

ETERNAL

VIGILANCE

THE
UNITED
FEDERATION
OF
PLANETS
SOURCEBOOK
VOL. II



ETERNAL

VIGILANCE



SOURCEBOOK



“Vigilance is the price we continuously have to pay”

Cpt. Picard, TNG 'The Drumhead'





How To Use This Book

Since the last installment of a UFP Sourcebook we have already seen several TV series go and one more movie was in the cinema. We have witnessed the probably most major conflict the Federation ever had to cope with, the Dominion War, along with several other threats as the gone rogue Shinzon of Remus.

These threats and intergalactic developments were bound to reshape the Federation as well. Societies are never static and the Federation is no exception to that rule. Internal and external changes in policy take place. Economy has to be rebuilt after the war, whole cities need reconstruction even on Earth itself. Federation citizen now know that the UFP is far from being invulnerable and fear that it may not be invincible either.

However all of the content in here is just a suggestion and an assumption of how things developed since none of the movies or other media sheds too much light on the UFP as such.

[Chapter One](#) describes the most recent history of the Federation, enumerating the different perils that union had to face in the past decade. It sheds some light on internal and external policy, UFP government and Starfleet in general.

[Chapter Two](#) follows the lead of the fifth chapter of volume one. Instead of the merchant marine you will find information on two major groups of Starfleet here, derived from what we saw in the TV series, namely groundforces and pilots. While parts of Starfleet they are extraordinary enough to be distinguished from the fleet at large.

In [Chapter Three](#) you will find new alien species, most of them have been featured in any of the TV series. Additionally there are some new planets, which should provide some interesting new locations for adventuring.

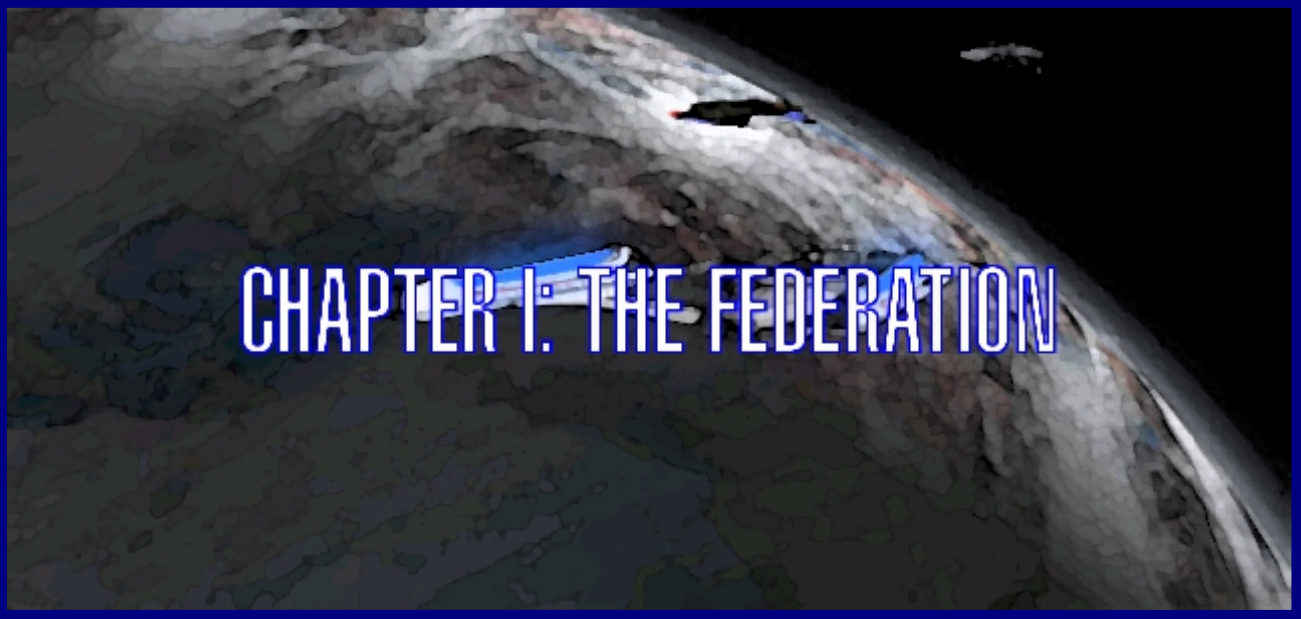
[Chapter Four](#) gives stats for new starships and vehicles, both of the UFP and its enemies.

The [Appendix](#) then describes some notable characters from the movies, primarily Starfleet ones.

This netbook is intended to be a compilation of hopefully useful information and game statistics that will inspire you as a narrator and give you more gaming options as a player.

Clear horizons and go boldly where no man has gone before!





CHAPTER I: THE FEDERATION

History

Storm of Darkness

Five years of official peace. In fact one of the shortest of such periods in Federation history this is the time between the official declaration of peace with the Cardassians and the declaration of war of the Dominion and their Cardassian allies. While in between there were tensions with the Klingons, no real skirmishes between the two powers took place. Once the Dominion declared war on the UFP, the Klingons again joined the UFP's side as Starfleet was able to prove that a changeling had infiltrated the Klingon government.

Right from the beginning UFP lost territory and was almost overwhelmed by the enormous forces of the Dominion. The founders were able to breed their soldiers faster than the UFP could recruit cadets and Dominion and Cardassian shipyards were able to build new ships in shorter time than Starfleet's Engineering Corps. The result was the loss of several border worlds and Dominion forces were able to push deeply forward into Federation territory. Among the more prominent targets were the Bajor System and most importantly Starfleet occupied Deep Space Nine and the Gamma

Quadrant wormhole as well as Betazed. Only a bold plan to create a self-replicating minefield around the wormhole prevented Dominion reinforcements to come to the aid of their Alpha-Quadrant brethren.

However eventually Starfleet was able to put a halt to the Dominion's advance, when it accelerated its ship production rate by leaving out non-essential parts in their constructions like laboratories and such. Recruitment had become quicker as well, cadets were pressed through classes, concentrating on combat training and tactical education.

When finally Starfleet had transferred its starships from more remote regions and the new ones to the frontier,



Dominion forces had to slow their advance. In a large battle between Starfleet ships and Dominion and Cardassian forces, an attempt was made to reconquer DS9 and especially the wormhole, which Starfleet Intelligence knew was almost ready to be used again – the minefield was meant to collapse in a very short time. However

Starfleet's forces were not able to push through the enemy's lines, only the surprising intervention of a Klingon task force enabled the *USS Defiant* to get through and make its way towards DS9. Once she arrived there it was discovered that the wormhole was ready to be used and in fact reinforcements were already on their way. Again a surprising intervention tipped the tide. The inhabitants of the wormhole decided to stop the Dominion forces and the enemy's fleet vanished leaving no trace behind. DS9 was recaptured and Bajor became free again. This valuable strategic achievement allowed Starfleet to retake much of its territory and when Romulus finally decided to join the Klingon and Federation efforts after one of their senators had been killed by Dominion forces, Starfleet Command decided to change battle tactics that had dominated its strategy since decades. It shifted from defensive operations to an aggressive strategy and began invading Cardassian territory. Most decisively it took the Chin'toka system along with several others.

However this positive development lasted only for a short time. The Dominion allied itself with the Breen, which changed



the outcome of battles dramatically.

Their first move was an attack on Earth itself. But most perilously the Breen possessed an energy weapon, which was able

to drain a starship of all its power. The counteroffensive of the Dominion in the Chin'toka system ended in a disaster. All Starfleet, Romulan and Klingon ships were destroyed – with one exception. One Klingon Bird of Prey, with an accidentally modified warp core was able to withstand the Breen attack. Again the alliance was forced into a defensive position with only the Klingon ships able to defend its territory, since Starfleet and Romulan vessels could not be modified in the same way as their Klingon counterparts.

But the tide changed again, when Starfleet supported Cardassian resistance fighters were able to steal a Breen ship and

thus gave Starfleet scientists the data they needed to create a defence against the weapon. Again the result was a loss of territory for the Dominion and especially for the Cardassians. Internal differences among the enemy forces lead to uprisings on Cardassia itself. Cloning facilities and shipyards alike were destroyed by rebellious Cardassian

forces. A fatal infection of the founder, leading the Dominion forces in the Alpha Quadrant, troubled the



Dominion even further. When it was evident that the Federation was no longer vulnerable to the Breen weapons, the Dominion changed its tactics and began retreating into Cardassian territory. The Alliance forces went after them and encountered the Dominion in Cardassian territory and then Cardassian forces finally decided to switch sides. They joined the Alliance's troops and together the forces freed Cardassia, where the founder agreed to surrender. A peace treaty was negotiated and maybe the most dangerous threat to the Federation in its whole history was finally overcome.

A New and Cloudy Dawn

Besides the Dominion War, the United Federation had to cope with quite some other threats in its recent past.

In early 2377 the destruction of the Vesuvi star brought a conspiracy of parts of the Cardassian military to the Federation's awareness. Investigation by the *USS Dauntless* revealed that the star was destroyed by artificial means and soon it became evident that these means were far beyond the capabilities of Cardassian technology. Tensions grew heavier between the two entities and the former allies as well. Romulus suspected a Federation secret weapon, while the Klingons were eager for battle. In the following skirmishes along the border the *USS Dauntless* was heavily damaged, its crew transferred to the refit *USS Sovereign*. Under her lead the



investigations were intensified and together with the *USS Enterprise* she spearheaded into Cardassian territory and defended the Federation's borders. Soon Captain Robert Hawker of the *Sovereign* learned that the Cardassians were in league with an alien species calling themselves Kessok, a silicon-based species. They had provided solarforming technology to the Cardassians, which these had used to destroy the Vesuvi star. *Sovereign* could however prevent any further catastrophes of that kind and a Federation task force under her lead was not only able to strike back at the Cardassians but also to establish peaceful contacts with the Kessok.

But the heart of the Federation was not save as well. There was not only a Borg assault on Earth itself in 2373 and a more than worrying incident concerning treason of principles due to the potential Son'a allies in 2375. However in 2378, after a short happy period caused by the successful return of *USS Voyager*, Earth was endangered again as much as during the Breen attack.

What appeared to be an uprising of the suppressed Remans of the Romulan Empire, soon developed into an interstellar crisis.

During a coup de estate the entire Romulan senate was killed by a thaloron radiation device and the Romulan government was overtaken by an assumed Reman, named Shinzon. The Federation



was invited to talks and *USS Enterprise* was answering that request. During the first meetings it became apparent that Shinzon was by no means a Reman but in fact a very human clone of Captain Jean-Luc Picard of *Enterprise*. However there were more revelations. In fact it became apparent that then Praetor Shinzon was not at all interested in peace with the Federation but in fact intended to destroy Earth and then invade the Federation. He managed to get communication files of

Enterprise and with them extrapolated the position of the Federation fleet. But Captain Picard was able to get free and to escape onboard his ship, trying to reach the Federation and warn it of the threat posed by Shinzon's thaloron weapon – able to kill anybody present on Earth.

But *Enterprise* was intercepted by Shinzon's flagship the *Scimitar*, a highly advanced warbird, able to fire while cloaked. The battle was uneven but unexpectedly two Romulan Warbirds of the new *Valdore*-Class entered the skirmish and managed to buy the Federation ship some time. However in the end all vessels were so severely crippled that Shinzon decided to



use his thaloron weapon on *Enterprise*, which Captain Picard tried to prevent by infiltrating the Reman ship. But only due to the help of Lt. Commander Data he was able to destroy the thaloron reactor and escape – however Lt. Commander Data was killed during that mission, when the enemy ship detonated.

Regular Romulan forces then overcame the Reman uprising and a provisional senate was installed until new representatives and a new Praetor could be established. While there were some minor skirmishes with renegade Reman ships along the Federation border currently there is hardly any contact between the Star Empire and the UFP. The first regards the Reman incident an internal affair and prefers to cope with it alone.

The UFP has its own problems now, still recovering from the Dominion War and especially its capital has to be rebuilt. There are voices that demand a strengthening of Federation security and a more offensive policy against threats, but only time will tell how the UFP will develop in the near future.

Diplomatic Relations

The recent wars, threats and general developments in the galaxy have caused some major changes in the intergalactic situation.

Borg Collective

The UFP's last contact with the Borg took place in 2373 when a cube was approaching Earth and in the aftermath of its destruction a sphere travelled into the past to prevent humanity's first contact with the Vulcans.

However the now famous starship *USS Voyager* encountered the Borg several times during its odyssey towards the Alpha Quadrant and in fact was only able to reach Earth in 2378 thanks to Borg technology.

In fact then Captain Janeway infiltrated a Borg transwarp hub, a junction structure used to create transwarp networks throughout the galaxy. Janeway took care that a virus was taking out the drones and the hub alike while using one of the tunnels to return to Earth.



But the result is that more than ever the Borg are trying to destroy and assimilate the Federation. The destruction of the hub along with a wide range of cubes and other

ships was a severe blow to the Borg and intensified their plans to get rid of that resistance once and for all. Starfleet estimates that and is on the lookout for Borg ships at its borders.

Cardassians

Relations with the Cardassians are surprisingly good. The Cardassian people has not forgotten the support during the 'suppression' of the Dominion and their liberation. While some regard the Federation as cause for the harsh treatment by the Founders, most are grateful that the

Cardassians are again masters of their own home and that the UFP did not move to now oppress the Cardassians itself.

A civilian one has replaced the military government, a provisional detapa council currently charged with the task to build up Cardassian infrastructure enough to recreate the Cardassian Union.

To make sure that the Union is not planning to rebuilt for a war, Cardassia and other industrial centres are regularly inspected by delegates from the UFP, the Romulans and the Klingons who investigate the Cardassian weapons' program and its troop movements.

Further the Cardassian border now consists of an enlarged demilitarised zone, where no Cardassian military vessel is allowed nor any of the former allies. That way contact between the former enemies is meant to be prevented.

Dominion

There is really no noteworthy relation between the Federation and the Dominion. Both monitor their borders with suspicion but there is no communication between them. While Starfleet carefully resumes exploration of the Gamma-Quadrant, the Founders live isolated on their homeworld vaguely giving orders to their subjects to keep the Dominion together.

Kessoks

With few exceptions there currently is no contact with the Kessoks. Starfleet assumes that these new met aliens try to learn more about the Federation since their information is based only what the Cardassians provided them with. While every now and then Kessok ships appear near the border of Federation space, they do not answer hails. Up to now Starfleet classifies the relation with the Kessoks as unstable.



Klingons

The Klingon Empire is currently in a severe economical and political crisis. As it had to take much of the Dominion assault on its own, due to the Breen involvement, the Klingon fleet is dramatically reduced and even two years after the end of the war far from its old size or combat capability.

The political consequences are drastic. Since the major parts of the fleet have been provided by large, prominent houses, they have suffered most of the losses in the war – leaving them weakened now. Not only do they no longer have the military power to bolster their hierarchical position their relative amount of shares in the fleet are thinned compared to the lower clans. The result is that more than one family faces challenges of former less powerful enemies and rivals. A worrying shift of power is the end of this.

But mostly the moot towards the Federation is rather positive. The typical Klingons regard the Federation as worthy combat partners, glorifying battles and finally the victory of the Dominion War. But due to the constant instability especially in the composition of the High Council it is rather difficult to approach the Klingon Empire politically.

Some members of the Klingon Empire however claim that the Federation let the Klingons suffer most severely from the Dominion on purpose to weaken the Empire. They question the loyalty of the UFP and its strength. So summed up the relations to the Klingon Empire remain difficult if although still friendly and cooperative.

Romulans

The relations with the Romulans are unstable as well. While there was cooperation during the Dominion War, which at least improved personal contacts between battle comrades, relations on a political level were restricted to professional consulting and tactical planning. However at least respect for each other grew and both sides were able to convince themselves that the Romulan Empire or the Federation can be useful and true allies.

The Shinzon Incident did not improve relations at all. Not only were most of the pro-Federation politicians killed when Shinzon eradicated the Romulan senate, this whole uprising of the Remans convinced the newly formed government that Romulus needed another period of isolation, to repair the internal damage caused by the coup.

While contact was not reduced to an amount comparable to the early 24th century, at least internal affairs are nothing the Federation has any information on. In fact anti-Federation voices grew in the



senate since the Federation dared to get involved in the Empire's domestic affairs and these voices want to show strength to the rest of the galaxy.

But in the Star Empire the military tends to have a strong say in politics especially in such unstable times. Due to the Dominion War there is more than one friendly relation between starship commanders of both sides and one strong supporter of a pro-Federation policy is former Commander Donatra now Senator. She fought at Captain Picard's side to overcome Shinzon and thinks highly of the Federation's abilities in battle. So for now the attitude towards the Federation is more positive than negative.

All in all the current situation around the Federation is rather friendly, although by no means stably so. Primarily the UFP watches its borders on all sides, careful not to thin its forces at any border too much – although Starfleet's losses in the war have been high and therefore patrols are far from covering all its territory.

Federation Government

The most recent threats and developments in galactic policy had a strong influence on the current Federation government and its internal affairs.

Federation President

Former President Jaresh-Inyo had to leave office in 2375, after his second six-year term. Although Federation security had been one of his primal goals, his policy of defence, as strong as it had been, had not the desired effect. When Breen ships attacked Earth, many made him responsible for that and he left his office two months earlier than necessary. Edward Leyton, brother of former Starfleet Admiral Leyton, replaced him. He proposed a strong and relentless policy towards the Dominion and made suggestions about a more strict internal security, which was gladly accepted by both the Federation Council and the citizens as well. Retired Starfleet Admiral Norah Sati became his security advisor and together with Starfleet Command they drastically changed UFP's strategy and economical undertakings, shifting more towards offence and war.



