whenever attempting a Task to make a deal or otherwise persuade an enemy who he has previously incapacitated, or an enemy who obviously outmatches him, he may add a bonus d20 to the roll.

GORN MERCENARY [MINOR NPC]

While most Gorn military personnel and civilians are most frequently found within the Beta Quadrant, a number of skilled Gorn mercenaries ply their trade throughout known space, and are often hired as bodyguards or shock troops on ships or stations within the Alpha Quadrant.

TRAITS: Ssessekh Gorn

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	09
DARING	08	INSIGHT	07	REASON	07

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	00
CONN	01	ENGINEERING	02	MEDICINE	00

STRESS: 11 **RESISTANCE:** 1

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5▲ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6▲ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Claws:** Unarmed Strikes gain the Vicious 1 Damage Effect.
- **Reptilian Skin:** Gorn gain 1 Resistance against attacks from Unarmed Strikes and Blades (but not Heavy Blades).

GORN RAIDER [NOTABLE NPC]

Gorn raiders are often former members of the Gorn military who have split off from their kind in order to pursue riches or power elsewhere in the known Galaxy. They may serve as mid-level officers and soldiers aboard any number of merchantmen or mercenary vessels, and it's even rumored that some high-powered and deep-pocketed Orion warlords maintain a private security force consisting entirely of Gorn raiders.

TRAITS: Ssessekh Gorn

VALUES: Hungry for Dangerous Situations

ATTRIBUTES

CONTROL	07	FITNESS	11	PRESENCE	09
DARING	10	INSIGHT	08	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	00

FOCUSES: Intimidation, Martial Arts, Ranged Weapons

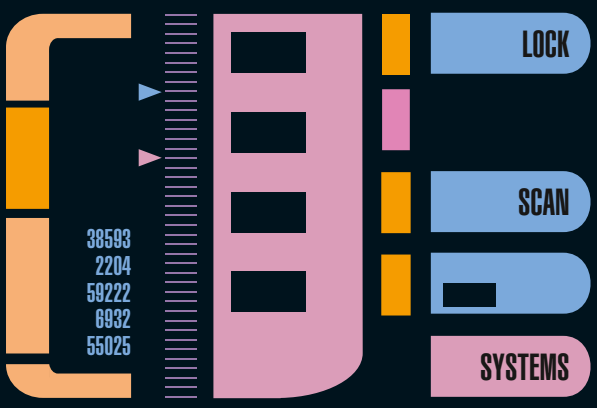
STRESS: 14 **RESISTANCE:** 1

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 6▲ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7▲ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Claws:** Unarmed strikes gain the Vicious 1 damage effect.
- **Reptilian Skin:** Gorn gain 1 Resistance against attacks from Unarmed Strikes and Blades (but not Heavy Blades).



CAPTAIN SS'LETH [MAJOR NPC]

Captain Ss'Leth served for years in the Gorn military before deciding to retire and strike off on his own as an independent merchant captain. As he started working the trading lanes with his ship and crew, he discovered there was far more money and glory to be made by hiring his ship and crew out as privateers and mercenaries. Ss'Leth diligently transmits a portion of all his bounty back to his family, ensuring their prosperity while increasing his own holdings.

TRAITS: Ssessekh Gorn

VALUES:

- Discover and Conquer
- The Gorn Will be Remembered
- Seeking Fortune for my Family
- They Will Fear Me

ATTRIBUTES

CONTROL	10	FITNESS	10	PRESENCE	09
DARING	10	INSIGHT	10	REASON	10

DISCIPLINES

COMMAND	05	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	01

FOCUSES: Alien Cultures, Hand-to-Hand Combat, Intimidation, Persuasion, Military Tactics, Willpower

STRESS: 13 **RESISTANCE:** 1

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Ceremonial Blade (Melee, 5▲ Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 6▲ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7▲ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Claws:** Unarmed strikes gain the Vicious 1 damage effect.
- **Reptilian Skin:** Ss'Leth gains 1 Resistance against attacks from Unarmed Strikes and Blades (but not Heavy Blades).
- **Ruthless and Determined:** Captain Ss'Leth may spend 2 Threat (rather than the normal 3) to gain the effects of a point of Determination.
- **Supreme Authority:** Whenever a Gorn currently under Captain Ss'Leth's command attempts a Task to resist persuasion or intimidation, Ss'Leth may spend 1 Threat to allow that Gorn to re-roll, even if Ss'Leth is not present in the scene himself.

NAUSICAAN BRUTE [MINOR NPC]

Nausicaan brutes are hired thugs who are easily bought for a good weapon or for the promise of a bloody brawl. They have been present in pirate and mercenary crews for centuries, and are found all across the Alpha and Beta Quadrants, often in the employ of a well-heeled warlord, profiteer, or anyone with the means to hire cheap pawns.

TRAITS: Nausicaan

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	08
DARING	09	INSIGHT	07	REASON	07

DISCIPLINES

COMMAND	00	SECURITY	02	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	00

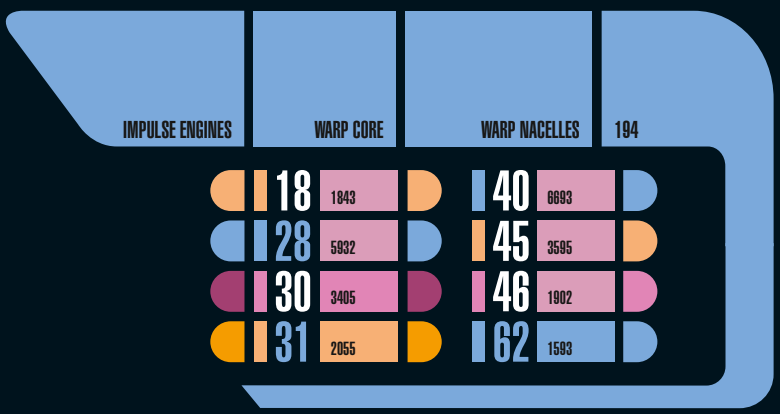
STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Vicious 1, Size 1H)
- Serrated Dagger (Melee, 3 Vicious 1, Size 1H, Deadly, Hidden 1)
- Bludgeon (Melee, 4 Knockdown, Size 1H)
- Disruptor Pistol (Ranged, 5 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6 Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Brute Force:** Nausicaans add the Vicious 1 Effect to their Unarmed Strike, and remove the Non-lethal Quality.
- **Pack Tactics:** Whenever a Nausicaan brute assists another character during combat, the character the Nausicaan brute assisted gains one bonus Momentum if they succeed.



NAUSICAAN MARAUDER [NOTABLE NPC]

Nausicaan marauders are mid-level soldiers and officers, and have supplemented countless pirate and mercenary crews throughout the Alpha and Beta Quadrants for the past two centuries. They are tough fighters whose loyalty is easily bought and usually easily retainable, though they have a tendency to eschew following orders in favor of looking for a good fight.

TRAITS: Nausicaan

VALUES: All Others Are Weak

ATTRIBUTES

CONTROL	08	FITNESS	10	PRESENCE	10
DARING	11	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	01	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	00

FOCUSES: Gambling, Ranged Weapons, Unarmed Combat

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4 Knockdown, Vicious 1, Size 1H)
- Dagger (Melee, 4 Vicious 1, Size 1H, Deadly, Hidden 1)
- Bludgeon (Melee, 5 Knockdown, Size 1H)
- Disruptor Pistol (Ranged, 6 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7 Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Brute Force:** Nausicaans add the Vicious 1 Effect to their Unarmed Strike, and remove the Non-lethal Quality.
- **Pack Tactics:** Whenever a Nausicaan marauder assists another character during combat, the character the Nausicaan marauder assisted gains one bonus Momentum if they succeed.