Although the war is over the President still is a hardliner concerning security. Some more lenient council members worryingly look at his almost aggressive policy, internal and external alike. However the events around the Vesuvi system and the Shinzon incident seem to justify his means of surveillance and law and order.

Edward Leyton is a slim man in his mid-fifties. His athletic figure and his stern look give him an aura of power and determination. His calm and professional demeanour evokes respect even in his opponents and adversaries. He usually speaks shortly and clearly, generally making his point quickly as well as his

decisions. He has his grey hair cut short and a small beard around his mouth covers his face. He usually wears a uniform-like black suit and is always surrounded by a staff of advisors and Starfleet officers.

Leyton's policy is determined by the strong conviction that the Federation has to be preserved no matter the cost. While he always has been a loyal Federation citizen, his determination developed during his service in Starfleet in the Cardassian War. He served in Starfleet until 2359 and left it after 19 years of service. He then went into politics since he had experienced only few support of the war efforts by the government and the population during the war. He wanted to change that and try to

focus the Federation on the dangers around it, struggling to convince the Federation citizens that defence cannot protect this interplanetary alliance indefinitely. Thanks to contacts he soon became a Council assistant of Mars' ambassador to the Federation, later inheriting that title when Angus Melville retired in 2369.

The chaos around his brother's attempted coup in 2372 cost him the designation for Secretary of Defence and almost ended his career. But he was able to pull some strings and so he stayed in office as ambassador. When the Dominion War suddenly launched other council members began listening to his aggressive suggestions concerning strategy. The attack on Earth wounded him, one point that raised sympathy for him in the upcoming elections. A vote of no confidence in Jaresh-Inyo initiated by Betazed's ambassador, Velris Tar, left the office of President vacant and Leyton's campaign demanding more security efforts pushed him into a position to take that office.

Since Paris was one of the primary targets of the Breen attacks and still is

Leyton and Section 31

Among circles, who know both and that better than the public, there are people who dare to raise the question if current President Leyton is not part of the rumored Section 31 of Starfleet Intelligence.

His comparable relentless policy, the coup of his brother and his quick raise in the political ranks suggest so. However up until now there is no proof for such a connection and even if Section 31 is actually supporting him, Leyton was elected President legally and at least needs not to know of such a support.



under heavy reconstruction, the President's office is currently to be found on Starbase I in Earth's orbit, until Empyrean House is rebuilt, which is to happen within the next two years.

Federation Council

While the Council as such has not changed per se, it basically has developed into three main leagues, which struggle for their agendas in Federation legislation.

- *League of the Badge*: Named so not by themselves but by the non-members, these Ambassadors to the Federation can easily be identified by a small UFP badge they wear at their collars to stress their determination to protect the Federation.

Led by the President himself, they are of the conviction that the most recent crises have shown that the usual Federation diplomacy and strategy, which both were defensive and lenient in the past no longer provide the necessary protection the UFP needs. As most obvious evident they point out that if done right in the first place, Cardassia could have never declared another war on the Federation just some years later and again attack it in 2377 in the Maelstrom, home to the Vesuvi star.

Additionally they claim that the infiltration of Earth's defensive forces in 2372 prove that security was too lenient. The usual argument of their political opponents that one should not allow the Dominion to change the UFP's way of life by using their suggested methods, the league pushes aside with the point that only because the infiltrators suggested a strengthened internal security does not make the suggestions as such worthless even if of course the changelings' plans were exaggerated to destroy the identity of the Federation. But the fact that they were infiltrating the government only shows how necessary increased security has become much like surveillance of UFP's enemies as the Cardassians ability to rebuilt a fleet with the help of the Kessok has proven as well.

Approximately one quarter of the Councillors of the Federation Council belongs to this fraction.

- *Conservatives*: This group of Councillors strongly believes in the UFP's policy of the last two hundred years. Determined not to let the Federation's identity be extinguished by exaggerated concern and misplaced caution they work for an open foreign policy, convinced that recent cooperation among the Klingon and Romulan Empires as well as the UFP is a first step to a long period of communication, cultural exchange and prosperity for all the quadrants the UFP currently is placed in.

More than one former Starfleet officer is part of this group, much to the dislike to the League. As a consequence they strongly propose to stick to Starfleet's and the Federation's strategy of defence. While this may not destroy the enemy, it also does not stir up tensions and hatred after the armed crisis is overcome. The conservatives point out the necessity to keep up the principles the Federation was founded on, which they fear are ignored by the League.

The most prominent member of this group, which takes up about one third of the council, is the Speaker of the Council, Ambassador T'Nal, who held this post for the past fourteen years.

- *Neutrals*: This group, the largest in the council, consists of those Councillors who have not decided to stick to one of the two most prominent political factions. Since none of the two more extreme parties have a majority in the

UFP Security Decree I

Shortly after the skirmishes in the Maelstrom began and another Cardassian aggression was revealed, the Federation Council passed these laws on internal and external security.

Basically this decree prescribes that any communication and trade relation with so called threat entities, such as the Romulans, the Cardassians and criminals as well, may be reviewed by security forces without further approval by a judge and without knowledge of the participants of these contacts. This was extended to 'thirds of the first grade' by a second decision of the council, i.e. the decree now includes those who act so with allies of these threat parties even if unknowing of their possible illegal nature, e.g. all communication of a Centauran merchant in contact with a Ferengi trader may be surveyed if the Ferengi is known to make deals with Orion syndicate. In earlier times this was only allowed if there was substantial suspicion of illegal matters.

Council it is necessary for them to convince enough of the neutral delegates if they want to pass their desired legislation. As a consequence oratories and speeches tend to be far more passionate than in the times before the Dominion War. Usually it is easier to convince the Neutrals to allocate more resources to security projects than to pass direct legislation on security matters as such.

Internal Security Committee

In short called the ISC, this committee was created by President Leyton by a legal trick. Since the President is allowed only to appoint the leader of a committee he did just so. He appointed Danos Kosk, member of the League and Andor's Ambassador to the Federation not to mention long Starfleet comrade to the President, head of the Internal Security Committee and gave him the task to guard the UFP. While many protested against this method of creating a committee without the approval of the Council, nothing more happened, although some few demanded a vote on impeachment. But since nothing of this procedure was illegal only unorthodox, there were no negative effects on the President's reputation.

The task of the committee is simple, although of course it exceeds a quantity of one person. The ISC is in fact a new intelligence agency, developed to guard the Federation from internal threats and to monitor its borders for illegal contacts and affairs of threat species such as the Cardassians or for example the Tholians. As a result of its way of founding the ISC not only directly reports to the President alone – since he is head of all UFP security – it also acts in his name when giving orders to other parts of the hierarchy, i.e. Starfleet, FIS and the like. As a consequence the ISC's resources are enormous as is its responsibility. Currently there are twenty-nine subordinates to Ambassador Kosk, recruited from various agencies of the Federation to serve in that post, while Ambassador Kosk acts as something like the Secretary of Defence for internal affairs. He has the same powers and rights, except that Kosk has a commission of the

President to act on his behalf concerning internal issues, which in fact gave him the power to order the subordinates to work in the committee.

While many were suspicious of that system, the fact that only six month after the founding of the committee a cartel of Orion smugglers was exposed working for a Cardassian faction and transporting weapons for them, silenced most critics.

Starfleet

Starfleet's Mission

Starfleet has seen more combat than ever before in the Dominion War and the Federation lost more of its crews and ships than many dare to count.

For the first time in the UFP's history an enemy attacked and seized several of its core worlds and even launched an assault on Earth itself.

More than ever Starfleet's mission is to protect the Federation from its enemies and especially guard its borders. While the war is over now, shipyards still operate on maximum capacity - the new ships are to replace those lost in the war to anew Starfleet's arsenal. In 2375 more *Excelsior*-



Class vessels were ordered than in the three decades before and construction began on three more *Galaxy*-Class Explorers.

Starfleet uses smaller patrol vessels now like *Saber* and *Defiant*-Class ships, while many more older designs like *Miranda*

and *Ambassador*-Classes were recommissioned and now fill positions in more backward fleets.

The few Explorers and Heavy cruisers currently still in service are now again on Starfleet's primary mission – exploring the galaxy. While any ship is obliged by Starfleet Command to participate in a wargame every six months, Starfleet tries to concentrate again on diplomatic and scientific missions – which it had to neglect for several years due to the war.

Diplomatic relations were re-established or intensified – the UFP needs allies more urgently than ever before. As a consequence Starfleet's Diplomatic Corps is currently evaluating Prime Directive more leniently than usual when dealing with new civilizations. Societies, which have only recently developed warp capability, are yet visited and even offered membership – some in the Federation Council fear prematurely so. But desperate times ask for desperate means.

began. Some members suggested relocating Starfleet Command to another planet, but that proposal was not supported in large in the council.

Currently much of Starfleet Command's administration is to be found on Starbase One, near the President's office. Starfleet Academy is currently spread all over Earth's many universities such as Sydney, Berlin, Moscow, New York and even many more smaller ones since the small cities were not targeted by the Breen. However Starfleet Academy in San Francisco is of course under reconstruction and there are many volunteers among cadets, Starfleet crews and retired members who help to rebuilt the training facilities.

Starfleet Command

Starfleet Command and Starfleet Academy were one of the primary targets of the Breen Attack in 2375. Most of the compound was destroyed. Few remains of the buildings were left. Luckily Starfleet estimated as much when Earth was attacked and evacuation was already well under way when the first torpedoes of the



enemy vessels hit the campus. But still all in all four thousand members of Starfleet were killed there, many among them were just young cadets or enlisted trainees.

Three months after the attack and once the rubble and remains of Starfleet's major complex were cleared, rebuilding



CHAPTER II: Starfleet Corps

Besides the more well-known branches of Starfleet there are other smaller divisions which are less famous but not less necessary.

Starfleet Groundforces

Concerning administration Starfleet's corps of groundforces is under the jurisdiction of the Office of Strategic Operations. Approximately consisting of 200.000 troops, the Corps of Planetary Defence, the official name of the groundforces, is primarily responsible for guarding vital Starfleet and governmental installations as well as occupations of planets in times of war.

Role of the Groundforces

First of all the Corps of Planetary Defence does just that – it defends the UFP's planets. Usually any security or law enforcement matters are handled by Starfleet Security, while the groundforces concentrate on real military issues. However in case of emergency, e.g. riots or natural catastrophes Starfleet Security can

request assistance of its planetary based comrades.

In peacetime however the major task of the corps is guarding Starfleet facilities. Although dictated by the small numbers of the corps related to other Starfleet forces this usually only counts for important bases. Departments of the government, sector headquarters, important laboratories and shipyards as well as Federation embassies on foreign territory fall in that category and are guarded by the corps.

When the Federation is in a state of war, the groundforces are needed to hold vital planets or outposts and to lead assaults on enemy territory. While often regular Starfleet personnel is used as well, the corps' planetary training grants it a leading role in such assaults.

Groundforces as such are rarely found on starships at least outside a combat assignment. Ship security is only taken care of by ordinary Starfleet personnel.

Organization

The Corps of Planetary Defence falls into the responsibility of the Chief of Strategic Operations, the direct superior of the corps' commanding officer. Just like



Starfleet Security the Admiral oversees the necessary deployment of ground troops and can direct them independently of the Office of Fleet Operations, as long as the ground forces only use their own resources.

Below the Chief of Strategic Operations the corps' structure mirrors that of Starfleet itself. Head of the corps is the Commanding General, title and rank are actually the same here. He reports only to the Chief of Strategic Operations and above and a staff of three Generals assists him in administration, responsible for different branches of work.

There is the Head of Resources, who makes sure everything is where it is needed, ranging from personnel to weapons



and medical supplies. He also sees to the transportation needed for troop transfers and if necessary coordinates with Starfleet Office of Fleet Operations.

The Head of Administration makes all the paper work and is responsible for coordination with Starfleet in general, per se the liaison to it and if necessary to foreign troops. Additionally the general oversees judicial issues within the corps and acts as chief judge for it. This is the smallest department of the corps and usually is a position for promotion of lower ranking generals.

The Head of Strategy is responsible for the strategic planning of the corps, coordinating with Starfleet's Chief of Strategic Operations. He sends delegates into the field for evaluation of tactical situations and briefing of troop commanders and of course decides on military advances of the corps.

Internal Structure

Starfleet's groundforces are structured much like Starfleet in general. The smallest unit is the Tactical Group, usually consisting of up to ten soldiers and lead by a low NCO. Next follows a platoon commanded by a higher-ranking NCO or by a low ranking commissioned officer. The size of a platoon ranges from two to four tactical groups depending on its task and post. Three platoons usually make up one company, lead by a Lieutenant in cases of specialized troops maybe by a Major. Next comes the battalion consisting of around five companies and headed by officers with the rank of Major and Lt. Colonel. Usually a battalion is the largest unit one encounters on one single planet unless it is located on an important strategic position. Five battalions make up one regiment and a Colonel usually heads this unit.

Three to five regiments add to one brigade under the lead of a Major General. The largest unit is the division under a Lieutenant General. Like Starfleet's individual fleets all divisions are numbered from one to twenty and all of them consist of approximately 10.000 soldiers, significantly more in war times.

Besides simple infantry units there are administrative groups, technical specialists mechanized combat groups and more, e.g. the elite Rapid Response Teams. For more information on mechanized and ground warfare in general see ***The Dominion War Sourcebook: The Fires of Armageddon*** by Steve Long.

Non-Commissioned officers have the same ranks as those in other Starfleet branches, which counts for officers as well until they reach ranks higher than Full Lieutenant.

The higher ranks have the following order: Major, Lt. Colonel, Colonel, Major General and Lieutenant General. The three staff generals of the corps' head have the rank of General equalling a Vice-Admiral, while the highest rank is Commanding General comparing to an Admiral.

Like in the rest of Starfleet there are three major branches, which make up the corps. There is the Command branch, responsible for tactical planning and administration. There is the operations branch, which ranges from infantry to

mechanized troops and engineers. And last there is the Science branch. While in Starfleet most personnel makes up this department, this differs in the groundforces corps. There is hardly a need for scientists, since research is done in Starfleet itself. However the medical department also belongs to that branch and therefore blue uniforms are to be found in the corps, either.

Service in the Corps

Entering the Corps of Planetary Defence works the same way as with any other service branch of Starfleet. Either the applicant takes basic training for enlisted crewmembers or he decides to become an officer and takes classes at Starfleet Academy. While it has advantages to attend certain courses right from the beginning, e.g. planetary tactics or mechanized warfare it is by no means necessary to do so. However if an officer later decides to join the Corps he has to take a special training at the Academy.

The service as such differs not from any other post in Starfleet except that usually service is more stationary. Since the personnel lacks the mobility of Starfleet's ships and the need for it, they usually spend a tour in one place, at least in times of peace.

The usual service is not too adventurous since groundforces rarely encounter space anomalies or new alien species. Instead they spend their days with training and maintaining the equipment. They perform large-scale wargames on their own and in coordination with starships alike.

However in war the service becomes much more dangerous and inconvenient. Troops need to be transferred quickly, onboard cramped transports and the battlefields are dirty, dangerous and far from safe especially compared to starships. There usually is no sickbay when you need it just some field-medics attending your wounds and resources and reinforcements tend to take long to reach you if you are immobile yourself. Therefore the groundforces' training is hard and the

troops usually refer to themselves as some combat elite.

As a result the groundforces tend to use different rank insignia than other Starfleet Officers. While not officially allowed it is a respected tradition almost as old as Starfleet itself. Instead of the round pips, groundforces troops use triangular shaped pips in the same colours and with the same meaning concerning rank. Thus a Major would wear a black triangular and two gold ones.

The combadges of the groundforces have a different appearance as well, easy to recognize by other members of the corps and non-members alike. Engraved on the Starfleet wedge is a stylised planet. Additionally some units with a special history wear badges at their sleeves, marking their achievements and their fame.

While technically possible it rarely happens that a member of the corps transfers to an actual fleet post. Since most of the members have received special ground based training, especially the higher-ranking officers attend planetary tactics classes, Starfleet usually tries to keep this personnel within its familiar field of work. Of course there are posts at Starfleet Command where an administrative job might be taken and starbases and starships as well can use former ground forces officers in their security branch. But it will hardly be possible to give a Colonel a post as starship captain. However in rare circumstances he might become CO of a starbase and even more likely take command of a planetary outpost. However should an officer for any reason transfer to a ship-based job, usually the commission is transmuted as well, e.g. changing a Major to Lt. Commander.

Resources and Equipment

Usually the Corps of Planetary Defence uses the same equipment as any other Starfleet branch. Tricorders and weapons alike are standard issue, although the groundforces usually use the most modern phaser rifles. Grenades, missile weapons and knives as well are in the repertoire of the corps and firmly belong into a troopers training. And although other



militaries in the galaxy use them, mines are strictly forbidden in Starfleet – they are simply a to great peril after a war is ended and usually do as much damage to civilians as to soldiers and that in a brutal way.

While each member of the corps is provided with a standard Starfleet uniform, the combat dress of the corps is quite different. It is a complete black uniform, fabricated like any other Starfleet one, and features the departmental colour as one big stripe on the chest. Besides the colour the most major change is that there are large pockets on both legs of the trousers providing the soldier with room for emergency equipment like a medkit, rations and spare energy cells. In case for long term missions each soldier has access to a backpack.