CAPTAIN KELSHOTH [MAJOR NPC]

Kelshoth commands a surly crew of pirates, predominately made up of Nausicaan brethren but also a few other foul-tempered species, including a bad-mouthed Gorn and a heavy-set Edosian. Kelshoth fancies himself a captain much like a Klingon general, and loves the pomp and circumstance of the position despite his crew having little patience for his trappings of command. As long as he keeps them well-fed, well-paid, and constantly in action, he'll keep his position and his ship.

TRAITS: Nausicaan

VALUES:
- My Crew is My Family
- Sometimes Family Hurts Family
- The Very Model of a Modern Klingon General
- They Will Respect My Authority

ATTRIBUTES

CONTROL	09	FITNESS	11	PRESENCE	10
DARING	12	INSIGHT	08	REASON	09

DISCIPLINES

COMMAND	04	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	03	MEDICINE	01

FOCUSES: Brawling, Combat Tactics, Intimidation, Persuasion, Starship Tactics, Willpower

STRESS: 15 **RESISTANCE:** 0

ATTACKS:
- Unarmed Strike (Melee, 5 Knockdown, Vicious 1, Size 1H)
- Serrated Blade (Melee, 6 Vicious 1, Size 1H)
- **Escalation** Heavy Nausicaan Broadsword (Melee, 7 Vicious 1, Size 2H)
- Disruptor Pistol (Ranged, 7 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8 Vicious 1, Size 2H, Accurate)

SPECIAL RULES:
- **Brute Force:** Nausicaans add the Vicious 1 Effect to their Unarmed Strike, and remove the Non-lethal Quality.
- **Nausicaan Bloodlust:** When Kelshoth attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.
- **Pack Tactics:** Whenever Kelshoth assists another character during combat, the character Kelshoth assisted gains one bonus Momentum if they succeed.
- **Ruthless and Determined:** Kelshoth may spend 2 Threat (rather than the normal 3) to gain the effects of a point of Determination.

SUBSPACE TRANSMISSION

From: Jupiter Station
To: *U.S.S. Voyager*

Captain Janeway:

I am of course, duty-bound not only by my oath to Starfleet, but also out of my respect for you, to embark upon an assignment which will, as Humans say, "take me out of the frying pan and into the fire." I do not take this mission lightly, but I must express my trepidation concerning the various unknown outcomes should my infiltration of the Maquis fail to be convincing. One might assume that because these revolutionaries are former Federation citizens, that, they would treat an unmasked spy in their midst ethically. That could be a rash assumption.

I have found my posting on Jupiter Station to be restorative and peaceful, and am not eager to leave that peace behind so quickly. I have observed that many Humans in Starfleet have a tendency to take the intricacies of planets in the Sol system, particular the planet Jupiter, for granted. I know it is this specific status quo which we must preserve for the Federation. But, I only hope that in this case, the logical course of action also proves to be the correct one.

I shall see you at the agreed rendezvous. Live long and prosper, Captain.

– Tuvok

TZENKETHI LOR-C [MINOR NPC]

Tzenkethi Lor-C are the lowest grade fighters worth mentioning in their Echelon. They stand on the cusp of moving into higher grades or staying forever in a subpar designation. At this stage, pressure to excel is less oppressive than in the higher grades, and Lor-C's may still be reasoned with and possibly even be convinced of a person's good intentions towards the Tzenkethi.