Of course there is special equipment for use outside a starship environment, like emergency tents, a field sensor unit and the like. In the **Players' Guide** you will find stats for camouflage suits and **The Price of Freedom** gives you a lot more weapons and other useful equipment, like drones.

While the corps definitely has special sharpshooter in its rows, Starfleet issues no sniper rifles as such. The Phaser rifle and modern targeting technology make it unnecessary. A high setting takes the need for an exact hit and the scope that can found in the second book of the above makes aiming very easy even for untrained soldiers.

Of course the corps has access to starships if necessary for transportation and it can coordinate with the Office of Fleet Operations if troop transfers are necessary. However basic transports as such are part of the corps' equipment as well. Various types of shuttlecrafts can be found in its arsenal for landing on planet and transfer of small amount of troops. Larger standard Federation transports, like those of the Merchant Marine and Starfleet itself are available for larger units, usually captained by a Full Lieutenant of the corps. Most prominently used is the Petersburg-Class Transport.

For a 'hot' landing under combat conditions the corps has access to armed landing crafts like the *Fury*-Class gunboat and *Wyvern*-Class transports, with the later described in **The Dominion War Sourcebook: The Fires of Armageddon**.

The same book also has stats for tanks and other ground vehicles. Additionally the corps regularly uses the *Kellinan*-Class light tank to transport troops on the surfaces of planets.

Starfleet Corps of Pilots

While each starship has a conn-officer and several other more crewmembers responsible for navigation of the vessel, there is one branch of Starfleet that is dedicated on piloting small combat vehicles, the Corps of Spatial and Avial Tactical Warfare.

The Corps' Task

The corps primary task is to provide a first line of defence to Starfleet vessels and the UFP's planets. Additionally they serve as police forces, escorting presumed criminals' vessels back to a Starfleet base, inspecting cargo convoys and doing the routine security work where one starship can not.

In peacetime Starfleet posts most fighter squadron on immobile bases providing a certain area with the means of defence, without binding a starship on this position. Especially at its borders there are to many systems to be controlled by the fleet as such – as a consequence patrols in these systems are usually performed by small groups of fighters in a more or less regular pattern. Besides that starfighters are also used for quick response operations in case of pirate attacks or preventing enemy incursions.

When in war the corps usually transfers a bunch of its capacity on carrier ships enhancing fleets with the fighters'

unique capabilities. They can be used as reconnaissance craft since their small energy signatures can hardly be detected compared to larger starships. Derived from that they can enter systems unseen and gather information or perform quick raids on enemy outposts and especially sensor arrays in order to blind the enemy. Fighters are sent ahead of a fleet to clear its path of mines, enemy ships and other threats and escort ships during battles.

While shields and hulls of the fighters can hardly take more than one hit, their manoeuvrability and small size make



up for it. The fact that they usually operate in groups adds to their flexibility in combat enabling them for example to attack several subsystems of a starship at once while providing cover for each other. Their armament is

astonishing for such small vessels as well.

Additionally to special warfare the corps also provides aerial cover in planetary combat and is equipped with atmospheric fighters. Since a warp core breach within an atmosphere is very dangerous those ships use other means of power and are usually not capable of space flight. However they provide support for ground troops, attack enemy positions on the ground and act as means of reconnaissance as well. For that use the corps of groundforces trains an extra branch of pilots.

Besides the mere combat use of the corps it also is responsible for many prestigious tasks. Formations of the corps usually accompany Academy graduation ceremonies and other comparable public events, for example.

Structure and Hierarchy

Like any other part of Starfleet the Corps of Spatial and Avial Tactical Warfare is subject to the board of the Joint Chiefs of Starfleet. Its resources and personnel are administered by the Office of Fleet Operations while the Office of Strategic

Operations decides upon its positioning and its overall mission. Directly subordinate to the Chief of Strategic Operations is the Admiral of the Corps, the common reference to the head of the pilot corps. He primarily is the connection between Starfleet Command and its fighters, providing advice to the Chiefs and relaying orders to the corps.

Generally each fighter is assigned to a certain fleet like starships as well, however exceptions exist. Planetary bound fighters usually are under the direct authority of the planet's defensive forces while those fighters at a starbase fall under the same jurisdiction as the starbase itself.

However the largest individual unit of fighters is the Tactical Fighter Wing, headed by a wing commander usually with the rank of Commander or higher depending on the unit's assignment. A Tactical Wing most of the time consists of around 100 fighters splitting up into wings of ten vessels each. Usually one of them is led by the Tactical Wing's XO, most of the time a Lt. Commander and all other wings are commanded by Lieutenants or even Lieutenants of the junior grade. One or two are reserved for more inexperienced officers like ensigns.

The smallest unit of fighters is the squadron of around three ships. These ships are led by junior officers or senior non-commissioned officers usually work together, provide cover for each other and attack the enemy in a team.

Besides the actual fighter wings there are also technical wings, medical wings and all other kinds of support personnel, which keeps the fighters running. Out of tradition they take the same titles reflecting their allegiance with Starfleet's pilot corps.

In case the corps' fighters are stationed on a starship, they usually are integrated into the vessel's hierarchy. That means that the crew is subordinate to one department, usually that is Flight Control, if there is a significant high amount of fighters however there usually is an extra department created for them and the wing's commanding officer takes the post of department head then. Referred to as the Commander Air Group or short CAG, he makes sure the fighters' service does not hinder the ship's other missions and on the



other hand sees to the pilots needs in resources and anything else.

Being Part of the Corps

Most of the time the corps' pilots are already dedicated to that field of work at the Academy and train there in piloting small space crafts, fighter tactics and it is there that they learn about the technology of the small ships and how they are integrated into Starfleet as weapon system.

But especially officers of non-piloting jobs come from any part of Starfleet and are transferred to the corps as needed. So it is not unusual to have a Strategic Officer removed from a starbase and have him transferred to a Tactical Wing. Medics, counsellors and engineers give the fighters the support they need and serve there regardless of their former posts.

Service as such differs not from any other job in Starfleet except that the fighter wings usually see more combat training – there simply is no other purpose of the fighters – therefore there is little else they can spend their time on.

Depending on the post it can be rather stationary, or mobile if the wing is posted on a carrier-starship, which is rarely the case in times of peace however.

Not unlike the groundforces the members of the pilots corps are proud of their tradition and tend to show that tradition to other Starfleet personnel. But still they do wear the same uniforms, rank insignias and combadges as all other members of Starfleet. Some distinguished units however are allowed to wear badges with their logo and name on it on the uniforms sleeves and the actual piloting officers of the corps also prefer to wear a uniform variant usually only seen with Starfleet Captains. They wear grey shirts under open jackets kept in their department's colour with black shoulders and add to those trousers with large

pockets for emergency equipment like medkit and rations.

In difference to the ground forces it is far easier to change the service branch for personnel of the pilots corps. Since its work is more connected to Starfleet's other missions it is easier to use the skills learned in the corps in other fields of work. A fighter pilot could easily transfer to the Flight Control department on a Starship and become a Conn-Officer or a shuttlepilot, for example.



Resources and Equipment

The standard vehicle of the Corps of Spatial and Avial Tactical Warfare is the Starfleet Attack Fighter. The two-man ship has room for an actual pilot and a weapons officer enabling the crew to concentrate on one task instead of getting distracted by nonessential ship operations. Besides the actual fighter there exists a recon-variant that is faster and equipped with better sensors. It is used to gather data in enemy territory and to relay targeting telemetry to other ships so that they can coordinate their fire.

Additionally there are two standard atmosphere vehicles that serve the same purposes. The advanced technology of the 24th century enables fighters to be equipped with any special equipment and thus only one basic type of ship is needed. As a consequence pilots are far easier exchangeable and the handling of the vessel becomes a routine very fast.

Besides the fighters the corps has access to Starfleet standard equipment and every crew of a fighter is provided with Type II Phasers as well as a medkit and emergency equipment like a tent, a beacon and rations.

Overlays

Groundforces Close Quarters Combat Expert (Security)

Fit to fight an enemy at closest range in melee, the CQCE is trained in unarmed combat and melee combat alike. While he is also an able warrior with the phaser, he prefers other weapons. To get into melee range the CQCE has to sneak to an enemy and lay an ambush.

Athletics (c.S.) 1 (2)	Personal Equipment (c.S.) 1 (2)
Computer (c.S.) 1 (2)	Primitive Weaponry (c.S.) 2 (3)
Dodge 2	(c.S.) (3)
Energy Weapons (Phaser) 1 (3)	Planetside Survival (c.S.) 2 (3)
History (Federation) 1 (2)	Security (Security Systems) 1 (2)
Language Federation Standard 1	Shipboard Systems (c.S.) 1 (2)
Law (Starfleet Regulations) 1 (2)	Stealth (c.S.) 2 (3)
Strength +1	

Groundforces Demolition and Security Expert (Security)

The Demolition and Security Expert is trained to disarm mines, place bobby traps and secure enemy territory. Also an able engineer he can break into enemy security systems and disable lock and surveillance technology.

Athletics (c.S.) 1 (2)	Law (Starfleet Regulations) 1 (2)
Computer (c.S.) 1 (2)	Personal Equipment (c.S.) 1 (2)
Demolitions (c.S.) 2 (3)	Planetside Survival (c.S.) 2 (3)
Dodge 1	Security (Security Systems) 2 (3)
Energy Weapons (Phaser Rifle) 2 (3)	Shipboard Systems (c.S.) 1 (2)
History (Federation) 1 (2)	Systems Engineering (Security Systems) 2 (3)
Language Federation Standard 1	

Groundforces Sniper (Security)

Trained to cover comrades with a phaser rifle from the distance, or to attack enemy troops from a hideout, the sniper is an excellent marksman and ranged combatant. Able to hold out in enemy territory for quite some time, he tends to be a loner, since he rarely has the benefit of larger troops.

Athletics (c.S.) 1 (2)	Material Engineering (Phaser Rifle) 1 (3)
Computer (c.S.) 1 (2)	Personal Equipment (Com) 1 (2)
Dodge 1	Planetary Tactics (Small Unit) 1 (2)
Energy Weapons (Phaser Rifle) 2 (4)	Planetside Survival (c.S.) 2 (3)
History (Federation) 1 (2)	Security (Security Systems) 1 (2)
Language Federation Standard 1	Shipboard Systems (c.S.) 1 (2)
Law (Starfleet Regulations) 1 (2)	Stealth (c.S.) 2 (3)
Perception +1	

Pilot Corps Engineer (Engineering)

Unlike most of his fleet comrades the engineer of the pilot corps is more specialized in fighter technology and his training is more combat orientated – fighter squadrons tend to see more combat action than ordinary Starfleet units. Some of them even train as co-pilot and then accompany a pilot as weapons officer.

Athletics (c.S.) 1 (2)	Law (Starfleet Regulations) 1 (2)
Computer (Modeling) 2 (3)	Personal Equipment (c.S.) 1 (2)
Energy Weapons (Phaser) 1 (2)	Planetside Survival (c.S.) 1 (2)
Engineering, Material (Structure) 1 (2)	Physical Science (c.S.) 1 (2)
Engineering, Systems (Tactical) 2 (4)	Shipboard System (c.S.) 2 (3)
(c.S.) (3)	Starship Tactics (Fighter Tactics) 1 (2)
History (Federation) 1 (2)	Vehicle Operations (c.S.) 1 (2)
Language Federation Standard 1	

Pilot Corps Pilot (Commissioned Officer, Command)

Most of the corps' officers who serve as pilots are not only trained in flight control but also to lead combat, use starship battle tactics and generally administrate a squadron.



Administration (Squadron) 1 (2)
 Athletics (c.S.) 1 (2)
 Command (Squadron) 2 (3)
 Computer (C. S.) 1 (2)
 Energy Weapons (Phaser) 1 (2)
 Engineering, Any (c.S.) 1 (2)
 History (Federation) 1 (2)
 Language Federation Standard 1

Law (Starfleet Regulations) 1 (2)
 Personal Equipment (c.S.) 1 (2)
 Planetside Survival (c.S.) 1 (2)
 Shipboard Systems (Flight Control) 2 (3)
 Space Science (Stellar Cartography) 1 (2)
 Starship Tactics (Fighter Tactics) 2 (3)
 Vehicle Operations (c.S.) 1 (2)

Pilot Corps Pilot (Enlisted, Operations)

This is the standard crewman of an attack fighter. This can either be the actual pilot or the weapons officer.

Energy Weapons (Phaser) 1 (2)
 History (Federation) 1 (2)
 Language Federation Standard 1
 Law (Starfleet Regulations) 1 (2)

Planetside Survival (c.S.) 1 (2)
 Shipboard Systems (Flight Control) 1 (3)
 (Tactical) (3)

Training Packages

Groundforces Melee Training (4 weeks, 8 Dev. Points or 15 Experience Points)

Requirements: none

Skills: Primitive Weaponry (Knife) 1 (2), Unarmed Combat (Starfleet Martial Arts) 1 (2), Toughness +2

Groundforces Officer Training (5 weeks, 8 Dev. Points or 15 Experience Points)

Requirements: Officer rank, officer must transfer to groundforces from other branch

Skills: Administration (Groundforces) 1 (2), Planetside Survival (c.S.) 1 (2), Planetary Tactics (c.S.) 1 (2), Department Head +1

Groundforces Survival Training (6 weeks, 8 Dev. Points or 15 Experience Points)

Requirements: none

Skills: First Aid (c.S.) 1 (2), Planetside Survival (c.S.) 0 (1), Tracking (c.S.) 1 (2), Perception +1

Pilot Corps Tactical Training (4 weeks, 8 Dev. Points or 15 Experience Points)

Requirements: Participant must be a pilot in the corps

Skills: Starship Tactics (Fighter Squadron) 1 (2), Shipboard Systems (Tactical) 1 (2), Promotion +2

Equipment

Emergency Tent

This tent is used by Starfleet personnel to survive in enemy and hostile territory. Basically a mobile life support unit combined with a duranium foil that protects the users from wind and weather, the tent can be sealed off from the environment providing protection against chemical and biological agents and against a hostile atmosphere as well. The foil is covered with miniature solar generators that can transform radiation into energy. The tent holds 2 soldiers.

Mass: 3 kg, life support unit; 1.5 kg foil

Size: life support unit: 30 x 30 x 20cm; Foil if built to tent: 200 x 280 x 80 cm

Duration: 72 hours on batteries, can be recharged with solar generators

Mobile Sensor Unit

This sensory unit is basically an enlarged tricorder. Used by groundforces to spy on enemy movements the units is a metallic cube and its front is covered with a screen. A standard energy cell powers the sensors.

Range: 10km, long range (omnidirectional); 200m short range (directed in 90 degrees)

Size: 65 x 50 x 50 cm

Mass: 4 kg

Duration: 800 hours (limited use), 30 hours (continuous use)





CHAPTER III: Aliens and Planets

FEDERATION MEMBERS

Antedeans

Homeworld

Antede III is a Class-M planet almost exclusively covered by water. Only twenty percent of the surface consist of solid ground, life there tends to be rather simplistic, due to the small size of the above-sea ecosystem. In fact Antede III is the only inhabited world in Federation space that has no avian species in its fauna.

On the surface of the seas there are several floating cities, floating in determined patterns on the oceans, which are regarded as ancient and sacred to the Antedeans – a different pattern would disturb the cosmic stream of luck, like the Antedeans say.

Antede is an ordinary orange star and Antede I is a Class D world in a very close orbit around the sun – in fact

scientists expect it to collide with the star in around four hundred years.

Antede II is a Class-L world, which is covered by primitive algae and by heavy water. Antede II's eccentric orbit and irregular shape makes scientists believe that it once was part of Antede III. A large rift-like underwater canyon on Antede III adds credence to that theory.

History

Antedeans developed from fish-like animals on their homeworld, which in fact still exist today.

Due to the lack of surface life on Antede never developed into a more common form as seen on most other planets. As the Antedeans developed they created a technique of survival, which accelerated their creation of intelligence.

They spent large parts of their existence in hibernation, hid in caves and under rocks. Afterwards they need large quantities of food to recover. Since the Antedeans lived like that in swarms their success in hunting was quite large.



However oddly during their hibernation they were not unconscious as such and therefore were able to “think” about themselves. Scientists believe that these times of hibernation where the reason why the Antedeans had the “leisure” of becoming self-aware.

While feeding on fish Antedeans were never much of an aggressive species therefore their history lack the many large conflicts sadly so common on other worlds. The large schools of Antedeans soon learned to cooperate in each others' efforts. Antedeans began to help each other in guarding from predators and in creating shelter in caves and such.

So the Antedeans began developing tools and eventually technology, which made their life under water easier.

While progress in general was not much slower than average Antedeans decided late to leave their own planet. As they lived most of their lives under water stars never were that important to them compared to other cultures.

However when curiosity finally led them above the surface of their oceans Antedeans began to wonder what those stars were.

In 2233 their technology was advanced enough to launch a probe into space and what they found there was intriguing but frightening as well. While the lack of gravity was not too uncomfortable for the Antedeans the high amount of radiation was. Since the thick layer of water protected the Antedeans of most of the cosmic radiation, they simply were not used to it.

But curiosity won and in 2264 the first Antedean launched into space. While progress was first slow once the Antedeans began exploring their solar system the ability to hibernate was quite advantageous. The state of sleep allowed the Antedeans to cope with the stress of space flight and enabled them to settle Antede II in 2316.