TRAITS: Tzenkethi

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	09
DARING	08	INSIGHT	07	REASON	07

DISCIPLINES

COMMAND	00	SECURITY	02	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	00

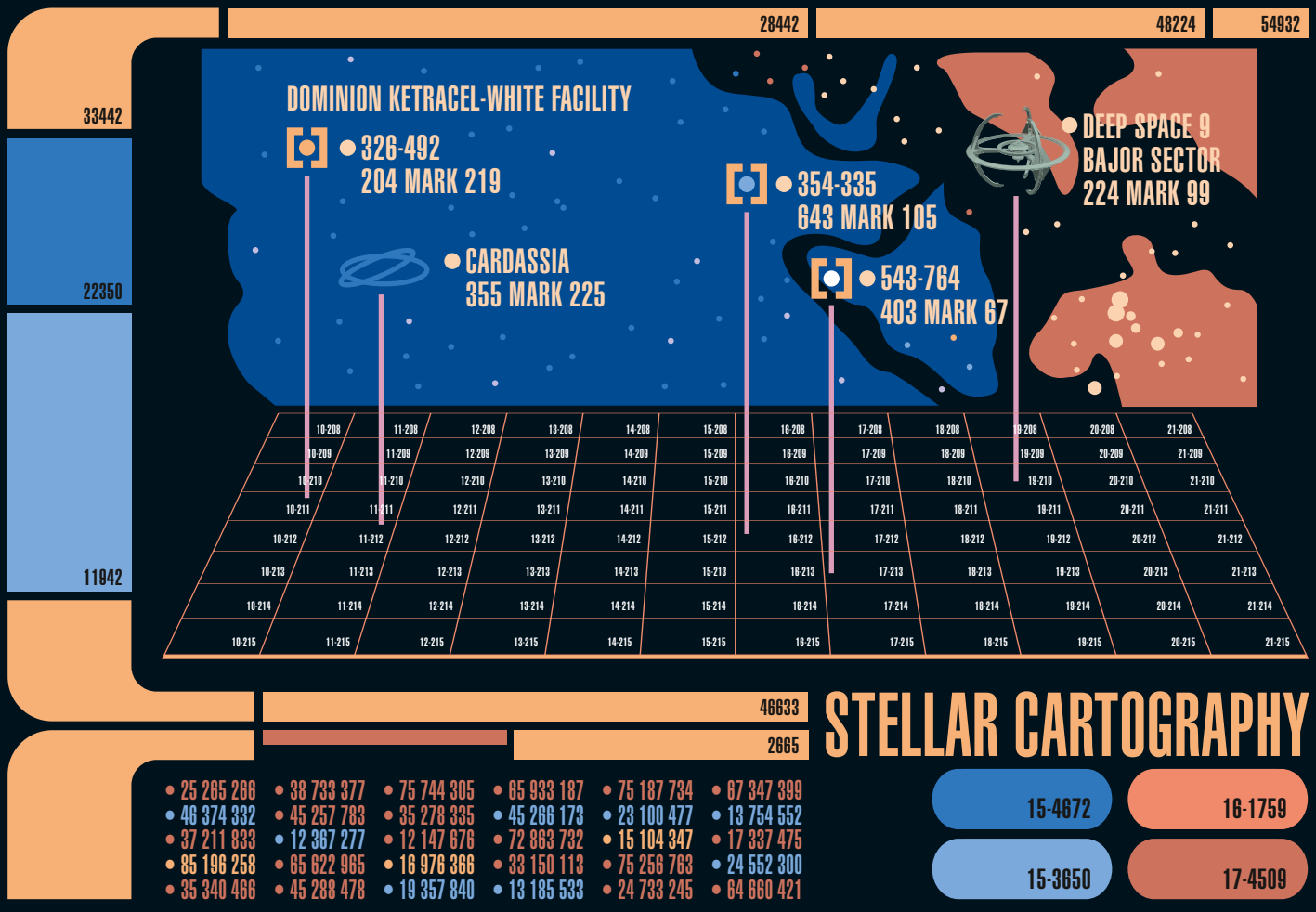
STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Tzenkethi Dagger (Melee, 3 Vicious 1, Size 1H, Deadly, Hidden 1)
- Particle Rifle (Ranged, 6, Size 2H, Accurate)

SPECIAL RULES:

- **Threatening 1**
- **Tough:** Whenever a Tzenkethi Lor-C Avoids an Injury, the cost is reduced by 1, to a minimum of 1.