Maybe the Antedeans would have been content with that if not for a stranded Andorian vessel. The ship landed on Antede II and while the

crew tried to keep out of contact with the Antedeans they still were enough inspiration to keep the Antedeans developing new space-faring technology.

In 2341 they had built their first warp ship and began exploring their galactic vicinity.

In 2363 they asked for membership in the United Federation of Planets and

Antedean

Attributes

Fitness 2 (5)

Coordination 2 (5)

Intellect 3 (6)

Perception +1

Presence 2 (5)

Psi 0 (5)

Skills

Athletics (Diving) 2 (3)

History (Antedean) 1 (2)

Language Antedean 2

Life Science (choose Specialization) 2 (3)

World Knowledge (Antica) 1 (2)

Traits

Curious +1, Night Vision +2, Poor Hearing -2

were granted that in 2364, although a paranoid group of Antedeans had tried to sabotage the admitting conference.

Culture

Antedean culture is marked by a lack of violence and competition. Decision-making is usually a long process on Antede, due to that.

Governing however works quite traditional on the planet. Each school of Antedeans declares a speaker who then enters a city's parliament for local administration. Additionally they vote on parliament candidates for the global government once every six years. Parliament then decides on its president, the leader of the planet.

Families are called schools on Antede and tend to be very large. Antedeans have much progeny, sometimes



a school can have several hundred members. Each member of a school has a certain task, some are scholars and some are technicians. So-called educators are responsible for guarding and teaching the young ones.

When getting older the educators council on the abilities of each Antedean and then guide him to his later profession. While each may chose on his own, the guidance is usually accepted.

Antedeans live in large floating cities to enable contact with the rest of the galaxy, although some cities exist under water as well. These cities have a round form and nowhere sharp edges are to be found. Large channels filled with water enable the Antedeans to travel their cities easily and large halls are composed of miniature ecosystems from the many oceans.

Antedeans strongly believe in peaceful coexistence and cooperation – the way they survived their past. Warriors are quite unknown to them. They have security personnel but no real army.

Physiology and Psychology

The Antedeans are an ichthyohumanoid species, fish-like. Their leathery skin is blue in colour as are their eyes. They have small mouths and faint fins on their heads. Antedeans have only three fingers and quite high voices, with which they speak quite fast. They are around six feet tall.

Antedeans usually suffer more from space travel than most other species, since they depend on their usual ecosystem under water. Antedeans counter that stress caused by space travel with their hibernation state. They induce that catatonic condition before entering space and only leave it once they have reached a secure environment.

Antedeans can breath in water and in a gaseous atmosphere – they have lungs and gills. Since sounds spreads more easy under water, Antedeans tend to have a poorer hearing than most humanoids, but their low light vision enables them to see in dark environments.

Antedeans are rather calm in nature and usually are very reasonable. But they can react very emotionally and passionately sometimes, if needed. Antedeans listen well to others and are excellent at mental tasks.

Noted Accomplishments

Antedeans sent a team of terraformers after Bajor was freed from the Cardassians to recreate the ecosystem in Bajor's oceans.

Noted Characters

Helere Juun is the Antedean Ambassador to the Federation and one of the most determined members of the conservatives in the council, believing in a more defensive approach in foreign politics.

Anticans

Homeworld

Antica is the third planet in the Beta Renna system. The lush, grassy planet is a typical Class-M world, there are wide oceans and many forests. However since the Anticans did reach a technology level of six only quite recently there is still some industrial pollution to be taken care of – however current terraforming projects are in process of improving the atmosphere.

The Beta Renna star is a large blue giant and there are six planets in orbit around it. Beta Renna I and II are Class-F planets, rocks of not much interest for scientists.

Beta Renna IV is an uncomfortable Class-K planet. Thick sulfur clouds cover its surface and there is a significantly high pressure onplanet. However it is an rich source for dilithium crystals, which makes it



paramount for both native species of the Betta Renna system.

Beta Renna V also is of Class-M, home to a species called the Selay, the archenemy of the Anticans

The most interesting planet in-system however is Beta Renna VI. It is a rare Brown Dwarf, an immensely large gas giant, of such a size and mass that it faintly glows. It is too small for a sun and too large for a simple planet. Scientists assume that this is the reason why Selaya actually is habitable. The heat radiated from Beta Renna VI compensates Selaya for the less light and warmth it receives from its actual sun.

History

The Anticans' evolutionary ancestor was a canine predator that lived on Antica several million years ago.

The species developed into a sentient species more slowly than on most other worlds, due to the predatory nature of them.

The Anticans' early history was violent as well, tribes extinguished each other for resources, hunting grounds and such. As a consequence the technological advance of the Anticans was not too fast, either. Warlords and empires flourished and deceased again.

But at some point the Anticans understood that when they would continue on that course they would eventually wipe each other out. A system of rituals was developed to settle disputes by duels instead of large battles. Each party of a conflict would send a combatant to neutral ground, where these delegates would fight until death to determine a winner of the "war".

While this method saved the Anticans from wiping each other out, it did not suit their predatory nature. They had to adapt. So the Anticans began competing in scientific, technological and other fields,

giving their level of progress an intense thrust forward.

They developed steam power, gunpowder and began observing the stellar configurations and making discoveries in their solar system.

The last lethal duel of the Anticans took place in 2209, when a group of the best warriors gathered to decide whether to unite the Anticans or not. The union movement won so the Anticans created a global government and combined their efforts in technological advance.

The Anticans entered space in 2227, a rocket device brought one of them into orbit for one day. The fact that they had received communication signals from Selaya, the fifth planet of the system, made them accelerate their efforts in space travel and in 2244 the two species met for the first time during a rendezvous of two space ships, in orbit of Beta Renna IV. Despite the difference of the species their rather same nature of being progeny of predators they came along quite well. They shared

eagerness and determination and soon both species endeavoured in common projects to further their efforts in space travel. In 2289 Development of a warp drive began – which was essentially the end of the good terms of the two species.

In 2296 the Selaya betrayed the Anticans – or so they thought.

Which was actually a simple misunderstanding due to the different numerical system of the two species, made the Anticans believe the Selaya were mining more of Beta Renna V's dilithium than agreed upon as part of the warp project. Typical for their impulsive behaviour the Anticans declared war on the Selaya – a war that lasted for decades.

Since none of the two species had yet developed faster engines clashes between their ships were rather sporadic. However both their scientific advances were



accelerated and in 2314 the Anticans and the Selay had finished their work on a warp engine and anti-matter technology. The threat of both of them bombarding the other species' homeplanet let both of them desist on that so the major battlefield was Beta Renna V since that was their source for dilithium.

Both species made contact with other aliens, among them the Ferengis who supplied both with war goods and when in 2351 the *USS Paris* entered the system for an exploration mission on the brown dwarf, the Anticans made contact with the Federation. Discovering the current martial situation of that time, the UFP began to intervene and mediate in the conflict, only partially successful when both the Anticans and the Selay applied for membership in the Federation in 2362.

As a consequence negotiations between Anticans and Selay were intensified by the UFP and in 2364 both planets sent delegates to talks on the nearby planet Parliament. Talks were ended in 2366 after several more meetings and both planets were admitted to the Federation consequently.

Culture

The Anticans are quite an aggressive species, due to their predatory origin. Therefore much of their culture is based on competition and rivalry.

Each city on Antica sends one delegate to the local war hall – named so for the ancient tradition of settling wars in single combat – where decisions are still reached in duels. Since they are no longer lethal, they follow strict rules. The combatants may not leave the field of battle, are not allowed to strike at the opponent's head and may not use ranged weapons. Attacks have to be open, i.e. no toxin is allowed in the competition.

Once a local decision is made the war hall sends one warrior to the Hall of Glory set in the capital of Antica, Hingara. There the same process of decision-making is performed until matters on a subject are clear. The Anticans' Chief of Claws, their president and usually an excellent warrior, then sees to the decision being executed.

One major point of Antican culture is personal success. It is the way a being is measured due to their competitive nature. Rivalries among the Anticans are therefore commonplace and actually can end quite dramatic.

Legends and tales of past battles and duels are an important part of Antican culture, the mere way of telling it says much about an Antican – some of the

Antican

Attributes

Fitness 2 (5)
Strength +1
Coordination 3 (5)
Intellect 2 (5)
Presence 2 (5)
Psi 0 (5)

Skills

History (Antican) 1 (2)
Language Antican 2
Unarmed Combat (choose Specialization) 2 (3)
Stealth (Stealthy Movement) 2 (3)
World Knowledge (Antica) 1 (2)

Traits

Bloodlust -2, Curious +1, Intolerant -1: Selay,
Toughness +2

natives are able to revive ancient heroes in their tales and become famous for it.

Hunting and especially feasting on fresh meat is still a custom in Antican society, they regard non-carnivores as barbaric.

Physiology and Psychology

Anticans are a canine species, which is clearly visible by their fangs and claws. Their heads are bald, only their sides are covered by long white hair. Moustaches and eyebrows are as long as the sideburns, while a bony ridge covers their foreheads. Their size usually is above six feet and their limbs tend to be long and muscular.

Anticans are an impulsive species and their warrior nature still is bothering them. Channelling their hot temper into competition and rivalry, the Anticans usually say what they think and have no sense for formalities. They are hunters and warriors as such and are excellent athletes another way of them competing with each other.



Anticans are a proud species, margining almost to being arrogant and they tend to react harshly on comments about them as individuals or as a species.

Noted Accomplishments

Anticans' sense of competition ranks them high in UFP sports leagues, especially concerning martial arts. Surprisingly they also tend to be able diplomats in case the negotiation partner is somewhat martial as well.

Noted Characters

Girguna Helr'goth is commissioned as Full Lieutenant of Starfleet. She currently heads the Martial Arts training at Starfleet Academy.

Finras Thel'oon is one of the most popular newcomers among novelists. He wrote already two books about famous warriors, which were lively written and therefore very successfully received by the UFP audience.

Bynars

Homeworld

The Bynars' homeworld, Bynaus, is the third planet of the Beta Magellan system.

Bynau is a Class-M planet, quite rocky for such a type but also covered with many forests and jungles. Various cities, intensively industrialized, are to be found on the surface.

The Beta Magellan system is dominated by a red giant star, which is around the same age as Earth's sun. Bynaus I is a Class-F planet not even the size of Earth's own moon. Quite dense and composed of many metals, it still has a strong gravity and magnetic field.

Bynau II in fact is a double planet, two small Class-D planets, encircling each other within a very short distance. Heavy gravity distortions make the planet useless for outposts of any kind.

History

The Bynars developed from a simple but intelligent primate life form on their homeworld several thousand millennia ago. Not unlike most species' past their early history was coined by competition and war and that for several thousand years.

However once the Bynars had developed a certain level of technology they resumed to more efficient methods of killing and war. In Earth' 18th century they had already built their first computerized drone and others followed, removing the soldier from the battlefields of the planet's surface.

In the 19th century a Bynar simply called One, deemed that the Bynars where wasting

Playing a Bynar or two

The Bynars present a challenging opportunity for roleplaying. Their hive nature makes them an interesting new alien species, which could add largely to a RPG group.

However how should they be played? When a player decides to take a Bynar as character he usually takes two since unless brought up in an alien society Bynars always exist in pairs. However usually they do not differ much in their skills as they are bonded together early in their childhood and usually make the same experiences. Since both beings still are different persons the narrator might as well decide that two players each take a role of one Bynar. If the later happens both characters should earn the same amount of experience points as any other character in the group, if the first option is taken up, both Bynar only receive the amount of experience one character would receive, to represent their close connection.

While technically not correct Starfleet regards a pair of Bynars as one being concerning commission, rank and such and referring to the pair by its Bynars pair number.

While the Bynars usually depend on their homeworld's computer it is no problem for a ship's computer to take over that one's duties once the Bynars leave the range of their communication devices.

The Bynars' dependence on their computer cores are simulated by the addiction disadvantage. However instead of a "withdrawal" the character becomes unconscious which causes death in the aftermath if the character is not kept alive artificially.



resources in competing with each other and developed a method how to connect them into a large network of beings – making it unnecessary to further fight each other. With bold diplomacy he made the warlords of the planet use his technology, believing this would provide them with a superior weapon. In fact One connected all Bynars to a gigantic computer network, thus making them essentially one.

The result was that over night all warlords had lost their power and Bynaas finally had become a peaceful world.

Much had to be rebuilt in the coming years and additionally the Bynars' computer technology was further enhanced. Since their own home system was not too interesting, the Bynars started late into space – first they had to find a way to connect starship crews with the planet's computer network or enable them to work alone. However in early 22nd century they were already in contact with several space faring species, among them the Denobulans.

Contact with the galaxy at large developed further and what was first a watching behaviour, developed into a more active role.

In 2361 the Bynars pleaded for membership in the UFP. However Federation Council was suspicious of the species' hive mind, not sure if the network was actually some kind of global government or more a dictatorship forced onto the Bynars. While admission for Bynaas' associate membership was granted in 2363, there were some tensions between the UFP and Bynaas in the following year.

Surprisingly the fact that the Bynaas hijacked the Federation ship *USS Enterprise-D* in 2364 sealed its acceptance into the galactic union. When Beta Magellan went nova, it did not destroy the homeworld of the Bynaas – but the consequent electromagnetic shockwaves accompanying the nova destroyed the planet's computer network. Since the computer was essential

for the species' survival the Bynars tried to steal the Federation vessel in order to replace their computer with that of *Enterprise*. The ship's crew was able to help the Bynars without giving up their own vessel and so the Bynars survived.

However the fact that the Bynars would not be able to survive without the computer gave evidence that the species' hive mind was no longer an optional trait but in fact had developed into a necessity – therefore full membership was granted in 2365, after serious investigation of the incident surrounding *Enterprise*.

Culture

The Bynars are a cybernetic species that is directly connected to a central computer on its homeplanet. As the Bynars have to process a lot of data and work with it, they began operating in pairs, which is now a need. Usually the pairs are named or better numbered subsequently in binary numbers.

Decisions on Bynaas are done via the species' hive mind, usually very fast. There is no real government as such although there are pairs that are responsible for administrative tasks.

There are no families on Bynaas as there is no need for a social unit if the whole species is in a state of constant communication and exchange. However already early in their existence the later profession of a Bynar is chosen based on that of his ancestors and a compatible mate given to the Bynar. But there are still distinctions between certain groups of Bynar. They group in skills and traits as well as location and date of birth giving each of them an index number – their actual name. While their names as such are very long and extensive, most of the time abbreviations are used, since groups of order have the same numbers, professions as well and the like. Numbering works from large to small, meaning, first



comes the number describing the date of birth then the location down to the professional group, the pair and on to the actual individual.

Work of the Bynars usually concentrates on intellectual fields and scientific ones. They excel at simulations due to their enormous computer resources. However they almost do not know what pleasure or free time or leisure means. Their logical mind usually has no need for something like this and therefore art is unknown on Bynaas.

Physiology and Psychology

Bynars are diminutive individuals with slightly oversized heads for human standards. As a result of their society based on intellect and computing power their bodies are quite underdeveloped – they usually become not larger than five foot and are slim at most. While they can grow

Bynar

Attributes

Fitness 1 (4)
Coordination 2 (5)
Intellect 3 (6)
Logic +1
Presence 2 (5)
Empathy -1
Psi 0 (5)

Skills

Computer (choose Specialization) 2 (3)
History (Bynar) 1 (2)
Language Bynar 2
Physical Science (Mathematics) 1 (2)
Systems Engineering (Computer) 1 (2)
World Knowledge (Bynaas) 1 (2)

Traits

Addicted – 3: Computer Core, Mathematical Ability +3, Medical Remedy +3: Computer Core, Multitasking +2, Obligation –3: Pair

hair, they usually wear it the Bolian way - not at all. They simply do not have a need for “looking good”.

Despite their mere biological features they also differ in other points from the usual human. Via a com-unit attached to their forehead they stay in contact with a highly advanced portable computer they usually wear at their hips. These computers process data, store it and

keep up the connection with their homeworld's computer.

Bynars are logic beings, almost thinking in binary code and usually communicate in that way with each other. They can excellently concentrate on their tasks at hand and work faster than most other beings.

Despite their logic behaviour they still can show feelings like joy or misery, although they do so rarely.

One of their most alien traits is that their decisions are based only on no or yes, they do not understand the meaning of maybe as a direct consequence of their binary language.

Another one is that they are regarded as asexual, they have numbers to be distinguished but are not referred as “gentlemen or ladies” but as pair. And they usually speak as one being where each constantly is beginning or ending a sentence of the other one.

Noted Accomplishments

A group of Bynars is currently working at Jupiter Station on a research project about the Borg, trying to learn more about this cybernetic species and providing Starfleet scientists with insights from their own cybernetic experiences.

Noted Characters

110110001001010 and 110110001001011 or short 10 and 11 are the first Bynars who attended Starfleet Academy and graduated from there. They currently stationed aboard *USS Trieste* and serve as ensign in the Science department.



Isarin

Homeworld

The Isarin originate from a Class-M planet in the Keller-System near the Cardassian border. They call their world Invarel, which means something like glittering jewel in their own language.

A yellow giant dominates the system and all in all there are six planets encircling the star. Keller VI is a Class-G planet covered by thick carbon ice giving it a bright colour.

The next inner ward planet is a large, red coloured gas giant, its atmosphere has thin blue stripes and the planet is surrounded by several ring systems. Since no moon is in orbit around the planet and due to the relative old age of the whole system, scientists assume that any moons the planet might have had in the past, suffered destruction due to the planets gravity.