TZENKETHI LOR-BB [NOTABLE NPC]

Tzenkethi Lor-BB's are on the cusp of greatness. They are soldiers one rank away from an A rating, two steps from an AA rating, and the privilege associated with being one of the best of the best. Lor-BB's are known as ruthless warriors doing whatever they can to please their betters in hopes of a new grade. No task is too brutal and they will do whatever is needed in order to win a new grade.

TRAITS: Tzenkethi

VALUES: There Is No Higher Calling Than to Serve

ATTRIBUTES

CONTROL	09	FITNESS	11	PRESENCE	10
DARING	09	INSIGHT	07	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	00

FOCUSES: Composure, Interrogation, Leadership

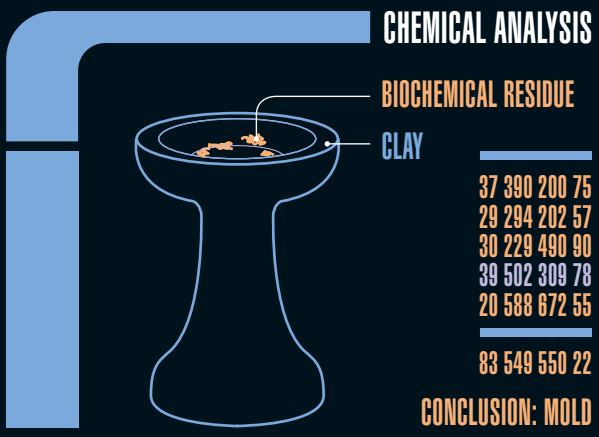
STRESS: 14 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4 Knockdown, Size 1H, Non-lethal)
- Tzenkethi Dagger (Melee, 4 Vicious 1, Size 1H, Deadly, Hidden 1)
- Particle Rifle (Ranged, 7, Size 2H, Accurate)

SPECIAL RULES:

- **Threatening 2**
- **Tough:** Whenever a Tzenkethi Lor-BB Avoids an Injury, the cost is reduced by 1, to a minimum of 1.



TZENKETHI LOR-AA [MAJOR NPC]

Tzenkethi Lor-AA are the best warriors within their Echelon. They are amazing fighters, but also possess a wisdom not often seen in lower grades. Lor-AA's understand that some situations don't immediately call for violence, but that still doesn't mean aliens are to be trusted. If anything, Lor-AA's scrutinize alien actions more deeply and if betrayed are a terrifying force to defend against.

TRAITS: Tzenkethi

VALUES:

- Sometimes the Mind is Sharper than the Blade
- The Echelons Must Be Protected At All Costs
- There Is Perfect Order Into Which All Things Fit
- Trust is Hard-Earned and Irreparable if Broken

ATTRIBUTES

CONTROL	12	FITNESS	09	PRESENCE	09
DARING	10	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	05	SECURITY	05	SCIENCE	02
CONN	02	ENGINEERING	01	MEDICINE	01

FOCUSES: Composure, Hand Phasers, Hand-to-Hand Combat, Interrogation, Leadership, Linguistics

STRESS: 14 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 6 Knockdown, Size 1H, Non-lethal)
- Tzenkethi Grade-AA Heavy Blade (Melee, 8 Vicious 1, Size 2H)
- Particle Rifle (Ranged, 9, Size 2H, Accurate)

SPECIAL RULES:

- **Bold (Command):** Whenever a Tzenkethi Lor-AA a Task with Command, and buys one or more d20s by adding to Threat, they may re-roll a single d20.
- **Fast Recovery 2**
- **Threatening 3**
- **Tough:** Whenever a Tzenkethi Lor-AA Avoids an Injury, the cost is reduced by 1, to a minimum of 1.

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