Keller IV is the smallest planet in the system, a rocky Class-F world. It has no significance for the system as such. Since Keller III is another gas giant, it can be assumed that it was once a moon of one of its larger cousins and the two extreme masses have both lost control over the small rock.

Keller III, the second gas giant of the system, is quite uninteresting. It is a faint yellow ball without any details. Two small rocks orbit the planet.

Invarel is the second planet in the Keller system. Its size is slightly larger than Earth's but from space it looks quite similar. Blue oceans dominate the surface and lush green forests cover the continents and gentle mountains

run across them. The sky is in deep blue with a green shade to it, two moons can be seen in the night.

Since there are only around 100 million inhabitants on the planet there are far less cities than on most industrialized worlds giving the surface a rather peaceful and undisturbed look. Five massive, orbital habitats are home to another twenty million.

At the edge of the system in a wide elliptical orbit around the sun one finds Kelras-Station, named after a Isarin ancient hero. The crimson coloured construction is formed like a six-edged star with two smaller globes above and below it. Thin cylinders connect the three bodies and the globes are in fact heavy weapon pods. The base itself is the first line of defence along with six smaller platforms that guard the system in the same orbit.



History

In fact the origin of the Isarins is unknown even to themselves. There are no relics from any evolutionary predecessors and no signs of ancient civilizations.

The oldest notes are from around three thousand years ago, a report over a newly founded settlement on the northern continent.

Generally Isarin early history is coined by the development and struggles of early city-states, ruled by kings and other aristocrats. In difference to other planets, the shift from monarchy to democracy was quite peaceful. At some point the citizen simply found that a decision made by all members of a city

was probably better than one based on the opinion of one sole being. Gilgardin was the

first city that adopted a rule by its own citizens others followed quite fast. The result was a long period of peace and cultural exchange between the cities and as a consequence scientific and technological advancement became faster and more efficient. Within few centuries the Isarin developed black powder and almost modern sailing ships.

However as in many civilizations' past different opinions on religion began to stir up agitation and finally led to war. Darvindel of Jonrath became enraged when scientists of the city state of Henrim declared that regarding the laws of nature, the gods, which had been part of Isarin culture since ancient times, were not existing at all. Darvindel and many others found that 'discovery' not only disturbing but heresy. Masses came together to protests against each other's opinion. Many found the statement true, pointing to the countless developments Isarins had made in recent time, while the religious faction stressed the many marvels that still were present in the world.

The result was war. Both sides began provoking each other by destroying temples and libraries and hateful speeches were exchanged until the first blood was shed. Wrath spilled over, both sides armed up and soon war was raging across the whole planet. The Royal Warriors and the Enlightened as the two factions called themselves, fought for almost six hundred years, caused by the long life span of the Isarins.

When almost all knowledge and all technology had been destroyed and the amount of casualties on both sides had long been forgotten, the war suddenly ended. The Battle of Gilgardin was the last battle where both sides made the ultimate effort to destroy the enemy. The last armies were gathered, around 100.000 soldiers on both sides. The battle lasted nine days and nights before suddenly one of the soldiers stopped fighting and asked his opponent why they were actually fighting. Enrood was the

warrior's name and the question spread through both armies as the Isarins realized that they actually did not know. They remembered the stories told by their parents and grandparents but they were also tired of killing and violence and so they ceased to fight.

Enrood was the father of a new prosperity, Isarins agreed that it did not matter if one believed in gods as long as one lived a morally right life. Finally they had settled their differences and began rebuilding their world. Gilgardin became a new centre of culture and art, a large stylised humanoid figure reaching for the sky with both hands was erected on the fields surrounding it, as a memorial of the battle. The statue represented a praying Isarin as well as those who longed for the scientific wonders the world was still keeping from them.

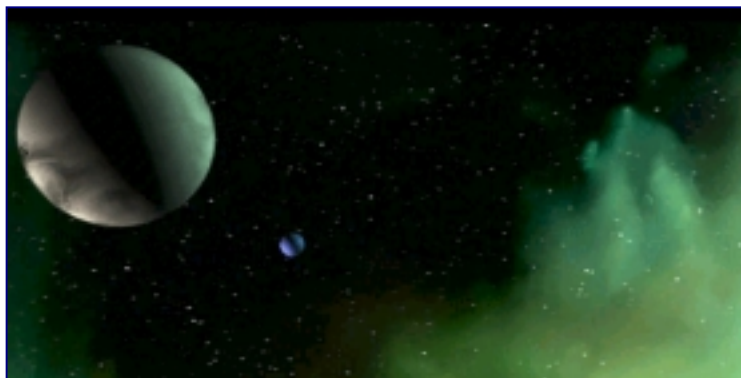
Cities were rebuilt, society re-established. Since the Isarins started all new together and in one city, they developed a one-government system right from the new start. Once the infrastructural and economical recovery was completed, the Isarins returned what they were best in – science.

Since they almost had to start from a prehistoric level of technology, it took them quite some time till they reached a state comparable to the condition before the War of the Ethics, as historians later

called it. However once their hunger for wisdom and knowledge grew their success did either. Around one thousand years ago they again reached a level of technology

comparable to that before the war and it took them not long to achieve new wonders.

Two hundred years ago the first Isarin set foot on one of their homeworld's natural satellites and only a decade later the second one was visited by a living being. Due to their connection with nature, the Isarins soon began construction on their



orbital habitats, thinking that a too large civilization on planet might destroy the ecosystem they decided to leave it if necessary.

Since the habitats took many resources and workforce the Isarins only developed warp drive some sixty years ago. Their first unmanned probes showed promising results, as did the manned vessels. The Isarins began exploring their galactic vicinity, but soon encountered the Cardassians. Their aggressive nature let the more peaceful Isarins draw back into their own system where they stayed and began to ready themselves for a possible invasion. Kelras-Station was constructed at that time.

In Earth year 2352, the *USS Wellington* fled into the up to then uncharted Keller-System and was pursued by two Galor-Cruisers. Once the Isarins understood the situation they helped the Federation ship and drove off the attackers.

Isarin

Attributes

Fitness 2 (5)
 Strength -1
 Vitality +1
 Coordination 2 (5)
 Intellect 3 (6)
 Presence 2 (6)
 Empathy +2
 Psi 0 (5)

Skills

Artistic Expression (choose Specialization) 1 (2)
 History (Isarin) 1 (2)
 Language Isarin 2
 Persuasion (choose Specialization) 1 (2)
 Physical Science (choose Specialization) 1 (2)
 Science, Any (choose Specialization) 2 (3)
 (choose another Sp.) (3)
 World Knowledge (Invarel) 1 (2)

Traits

Sexy +2, Pacifism: Self-Defense -3, Poor Chemoreception -1

Realizing that the Cardassians would not ignore that new opposition the Isarins were eager to learn more about their enemy's enemy. They were quite content with what they got to know and it took not much time until Kelras-Station became usable by Starfleet in its efforts during the Cardassian War. In 2354 the Isarins applied for membership in the UFP, admiring the

scientific possibilities that might provide them with.

Since 2355 Isarin is an official member of the United Federation of Planets and a firm ally. Believing in the union's strong peaceful ideals as well as its search for knowledge the Isarins are one of the most enthusiastic members.

Culture

One thing that determines all culture of the Isarins is the seeking for knowledge and wisdom. No matter which profession a member of this species takes up, it is on a quest for enlightenment and to learn more about the wonders of the galaxy.

How this is achieved differs a lot though. Some Isarins decide to become monks and meditate about the many truths of the universe. Others become marvellous artists, creating songs, sculptures and other works to share their thoughts and feelings with others. And some join the many scientists who try to explore the universe on an empiric rather than spiritual way.

All in all the Isarins try to reveal more about the world no matter their field of work and they are very determined to that.

Social units of the Isarins tend to be extensive due to the long life spans of them. Most families live together in large houses, usually u-shaped with vast courtyards in the centre and pillars supporting the roof. Due to the lush climate on their homeworld architecture in their cities is quite open and wide. An elder who represents it in political matters usually heads each family. Every family also belongs to one city, some per tradition some due to their actual location. The elder then is part of the city's parliament. There decisions are made by majority votes and from there move up in the hierarchy. Each city has a number of voices deprived from the amount of inhabitants. That way the direct democracy of the Isarins decides on global matters.

The Isarins are a peaceful species knowing that killing and hatred only hinder to see the truths of the world and thus they try to prevent that from happening. They regard life sacred and the natural system as



well. Nature, which includes stars, planets and each other aspect of the universe is to be protected if the truths in it are to be learned.

Physiology and Psychology

Isarins are deeply respectful beings and regard life as sacred. The needs of the others are always thought about when they make important decisions.

Additionally they are very curious and always seek knowledge of any kind. They search the truths about the universe anywhere.

Usually Isarins are very determined in their tasks at hand and tend to be more than stern in their efforts. However some of them, usually artists, tend to be very happy, open and almost comical at times.

Isarins are humanoids that are usually not tall at all and have a slender built. Six feet height is already extraordinary tall. Their skin colour ranges from pale white over light green to violet. Their eyes are as well exotic, in form and in colour. They are usually red, green or blue and have an almond shape. Their hair can be blond, brown or black sometimes mixed with a more colourful shade like blue and red. In difference to most humanoids, Isarins have an impaired chemoreception.

Isarins tend to be very intelligent and have an aura of politeness and a charming behaviour. Additionally they have an almost youthful appearance, paired with a wise empathy, which makes both stick out exotically. Their lifespan is enormous. Isarins seem not to get older and can reach an age of several centuries.

Noted Accomplishments

Since the Isarins were admitted into the Federation many Isarins have taken part in important scientific developments of Starfleet and the UFP as such. Several are currently stationed on Ba'ku trying to make the system's unique radiation along with its healing effects available for all without harming the native population.

Noted Characters

Telros Namary is one of the most famous singers in the UFP, her concerts are sold out regularly.

Captain Keendar Elroth is the current head of Starfleet's psychological Medical School branch.

Klaestrons

Homeworld

Klaestron IV is bordering on Cardassian territory and is only few lightyears away from Bajor.

The system's sun is an a bit above average sized orange star. Klaestron I was destroyed two hundred years ago, when a large asteroid hit it, only leaving a debris field behind.

Klaestron II is a Class G world with a dense carbon atmosphere. Heavy clouds hide the icy surface from space and give the planet a grey colour.

Klaestron III is a colony of the Klaestrons. A heavy industry complex was erected on the Class-L world, taking much of the more dangerous and polluting industry off the actual homeworld.

Klaestron IV is a Class-M world. It is a typical example of such planets, many seas cover the surface as do forests and mountain ranges.

History

Klaestron history began when the Klaestrons developed from primates in the jungle to an intelligent life form.

Early history went along as on most worlds, civilization grew and technology advanced. Cities were founded and wars broke out between the first societies.

A wave of scientific breakthroughs propelled the Klaestrons forward, providing

them with electric power and other wonders. In Earth' twenty-third century the Klaestrons had reached a somewhat stable

Klaestron

Attributes

Fitness 2 (5)
Coordination 2 (5)
Intellect 2 (5)
Presence 2 (5)
Psi 0 (5)

Skills

Athletics (choose Specialization) 1 (2)
History (Klaestron) 2 (3)
Language Klaestron 2
Material Engineering (Contrsuction) 2 (3)
World Knowledge (Bynaus) 1 (2)

Traits

Code of Honour -2: Equality of People, Intolerant –
1: Former Republic followers, Resolute +3

global condition and therefore technology was developing even faster resulting in the first space travel of the Klaestrons in 2214.

One century later the Klaestrons had developed their first warp drive, which nearly destroyed them. The more well off societies now made contact with alien species and the lesser developed states now saw the drawbacks of their situation.

Jealousy and hatred spilled over and a war broke out on Klaestron IV, more severe than ever before. Retaliation and counter-attacks of each side resulted in the deaths of millions and the destruction of many cities and nations.

When the war was finally won in 2328, a global government was established with the task to prevent any of this from happening again. However conditions grew worth. Poverty was high, oppression severe and brutal. Rebellion was the result.

General Ardelon Tandro became the leader of the rebels who wanted equality

among all citizen of the Free Republic of Klaestron. Skirmishes were fought and in 2339 the rebels were able to strike several critical assaults against the Republic's forces among them the seizure of the capital, Jellane. Ardelon Tandro was able to unite the people and create an alternative to the Republic and establish contacts with aliens among them the UFP. The UFP offered to intervene and mediate between the two adversary nations, which Tandro gladly accepted. Ambassador Curzon Dax was sent to the planet and was able to reach significant agreements but eventually his efforts failed. The war was ended brutally. Tandro was killed after his abduction in 2342 and the former rebels extinguished the remains of the Free Republic in a retaliating assault.

In memory of General Tandro a new nation was founded in 2343, the Klaestron Republic as it is still called today. Due to the unsuccessful mission of Ambassador Dax the Klaestrons reduced contact with the UFP but intensified relations with the Cardassians, with whom they traded intensively in the coming decades.

However when the Cardassians allied themselves with the Dominion the Klaestrons feared to be invaded soon – why should the Cardassians trade if they simply could take it, many Klaestrons asked.

A pact was negotiated with the Federation, which allowed Starfleet ships to pass through Klaestron space and finally the Klaestrons applied for membership in the UFP in 2375, shortly before the war's end. The request was granted only months later, UFP needed all allies it could get.



Culture

Klaestrons still remember their more recent past very well and even now they still have to deal with the aftermaths of the war. General Tandro is regarded a hero and his person is idealized. Schools and buildings are named after him.

While differences in society are more or less erased there are still extremists on both sides of the former adversaries.

Generally Klaestrons regard everybody as equal in front of law and abolished discrimination sanctioned by the government when the old republic fell. But they are also aware of their past and fanatically try to ferret out those who collaborated with the beaten opponents.

Klaestrons are excellent architects and their Hall of Parliament is famous in the whole quadrant. Large pillars support a heavy roof and the acoustics are so well done that no electronics are needed to carry a speaker's voice to the audience.

Physiology and Psychology

Klaestrons almost resemble humans in size and appearance. There is an ear-ridge that reaches forward to the eyes and distinguishes the Klaestrons from other humanoids. Colours of hair and skin vary much and range from dark shades to pale ones.

Klaestrons are quite average in their behaviour and do not differ from other humanoids there. However they tend to be sensitive about their past and are fanatics regarding the punishment of collaborators of the former republic.

Noted Accomplishments

Klaestron IV is famous for its skytower, a major sight in its capital. The tower reaches four kilometres up and is constructed out of one piece – how that was done is still a secret to the architects.

Noted Characters

Ekoon Thar, a famous architect on Klaestron currently works in Paris, helping the UFP efforts in rebuilding Empyrean House.

Selay

Homeworld

Like Antica Selaya, the Selay's homeworld lies in the Beta Renna system, it is the fifth planet, the last but one in the system.

Since the planet is quite far from the sun it is only habitable due to the additional heat and radiation from the brown dwarf

Selay

Attributes

Fitness 2 (5)
Strength +1
Coordination 2 (5)
Intellect 2 (5)
Presence 2 (5)
Psi 0 (5)

Skills

History (Selay) 1 (2)
Knowledge Riddles 2
Language Selay 2
Planetary Tactics (Small Unit) 1 (2)
Stealth (choose Specialization) 1 (2)
World Knowledge (Invarel) 1 (2)

Traits

Enhanced Vision +2, Excellent Chemoreception +1, Imprudent -1, Intolerant -1: Anticans, Toughness +2

nearby, Beta Renna VI.

However Selaya is a quite dark world and many of the life forms there adapted to the lack of light and feed on the faint radiation from its neighbour planet. Selaya is also quite dry and many deserts stretch on its surface.



History

The Selay are descendents of a serpent species native to Selaya. Unlike many others of such creatures they began early to hunt in packs. The cooperation among them was probably the reason why the serpents had enough 'leisure' to develop sentience.

However since the Selay were still predators there was an intense rivalry between individual packs and the planets history was full of wars in its early ages. For more than two thousand years there was no worthy cultural or technological development. That changed with Injur'ss Inssalss.

The Selay huntress saw the potential of her species and began developing an ideology which was based on pack tradition but that would allow a more peaceful society. Her teachings spread quickly since her rules made sense. There are three rules that protect Selay society since then.

Take only as much as you need. Hatred spoils strength. Together we are strong.

While there were still wars and struggles at least the society as such began to view others not so much as rivals but as pack-mates.

Technology began to advance, agriculture started to increase and the Selay tried to breed live stock. That accelerated the advance even further and very soon the Selay had industry and high technology at their disposal.

When they received communication signals from Antica, they became curious on the other intelligent life form in their system, although regarding them as possible rivals.

The Selay's space program launched in 2214 with an unmanned probe and in 2228 the first Selay reached space.

Contact with the Anticans increased as did research in space travel, which resulted in a first rendezvous with the canine species in 2244.

What first resulted in an alliance was reason for war after 2296. The Selay and Anticans had agreed on sharing the

dilithium resources on Beta Renna IV. However in the agreement it was not regarded that the Selay used a numerical system based on the number three and as a consequence the Selay gathered too much dilithium. The Anticans felt betrayed and war was the result.

Tensions were eased a bit after the Federation made contact with both species in 2351 and was able to help in negotiating. Finally the Selay applied for membership in the union in 2362, which resulted in intensified talks in 2364 and consequently in declaration of peace and admission into the Federation in 2366.

Culture

Selay culture is still determined by the rules established by Inssalss. The basis for Selay laws and one of the first things young Selay learn.

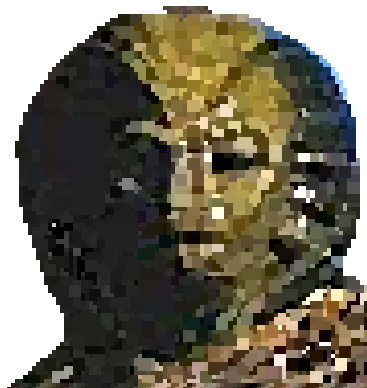
The first rule is not to take more than one needs. This rule asks a Selay to be modest and take not more than appropriate – thus decreasing rivalry and jealousy and ensuring the survival of all pack mates, meaning all Selay.

The second rule states that hatred is a waste of strength. Inssalss intended to show that hatred and negative feelings in general only lead to wasted resources as they serve no purpose. Instead of acting rationally those feelings distract of the important and right decisions.

Next Inssalss pleaded that only together the Selay would be strong – referring to the old pack society of the Selay.

Hunting still is part of the Selay's culture and in fact a young Selay has to pass a hunt on his own to reach adulthood. Not so much physical strength but cunningness is important for the Selay. Brutal strength is no sign of a good hunter, able tactic is.

One well-liked occupation in Selay society are riddles. There are whole leagues of competitors and some riddles need years before they are solved.



Physiology and Psychology

The Selayns are a reptile species and their serpent nature is clearly visible. Their tongues provide them with an excellent sense of chemoreception and their eyes have grant them with an excellent sight, necessary due to the low amount of light on their homeworld.

They are rather lean an agile, but still are strong. They tend to be smaller than humans and have only three but clawed fingers. Thick scales cover their skin.

Selayns respect combat prowess and intelligence in others and while usually thoughtful and cunning they can react quite passionately when threatened – especially if the Anitcans are involved.

Selayns are patient and can concentrate on a task for a long time.

Noted Accomplishments

A complement of Selayns is currently training Rapid Response teams in tactics adding their pack experiences to the Starfleet repertoire of tactics.

Noted Characters

Caliss Trathush is a successful FIS agent currently infiltrating the Orion Syndicate in the Rigel-System.

NON-MEMBER SPECIES

Kessok

Homeworld

It is currently unknown where the Kessok homeworld is to be found. Due to the silicon nature of the Kessoks, scientists however assume that it is a desert world.

Home Territory or Sovereign Territory

While Starfleet knows that the Kessoks posses several colonies in the Maelstrom, among them Omega Draconis III, knowledge over the Kessoks' territory is far from complete.

Suggested Attribute and Edge Ranges

Fitness 3 [5]
Coordination 2 [5]
Intellect 3 [5]
Presence 1 [5]
Psi 0 [5]

Typical Advantages/ Disadvantages

Poor Hearing –1, Toughness +2

Special or Unique Skills

While many species have the ability to terraform a planet and adapt it to their needs, the Kessoks use their technology to change a system's sun and by that its planets.

Size

Kessoks are taller than most humans and are broadly shouldered. They are heavy built in general.

Traits Common to The Species

Kessoks are pale beings, completely consisting of silicon instead of the usual carbon. They have intense red eyes and their voices are usually deep and could

sound aggressive to outsiders. Their dangerous aura is added by the fact that they have two large horns at their heads' sides.

Story Notes

The Kessoks could be used as mysterious new species in any episode. What makes them unique is that they are based on silicon instead of carbon and their earlier alliance with the Cardassians has



shown they can be dangerous enemies. Their technology is very much advanced and the UFP could also try to get its hands on that.

Description

The Kessoks are an isolating species and do not make contact with others easily. However once done so they tend to be quite loyal.

The Kessoks are powerful and have highly advanced starships, more than a match for Starfleet's counterparts.

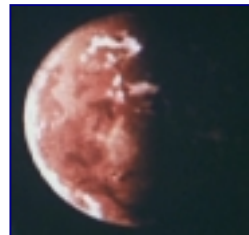
When confronted with difficult situations Kessoks usually become quite passive and retreat to well-known territory, defending only.

Remans

Homeworld

Remus, the Remans' homeworld is the sister planet of Romulus the capital of the Romulan Star Empire. Third planet in the system Remus is by no means Class- M. Barely within the range of the Class-L parameters, the planet is subject to most severe environmental conditions.

One of its sides always faces the sun and therefore is very hot. The other one is always dark and very cold. As a consequence life on the planet is very harsh.



What makes Remus very valuable is the high amount of dilithium found in its soil. Many mines, reaching deep into the ground, are spread throughout the surface.

Home Territory or Sovereign Territory

While Remus is part of the Romulan Star Empire the Remans do not possess a territory of their own and in fact are personae non grata on their own homeworld.

Suggested Attribute and Edge Ranges

Fitness 3 [6]

Strength +1

Coordination 3 [5]

Intellect 2 [5]

Presence 2 [5]

Empathy -1

Willpower +1

Psi 0 [5]

Typical Advantages/ Disadvantages

Intolerant -3: Non-Remans, Night Vision +2, Obligation -2: Reman Cause, Toughness +2

Special or Unique Abilities

The Remans are sensitive to light since they only live on the dark side of Remus. Bright light actually gives them

pain that is why they prefer darkness. As a consequence they can see in the dark far better than most humanoid.

Special or Unique Skills

Remans are able warriors. Due to the hard life on Remus they can endure



much pain and their constant struggle for survival and the resulting high death toll ensure that only the toughest survive. Those know how to fight and in fact the Romulan military uses elite combat

units composed of Remans.

Size

Remans tend to be slightly larger in average than a human but are quite lean in their stature.

Traits Common to The Species

Remans have a grey skin with a green shade. Their eyes are yellow and lie quite deep and they do not grow hair.

The rate of psionics among the Remans is higher than average.

Story Notes

While some Remans may have managed to leave their planet and possible work as mercenaries or something comparable they can usually only be encountered among Romulan shock troops in combat and even this only rarely.

However after Shinzon's coup some rebels may have escaped and could be plotting a new scheme against the Romulan Empire or the Federation since they helped to overwhelm Shinzon. Either way the Remans might serve as mysterious and dangerous enemies.

Description

Remans are not much more than slaves on their own planet and usually do not leave it unless under Romulan guard. Remans are very loyal to themselves but are rather xenophobic towards other species in general and of course especially towards Romulans.

Remans are enduring and strong willed – those who are not die early. Based on this is Reman hierarchy. Strength and cunningness are necessary to climb the ladder of power and duels and struggles are common among rivals for leadership. Government is rather militaristic and pragmatic, very few resources are spend on prestigious aspects.

PLANETS

Rameus Prime

Rameus Prime is situated some 50 lightyears from Cardassia, on a more rimward position along the Cardassian border. Basically it is a usual Class M Planet, appropriate for one colony at least.

But still Rameus is something special. It is lead by a Ferengi named Deek, and basically holds a leisure resort not unlike Risa itself. But on Rameus the people who come there are more interested in

System Template

Name: Rameus

Affiliation: UFP

System Type: M1Ib (bright yellow main sequence)

Inhabited Planets: Rameus Prime (Class M)

Other Planets: Rameus Minor (II): Class D; Rameus III: Class J

Other Stellar Objects: none, except to some small asteroids

Artificial Objects: Space Station: 'Sunny Stay'

adventure and action than simple relaxing. Rameus Prime is orbited by a Space Station, called by its owner, Deek, 'Sunny

Stay'. Here you find hotels and holo-suits and any other luxury you could imagine.

Starbase Template – 'Sunny Stay'

Type: Service

Location: Rameus System (5 ly from Cardassian Border)

Commissioning Date: 2365

Hull Characteristics:

Size/ Structure: 3 (starshape with six edges, with a tube in its centre)

Resistance: 3

Structure Points: 225

Docking: six ships up to size 6, 20 smaller ships (up to size 4), others have to stay in orbit

Personnel Characteristics:

Crew/ Inh./ Capacity: 150/ 2000/ 5000
[6 pwr/ rd]

Entertainment: 10 [30 pwr/ rd]

Systems Characteristics:

Computers: 3 [3 pwr/ rd]

Transporters: 6 p, 4 c, 2 e
[6 pwr/ rd]

Tractor Beam: one to each side

Power: 280

Sensor Systems:

Long Range Sensors: +1/ 10 ly
[6 pwr/ rd]

Lateral Sensors: +1/ 1 ly [4 pwr/ rd]

Sensor Skill: 3

Internal Security: 3

Weapon Systems:

Type VII Phaser

Range: 10/ 30000/ 100000/ 300000

Arc: All (720 degrees)

Accuracy: 5/ 6/ 8/ 11

Damage: 14

Power: [14]

Weapon Skill: 3

Defensive Systems

Deflector Shield

Protection: 60/ 60/ 60/ 60 (80)

Power: [60]

Ships: around 20 different shuttles, 40 smaller ships for visitors' use, two larger luxury liners for large sight seeing tours.

Solar System

The Rameus System is a typical Class M Planet System. It has a yellow star, not too large and not too small. Additionally there are two other planets, Rameus II and Rameus III. Rameus II is a small rock and Rameus III is a large gasgiant. Deek has managed to include these two planets into his business, either. Rameus II has large canyons of unknown origin, but posing a challenge to any pilot or pilot wannabe. From the Starbase orbiting Rameus Prime one can rent small ships to take the

challenge of the canyons or to travel to Rameus III, in groups or alone, to enjoy the beautiful perspective on the planet, view its storms and atmosphere. Although most Starfleet Officers would not regard this as spectacular, the ordinary Federation citizen is not used to such stellar phenomena.

Environment

Rameus Prime is a very earth-like planet. It has standard gravity and a very similar climate – actually it has several. There is an extreme arctic climate, as well as a tropic one and temperate ones. A large amount of the planet is covered with water or forests.

The planet has four moons, each around 1000 kilometres diameter, which create beautiful nights, brightened by moonshine.

Locations

Rameus Prime is divided up into different areas, named after their main purpose. All names sound somewhat adventurous to attract the people who are interested in more action on their vacation. The first part is **Arctic Adventure**. It basically is a small resort in the arctic region of Rameus Prime, where people are able to climb on some real high glaciers and drive with speedboats across the arctic sea. This is the smallest part of Rameus Prime and around 90000 square kilometres large.

Jungle Fever is another one. Here you can make Safari trips through Savanas and Jungles and watch the most exotic animals from over 100 worlds, including the famous Rigellian Tiger or the Deneb Hawk. Additionally some trips include a treasure hunt through ancient ruins, full of traps, which are of course artificial creations. This is the largest part of Rameus Prime measuring more than 640000 square kilometres.

The next one is the so-called **Water World**. Here you can make boat trips with luxury liners, sailing ships or surf at the coasts. You have incredible beaches here and a great and colourful fauna, which you can watch on one of the many diving trips. Water World contains all coasts and beaches of the planet's two continents.



Mountain Raid is the last one. It basically includes trips and climbing adventures to high mountains, some exceeding even 7000 meters. But here you also find dangerous animals, which may pose a challenging peril to the daring travellers. 250000 square kilometres belong to this part.

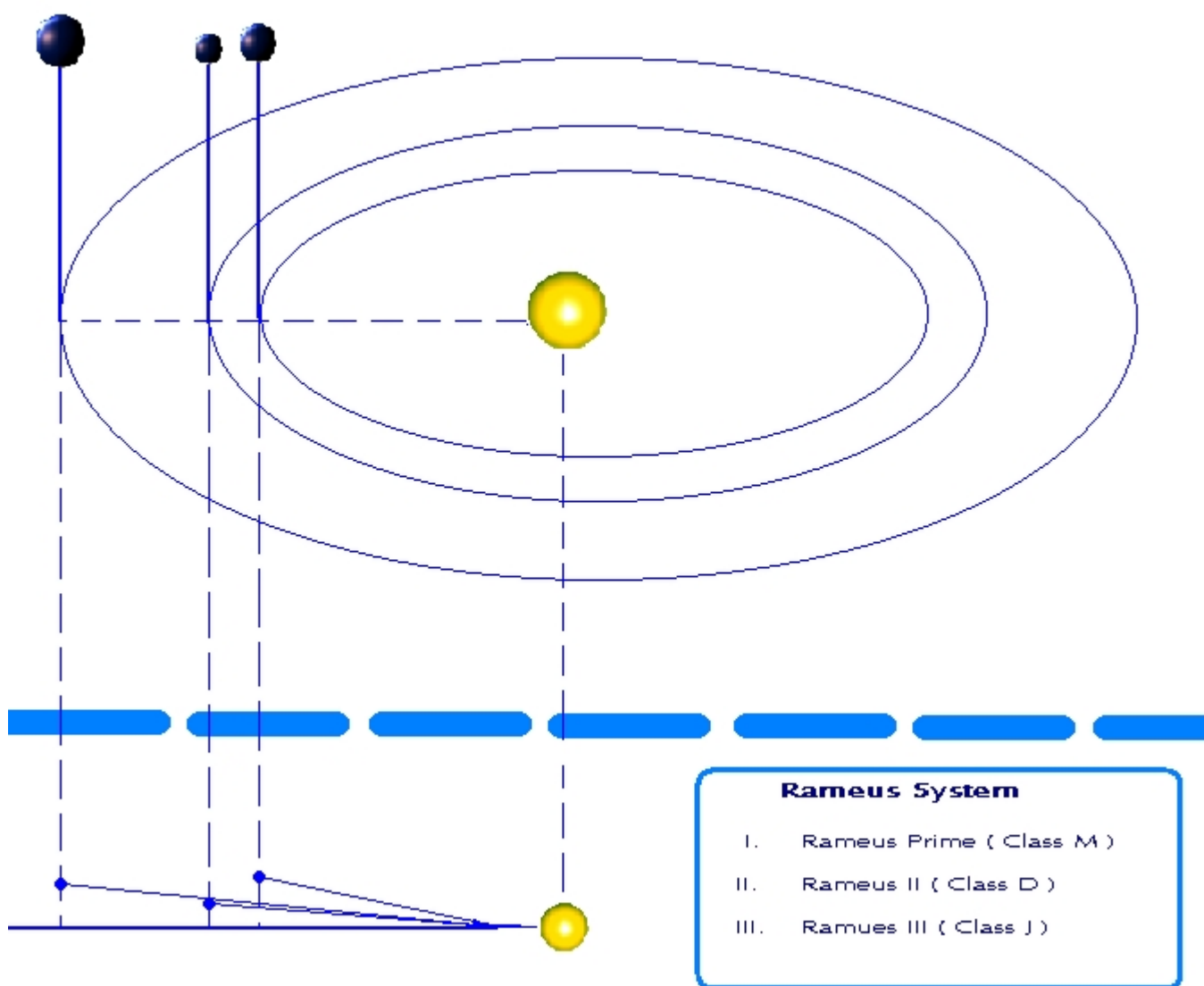
All Locations hold large hotel complexes always adapted to the appropriate atmosphere and climate. They look all very authentic and are definitely very luxurious.

Orbiting high above Rameus Prime one finds the starbase, called *Sunny Stay*. From here Deek directs his business and all passengers of the luxury liners or other ships also arrive here. The station itself contains many recreational locations,

including holo-suits, restaurants, theatres, hotels and several casinos and of course all of these partly belong to Deek.

The station is not as large as many Starbases owned by the Federation, but fits its purpose and can hold up to 2000 people. It is lightly armed to defend itself against pirates and is shaped like a Star. A small tube in this star's centre holds the Command centre and the crew's area.

Of course every part of the planet is included into a dense but invisible security system – no one would visit a planet where everybody dies out of accidents. The security system consists of several parts. First of all a dense sensor-grid provides control of each group's step to make sure they are not in distress of any kind. If this should be the case an emergency



transporter system provides the necessary means to beam these groups into safety. Should this not be possible, there are several 'huts' which indeed are well equipped survival stations, with rations, life support systems and an EMH (since 2371, in former times it was simple medical equipment). There are also small shuttles, which give the planets personnel access to any area of the planet.

Additionally many animals the visitors see in nature are only holographic creations, with the projectors hidden behind plants and the like.

Obviously not all the planet's environment is converted into tourist attractions, around half of the surface remains untouched. It is divided from the rest of the planet with fences and entering them is prohibited, as there are no security measures to prevent tourists from harm, which is only hardly necessary, as Rameus' native fauna is not really dangerous. Occasionally scientists who do some research in the wilderness visit these parts of the planet. In one moderate area there is a residential unit for rich inhabitants, especially business owners and other personnel of Rameus. It is near the equator and has always-nice temperatures and landscapes. Its about 400 square kilometres large and normally not open to visitors.

History

Rameus Prime once was a colony of Federation citizens, but the tensions with the Cardassian Union in mid 24th Century made them leave the planet. It was later bought by a Ferengi Merchant, called Deek, who saw an opportunity to build up a profitable business here. Up to that point the Federation Rim had no Recreation place of that kind and so Deek decided he wanted to create something, which everybody finds interesting.

Its first profitable use came with the Cardassian War. On this world, although still in the building process, the soldiers were able to forget about the war and have some recreational experiences.

After the war it was already well known in the area and large luxury liners began to travel here and unload their passengers.

Population

Actually there is no real or at least any consistent population as the visitors constantly change, and also only small parts of the personnel remain the same. The visitors come from any area in the UFP

Planet Template

Name: Rameus Prime

Class: Class M

System Data: 12.400 km diameter, four moons

Gravity: 1.0 standard

Year/ Day: 369 days/ 23.2 hours

Atmosphere: standard pressure, 21% oxygen (breathable).

Hydrosphere: 54% covered with water

Climate: several: arctic, glaciers, tundras, forests, tropical, temperate

Sapient Species: no native, but any other can be found here

Technology Classification: 6

Government: oligarchy (economical)

Culture: leisure world, theme park

Affiliation: In UFP territory, but owned by Deek

Resources: moderate source for organic and mineral resources

Places of Note: see text, various recreation locations

Ship Facilities: several starports on each special location for smaller ships; docking facilities for larger ships at the space station.

and even beyond that. You can meet Andorians, Humans, Tellerites, Lurians and Flaxians here. The personnel is not less colourful. Most of it are very young people, who want to connect fun and work, only about ten percent work there on a long-term basis and are real professionals, e.g. administrative staff, restaurant owners and the like.

Government

As Rameus is more a business than a state it is lead by businessmen. Although Deek is the owner of the planet, he is not the only one with authority. There are trade unions and shareholders, who want to influence business here. Basically Deek makes all decision in larger scale, the independent companies, restaurants, and the like, do the same on a smaller scale, but are still dependent on Deek who provides them the opportunity to use Rameus for their work.

Deek owns 78% of the business' shares and so can make all decision on his own. He normally doe not intervene in other peoples' companies as long as they pay the taxes of 20% of the profit. Basically



he makes all 'laws' on the station and the planet he decides about licenses, e.g. to built new hotels and the like. His interest is to make profit and so he only admits ideas he thinks to be profitable. But normally he accepts the other peoples' opinions and ideas as he is not an expert on all topics, e.g. skiing equipment or security systems. If you can explain why you want to do something he most of the time will agree to it, as long as it fits his policy.

Once a week the so-called Financial Council meets, a committee of all business owners with more than a 10% profit share. Each of them has a vote according to their share and they decide upon aspects concerning the whole project, i.e. new companies admitted to the planet, repair works to be done and they discuss about security measures and other ideas. Actually it is the businessmen's voice reaching Deek.

Strategic Importance

Although not directly at the frontier or of any other real strategic importance, Rameus is one of the few locations where the Federation troops could relax and recover from the war, a role which it fits well for a campaign in the Dominion War, either.

Exports and Imports

The planet itself does only import new exotic stuff of any kind, like animals, plants and food. But there is also a need for technicians to maintain the holographic systems and other technical stuff. Guides and administrative personnel are also a major part of the business. The individual restaurants and shops on the station and the planet do also import any luxury item you can imagine – jewellery, clothes and the like.

While there is a large import on Rameus, only few is exported. Only rarely you will find large-scale cargo loads off planet, most products are sold to individuals on a small basis.

Noted Inhabitants

The most important person on Rameus is Deek. The Ferengi, born in 2338

bought the planet years ago to built up his own paradise, of course all in the interest of the people – which Deek things is to give him their money. Deek's career began as holoprogram trader. He sold everything and although he was never caught with illegal stuff, you can assume he owned several volumes of prohibited material. But as he was one of the most important provider's of such programs for deep space stations of the Federation, Starfleet agreed to ignore his questionable practices.

With the money he made with his former business and the contacts he got during his work, he built up Rameus. The technology is of the most modern kind, the programs are accurate and the personnel is professional.

Although he still remains a Ferengi and as a consequence wants to make as much profit as possible he is also interested in his customers' well being, if only to make even more money.

Deek is small, even for his species, he is only 135 centimetres tall, which does not make him more humble. He believes himself to be the best businessman in the sector, if not the Federation. Most of the time he is accompanied by one of his assistants, who are of course all female and are experts on Ferengi ears. Deek surely knows how to enjoy life.



Creatures

To list up all the creatures on Rameus would mean to list up the most exotic and most famous animals of the Alpha- and Beta-Quadrant, although not all of them are real, but holographic programs. There are fierce predators and fast herbivores and anything else you can imagine.

Among the presented creatures are the Tarkalean Hawk, the Klingon Targ, Regular Eelbirds, Denebian Slime Devil and the Sehlat from Vulcan.

Episode Ideas

- The characters arrive at Rameus to forget about the Dominion War and enjoy a bit free time. But soon they get to know that a fleet of Jem'Hadar ships is on its way to Rameus. They intend to land on the planet and take captive Starfleet Personnel for interrogation. Can they defend the system with its poor military resources? Maybe they can use the Planets technology to fool the Dominion.
- When the characters are on relief on Rameus an ion storm approaches it. Although not assumed to be dangerous, the characters soon learn that this was a mistake. When the storm hits the system the most important electronic systems of it fail, including the security system. The ships, which had left the Starbase for a tour through the system, send distress calls and the animals on the planet run amok. Depending on the characters interests they are stuck on one of the tour ships, in the middle of nowhere in Rameus' wilderness or in a distant part of the Starbase. They have to get free and help the planet's personnel to get everything working again, while rescuing the other tourists.
- The character's ship transports a group of wild animals to Rameus. During the flight they manage to escape and hide in the ship's smallest corners and e.g. Jeffris Tubes. The fact that one of it gives birth to several babies makes this animal only more aggressive when the characters try to catch it.
Depending on the kind of animal that can be a rather comic episode, serve as subplot, or turn out to be a really serious problem to the characters.

Scientia Major

Scientia is one of the most important scientific centres of the Federation. The whole planet is more or less full of universities, laboratories and research institutes.

Solar System

The Scientia System is approximately 20 lightyears away from Sol in a coreward direction.

The system is dominated by a yellow

System Template

Name: Scientia

Affiliation: UFP

System Type: F2 V (bright yellow-white dwarf)

Inhabited Planets: Scientia Major (Class M)

Other Planets: Scientia Minor (I)

Other Stellar Objects: asteroid field as the system's border

Artificial Objects: Spacedock Starbase 227

standard star and only consists of two planets. One is Scientia Major, a Class-M world the other one is Scientia Minor, Class-L and primarily used for high-risk experiments and laboratories.

A large asteroid field at the edge of the system provides the scientists with many element resources for their experiments.

Environment

Scientia Major is a quite average Class-M planet with a bit few water for such a world. The planet is very plain only few mountains can be found, the core is cool and therefore tectonic movements are very rare.

Two large oceans and three continents cover the planet. Some smaller islands are spread over the seas and are home to several institutes.

Locations

Across the planet there are several laboratories and other research facilities, according to their climatic or other needs. There is only one real city on-planet all other settlements are only research centres.



Urbs Scientiae is the planet's capital and basically its administration centre. Shaped like a circle and constructed with ancient Earth architecture in mind the city is dominated by pillars, white and large halls, domes and arches.

All of the scientists' families live here and a starport is the connection to the rest of the Federation. The planets government, the Scientific Council is also located here and meets in the cities centre in a large capitol.

One of the most important institutes is the *Lindeloef-Simmons* Institute. Named after a famous mathematician and a 23rd century cybernetic expert, the institute performs research on exactly that. Computers and cybernetics are in its programme, implants controlled by computer devices are among its most important successes.

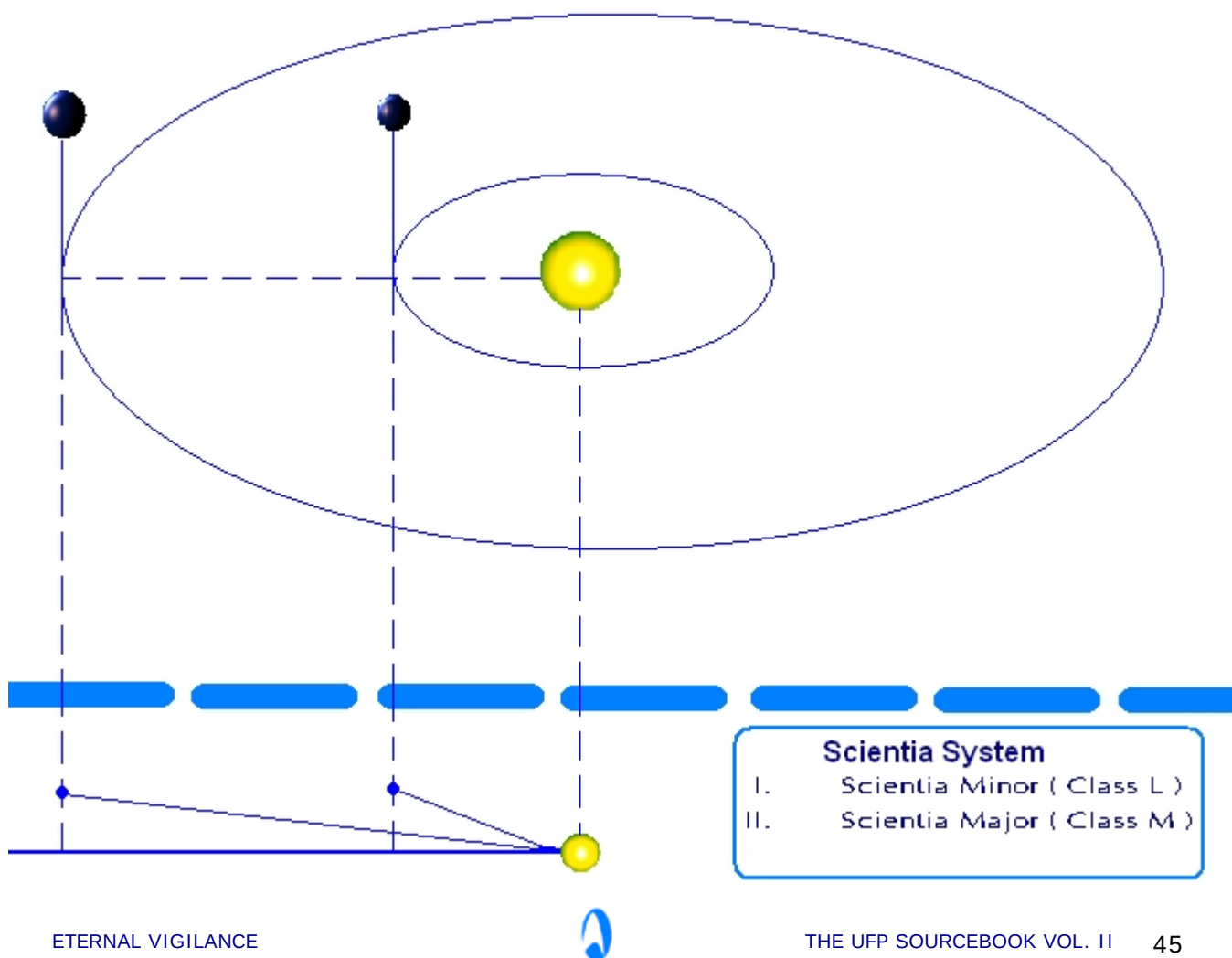
The *Dr. Samantha Kelsey* Research Centre is specialized in exobiology and alien sicknesses. Equipped to treat and research

the most exotic diseases the centre often cooperates with Starfleet in cases of emergency or planetary epidemics.

Scientia's *Institute for Aquatic Life* performs research on all life, which is home in the ocean, in lakes or rivers. A large reservation is part of the institute and animals from all over the quadrant can be found here. Some are as large as houses like the Andorian ice-whale, others are invisible to the naked eye.

The *University of Spatial Sciences* is famous for its courses in warp drive technology and astrophysics.

Scientia Starfleet Campus is part of Starfleet Academy and currently commanded by Commander Lisa Deveraux. The campus serves as training centre for enlisted personnel recruited in the near galactic region and as liaison between Starfleet and the different research centres on planet. Additionally there is room for several hundred cadets that participate in course all over the planet or on the campus



itself.

Besides the campus Starbase 227 is the only official Starfleet presence in system. It features the typical mushroom shape of Starfleet spacedocks and serves not only as joint between galactic traffic and the planet's surface but also as shipyard and repair facility. More than one experiment is performed onboard to support Scientia's research efforts many of them are done in zero-g.

History

Starfleet personnel settled Scientia, which then bared the name Veltarn after its discoverer, one and a half centuries ago. First intended as simple outpost that should ease traffic in the area it soon became a joint of surrounding sectors and Starfleet set up a campus for enlisted training on the planet.

Due to the central position of Scientia the planet soon became a well-

Planet Template

Name: Scientia Major

Class: Class M

System Data: 11.960 km diameter

Gravity: 0.995 standard

Year/ Day: 371 days/ 23.8 hours

Atmosphere: standard pressure, 21.5% oxygen (breathable).

Hydrosphere: 42% covered with water

Climate: several: glaciers, tundras, forests, tropical, temperate, mountain ranges, jungles

Sapient Species: no native, but any other can be found here

Technology Classification: 6

Government: Democracy

Culture: Scientific centre

Affiliation: United Federation of Planets

Resources: Scientific research

Places of Note: Urbs Scientiae, various research sites

Ship Facilities: one starport in capital, landing fields at institutes

liked centre of cooperative industrial and research projects resulting in a growth of population and importance. Soon experts on many subjects were to be found on Scientia, which by then had adopted that name, in reference to Starfleet Academy's motto.

Since then importance grew and Starfleet began construction on Starbase 227 in 2298 to support the planet's research, give it protection and to have a dry-dock near such an effective well of knowledge and technical expertise.

Since that time Scientia flourished and more than one new equipment was developed here. The prototype of the *Sovereign-Class* regenerative shield system was constructed here.

Population

There are many hundred thousand inhabitants on Scientia at any time. While the actual size of the population can vary drastically depending on the duration of several projects, there is a basic part of citizens that stays on planet.

Additionally to the colourful group of scientists, originating from anywhere in the Federation and even beyond, a good part of the scientists have brought their families here as well who all live in the capital of the planet.



Government

The Scientific Council is the actual government of the planet. While more a logistic administration it decides on resource allocation and comparable aspects and rarely has to enforce federation laws. A special committee supervises the planet's research regarding ethics and another one acts as cooperates with Starfleet Security to ensure the safety of the experiments.

The council consists of one member of the all institutes of the planet. Every institute usually elects those delegates with different methods. The civilian population in Urbs Scientiae votes for two additional ones to represent their needs.

Strategic Importance

While the location of Scientia is nowhere near a border or other frontier it still bears significance due to its scientific research. There is more than one secret project of Starfleet conducted here and therefore it is quite well guarded for being such a small colony.



Exports and Imports

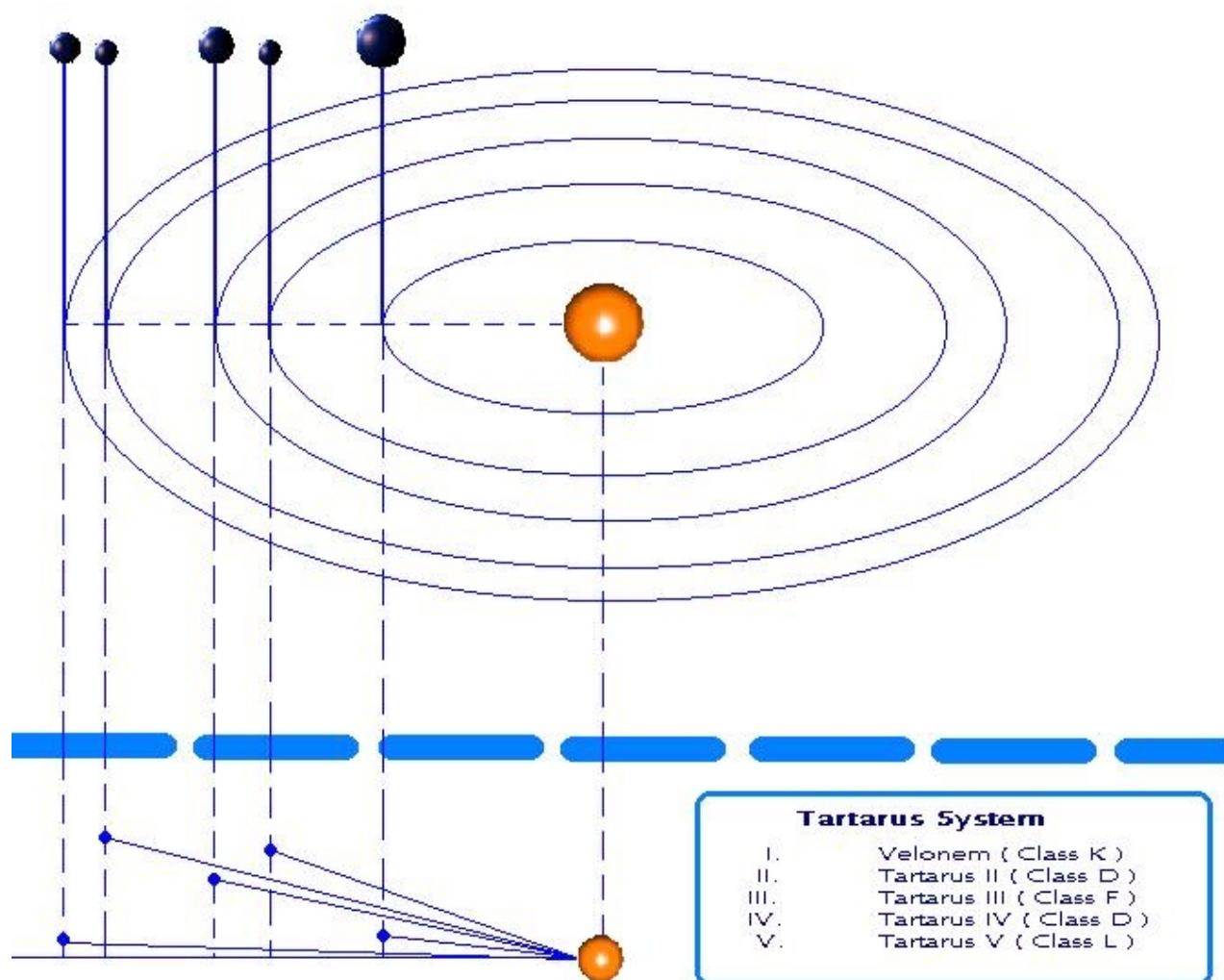
Most luxury goods and much food have to be imported to Scientia. In return the UFP receives high-end technology and new prototypes.

Episode Ideas

- The characters deliver supplies to a medical institute on Scientia or are present due to some other reason. For some reason a disease breaks out and the whole area is put under quarantine. Then slowly the science team of the institute turn up, brutally murdered. The characters have to investigate and learn what is behind these murders. Maybe that quarantine was staged to prevent the scientists from leaving. Maybe

one of the team itself is the murderer revenging for being wronged before.

- The characters get the task to receive an important piece of technology in secrecy for Starfleet. When they arrive on Scientia it becomes apparent that the scientist's family has been abducted. However in truth there was no abduction – the scientist just wants to createome publicity to increase his chances of getting a scientific award – which would not happen if his work would be transferred to Starfleet in secret.



Tartarus I

Tartarus I is actually a metallic rock and the first planet of the Tartarus system. But still it is inhabited by a sapient species, the Hentarons. How they evolved is a mystery but they are obviously also metallic. The planet itself is tectonically very active as it is exposed to very strong

System Template

Name: Tartarus

Affiliation: UFP

System Type: M11b (very bright red supergiant)

Inhabited Planets: Tartarus I (Class K)

Other Planets: Tartarus II, IV: Class D; Tartarus III: Class F; Tartarus V: Class L

Other Stellar Objects: Atmospherestream from Tartarus I to sun due to gravity influence – creating a subspace distortion

Artificial Objects: Automatic sensorstation on Tartarus III

forces caused by the sun's gravity. It's a dry and hot planet with a thick cloud cover but regular sulphur precipitation.

It has no real organic resources only metals or other heavy elements. The only real important place on Tartarus I is Hentara, the only city on the planet also holding the one starport and shipyard of the Hentarons.

Solar System

The Tartarus System lies at the anti-coreward edge of the Federation, approximately 50 lightyears from the Klingon border, near the Kellinan Reach. The system is not that spectacular, the only remarkable phenomenon is a gas stream from Tartarus I's atmosphere, created by the sun's gravity. There are three other planets in the system, all of them uninhabitable for ordinary humanoids. But the system is not as empty as it seems. Not only that Tartarus I is home to a sapient species, but Tartarus III holds an automatic sensor station which monitors the vicinity of the system and serves as exploration platform, scanning planets, moons and other stellar objects. As it is not meant to be hidden, it is relatively easy to scan. In fact it is rather obviously found, as it uses the typical metal like Hentaron technology, which does not at all fit to the rest of the planet's environment, which is a rock

without atmosphere and hardly any metallic resources.

The system has its name from ancient earth culture; it is the name for the Greek mythologic underworld. The Federation because named it like this of its harsh environmental conditions. The Hentarons call the system *Velon*, meaning something like *home* and Tartarus I is *Velonem* – *small home*.

Environment

Tartarus is probably the worst conditioned planet holding a native life-form. Not only that there are high radiation grades due to Tartarus' short distance to

Planet Template

Name: Tartarus I

Class: Class K (consists of metal, many mountain ranges)

System Data: 11.000 km diameter, two moons (small rocks, both around 2000 km diameter, its believed that the sun already destroyed several other moons), Atmospherestream towards sun, including a subspace distortion

Gravity: 2.2 standard (very dense structure due to high amount of metals)

Year / Day: 289 days / 20 hours

Atmosphere: 25% nitrogen, 40% carbon, 5% oxygen, 30% natrium (not breathable).

Hydrosphere: 2% covered with water

Climate: sulphur rains, dry, strong winds, hot

Sapient Species: Hentarons

Technology Classification: 5, on the verge to level 6, developing warp-drive

Government: direct democracy

Culture: peaceful society, interested in exploration, development and peace

Affiliation: In UFP territory, but no member (UFP is not aware of the Hentarons)

Resources: No real organic resources, many metals and other heavy elements

Places of Note: Hentara – only city, consisting of caves, home of the Hentarons

Ship Facilities: a small starport in Hentara

the sun, but also a toxic atmosphere and a very hot climate. The only reason why the solar winds do not blow away the planet's atmosphere, is a very strong magnetic field – rendering many sensor system useless (increase the difficulty of such instruments by 5).

A harsh atmosphere, sulphur acid rains and dry and metal rocks coin the environment. As if this would not be enough the planet's gravity is more than two times standard, making it hardly



possible for other species to spend more than a few hours on the surface.

Locations

Hentara is the only city on Tartarus I and holds all 100.000 Hentarons. It is shaped like a sphere with circled caves and lies under a layer of metal rock under the planets surface. All these caves connect different rooms with different functions.

The upper half of the sphere holds scientific labs and other constructions and in the upper centre one can find the warp shipyard.

In the sphere's middle there is the assembly or meeting hall, which has room for all Hentarons and is used for the meetings where they make governmental decisions.

The lower half of the sphere holds the living area, rooms and leisure area of the Hentarons, as well as several medical centres.

The city itself can only hardly be scanned from orbit as it lies under a layer of different heavy metals. A challenging (11) sensor check is needed to see a probably artificial structure down there.

Hentara's cave system probably will seem to be naturally grown to outside people or visitors, as the Hentarons normally need no light and do not know concepts of the typical architecture. They only know rock and use it as image for their constructions.

Additionally it is quite warm in the caves, around 45 degrees Celsius, which is one of their 'food' sources. This warmth evokes from the tectonically active planet and is comparable to e.g. geysers on earth, although one will hardly find water on Tartarus, but heavier fluids.

These tectonic activities are also the most severe danger for Hentara, but the Hentarons have found a useful defence against these destructive powers. Hentara is based upon the same material as all other technology of the Hentarons – thus it has limited shapeshifting powers. That way it prevents being torn apart or something like this - it simply follows the movement of the surrounding stone. This may cause certain caves to be removed or closed, but it prevents the whole city from taking damage.

History

The *U.S.S. Ranger*, a *Constitution-Class* ship, visited Tartarus for the first time in 2280 on a routine exploration mission. But nothing spectacular was found except of a subspace anomaly created by the large sun's gravity.

But this was only an illusion. In fact Tartarus I is inhabited and is home to an intelligent species, based on a metal structure and not carbon creatures.

This species, calling themselves Hentarons, are a friendly but isolated race (due to their difference of body structure). They are very intelligent and are good scientist ready to venture into space.

How they were able to evolve is unknown even to themselves but they already have begun to compensate this flaws in biology (or better metallurgy) with their first steps towards space travel. In 2298 they started their first vessel into space – an unmanned probe. In only 30 years they had explored their solar system – which is in fact very uninteresting – with the help of a small sensor station on Tartarus III. All planets are bare rocks with no lifeforms at all or any signs of outside visitors. The only phenomenon is the stream of atmosphere particles from Tartarus I to its sun. The enormous gravity of this supergiant drags parts of the planets atmosphere away, which encircles it in a small orbit. The problem is that the sun's and the planet's high gravity create a distortion of subspace which seems to be extremely weak there. This distortion is actually a severe problem for the Hentarons development. In the past ten years the Hentarons have begun to construct a warp-ship prototype after research of more than



30 years. The problem is that their first test-flight had only a duration of a few seconds as the damaged subspace lead

to the destruction of the ship's warp field. Now the Hentarons believe their construction to be wrong and the whole project is endangered. There has been no decision to stop the project – not yet. The

calculations concerning the idea of warp travel are again repeated and checked for mistakes. Those who are responsible for the project are hopeful to find the reason for the failure, but there are some who want an end of the project, in favour of another. A method of using large 'sun sails' as engine for a ship, but this would mean far less velocity.

Population

The planet is inhabited by around 100,000 individuals, the Hentarons, which means something like *those who are*. They are a species that has basic shape shifting abilities – not as evolved the famous founders, but still powerful.

They are an intelligent and creative species, eager to explore space and to see its wonders. Although they do not show real emotions – they simply lack the gestures – they behave nearly like children when they curiously explore new fields of knowledge.

The Hentarons are a shapeshifting species, basically consisting of floating metal. They can mimic any surface's structure, although their colour always seems to be a shady metallic grey. They

Hentaron Template

Attributes

Fitness 2 [5]
 Strength +1
 Coordination 2 [5]
 Reaction +1
 Intellect 3 [6]
 Logic +1
 Presence 1 [4]
 Psi 1 [5]
 Focus +1

Skills

Culture (Hentarons)	2 (3)
History (Hentarons)	1 (2)
Language Hentaron	2
Projective Telepathy	1
Receptive Telepathy	1
Sciences, any (choose Specialisation)	2 (3)
World Knowledge (Hentaron)	1 (2)

Typical Advantages/ Disadvantages

Basic shapeshifting +2 (can change form)
 Hides Emotions –2 (do not know the concept of showing emotions)

can create various forms and most often rest in pits at their planet's surface – if they reach it at all. The special thing is that they do not need food or water they get their

energy by absorbing light and warmth radiation from their sun or caused by their tectonically very active home. They tend to be very quick and strong. Their fluidic form gives them an advantage on high gravity worlds. Their sensor skills are based on the same basics as with normal humanoid beings, i.e. they e.g. have visual and ordure senses, although with other organs than eyes or something.

The Hentarons are a calm and intelligent species, a race of scientists. They hardly show emotions – as their species is not bound to visual communication and even seldom has a humanoid body lacking facial features normally.

With the help of their psionic skills, they can connect each other and so works their government. All members of Hentaron's society decide upon political matters, of course after reaching adulthood. No leaders are needed who impose any decisions to be made but the Hentarons connect to each other with their psionic skills and then decide upon any matter which may arise. The whole people makes decisions. Additionally as no Hentaron had ever to fear not to get what he needs to live, there were never wars or something, leaving them actually unaware of this subject. As the telepathic connection works best in close range they often meet in one large hall of Hentara. There they instinctively debate about subjects, which have to be discussed and then come to a rational conclusion, which leads to a governmental decision. This form of government holds all governmental powers, judicative, legislative and executive. Legislative and Judicative are only used rarely as the concept of crime is unknown to the Hentarons. They are not driven by e.g. greed and steel something and the like, as they always have anything they need for live. The rare occasion when such a judicative decision is needed arises when accidents happen and one has to research whose fault it was and the like. As a consequence there is no real law or constitution. The Hentarons do not know the concept of theft or murder.

Smaller subjects are discussed directly by those who are affected. Their decision is presented to the rest of the community, which normally approves the decision.



Due to this intense feeling of community there is no kind of ecology or trading system. As any Hentaron can get any resource it may need for survival on its own, there is no exchange of such. The only thing which is exchanged is information, but without a concept of making profit or something. Information is given away to those who need it, e.g. for research.

This sense of community is also reflected in Hentaron's family life. Male and Female Hentarons raise normally one child, after exchanging DNA by connecting parts of their bodies' cells and then disconnecting them from their own body. But children are very rare and are treated like the children of the whole society. Although they live with two Hentarons – their parents – they are taught and guarded by all of them. Normally the parents decide the future way of their child by telepathically scanning its interests and abilities, thus deciding whether it becomes a mathematic, a constructor or anything else. A child reaches adulthood if its teachers and parents think it is mature enough. Then an arbitrarily chosen board of jury tests the abilities of the child concerning science, intellect and psi and then most of the time it reaches adulthood and is allowed to decide on the Hentarons' matters.

The Hentarons' interest in science and rationality also coins their leisure activities, although one could say that actually the Hentarons do not really know freetime and leisure.

If they do not work they test and train each other with scientific riddles and mysteries to be solved and it often takes several days to come to a solution. They also play logical games, e.g. recognizing certain patterns and the like.

As they look metallic, the Hentarons use a metallic design for their technology and works that have round edges but not necessarily symmetric forms. E.g. their warp-ship looks like a metal drop with several small drops attached on an irregular basis.

Although most of their technology is still on level 5, they have begun to reach into higher regions of technological developments. Recently they finished their first warp ship, which was a failure due to the subspace distortion in their system,

destroying any warp field within 200 million kilometres.

Their instruments and machines appear only as strange masses of metallic fluids (not unlike the Hentarons themselves). To operate them the Hentarons connect directly to them. Their function is unknown to outside people, the Hentarons know it intuitively when touching it.

Episode Ideas

- A nearby Starbase has recognized a small burst of warp travel in the Tartarus-System. They do not know why it only lasted for some seconds but they do know that it is an unknown signature. The characters' ship is sent to investigate. But will they recognize the fluid metal spots as a sapient species? When they enter Hentara, they probably will not see much more than a cave system. How will they react when one of the metal spots shapes into humanoid form (to mimic them) and tries to make a body contact (for a telepathic connection). Will they recognize the peaceful approach or do they attack? How do they overcome the Hentarons lack of understanding concerning gestures?
- After the Hentarons are discovered the characters get to know that the Dominion plans to send an ambassador to their home, to make contact. As it does not officially belong to the Federation, because the Hentarons are no members, there is nothing Starfleet can do to stop them. The characters are sent their with a First Contact Specialist to make sure that the Hentarons get a right impression of the Founders, who want to make them part of the Dominion, as they are more or less relatives. The Federation diplomat is in fact a Founder itself and has the task to show

the aggressiveness and negative aspects of the 'solids' by attacking the Founders. The characters have to uncover him to persuade the Hentarons of the Founders being the enemy.

Vanim

Vanim is actually called Vanim II, as it is the second planet in the Vanim system. Basically it is a desert world with only few water resources and very primitive plant life. Federation ships explored the planet decades ago and regarded it as not important since it differs not much from any other desert planet, except of a few ruins.

Not much is known about the ruins, only that they are scattered all over the planet, most of them showing different grades of fatal radiation. It is assumed that these ruins are the relics of an ancient species, which destroyed itself with nuclear weapons.

Some twenty years ago the planet was settled by a small group of religious people, which decided to take this isolated planet as their home to study their religion. They became more and more isolating and finally declared their independence from the UFP in 2359. They call themselves the Vanimans. They were the people who named the System after their god, as well as the system's comet, Vanimor, which means something like messenger of Vanim. The planet's atmosphere contains a bit lesser amount of oxygen, making it harder to breathe. Additionally there is quite a high amount of sulphur, which gives the atmosphere a slight sulphur ordure. This less adequate atmosphere along with the

dry and hot climate makes survival difficult on Vanim.

Solar System

The Vanim System is about 15 lightyears away from the next Federation colony and is not that far from Breen space, near DS3. The system is of only few interest for any political group in the area, as it holds only few valuable resources, no important scientific phenomena or anything else of interest, which is exactly the reason why the Vanimans took this planet as their home – it is highly unlikely that anybody will disturb them here. For those who do intend to do so they set up a network of probes at the system's borders, to provide information on the sect, should anybody be interested in joining them, and the request to leave the system if this should not be the case.

Environment

Vanim is probably one of the most difficult planets to settle on. The atmosphere is hardly breathable, because of its lower amount of oxygen and its sulphur part. Additionally to a strange ordure, it causes sicknesses of different

System Template

Name: Vanim

Affiliation: neutral

System Type: M2IV (a red , very bright subgiant)

Inhabited Planets: Vanim II (Class L)

Other Planets: Vanim I (Class D); Vanim III (Class H)

Other Stellar Objects: one comet (65 km diameter) in a 10 year orbit around the sun, is named Vanimor

Artificial Objects: several probes informing incoming ships about the sect and asking them to leave its territory.

kind to most new visitors, who spend more than some hours on the planet's surface. As if this would not be enough, Vanim's atmosphere is very dry and hot – the average temperature is 38 degree Celsius, far too hot for most humanoid species to feel comfortable.

Another flaw is the low gravity. While at the beginning it is very pleasant to have less weight to carry, the body adapts soon, which takes the feeling of being light. This reduction of muscles can be difficult to handle on standard gravity environments –



that is why the settlers on Vanim do extensive training, to keep up the muscles.

Locations

The most important location on Vanim is simply referred as 'The Camp' as it is the only settlement on the planet – however its official name is Vanimarona, which could be translated into something like, *where Vanim will rise*. This camp is actually a small city consisting of several rock-huts. The small huts are assembled in an irregular shape and one looks like the other, with one exception. A gigantic pyramid dominates the center of the city, almost 400 meters tall – another relic of the planet's ancient culture.

The Vanimans restored the construction to its former glory and now the Archbishop and other high-ranking priests inhabit it. The pyramid also holds an

assembly hall, where all members of the

Planet Template

Name: Vanim

Class: Class L (hardly supports life)

System Data: 10.750 km diameter, no moons

Gravity: 0.8 standard

Year / Day: 264 days/ 21 hours

Atmosphere: only 19% oxygen, 5% sulphur, dry but breathable

Hydrosphere: 12% covered with water, several water underground sources

Climate: dry, hot desert world (average temperature 38 degree Celsius)

Sapient Species: no native, around 4200 from different species

Technology Classification: reduced use of technology, but access to level 6

Government: theocratic oligarchy

Culture: aggressive and isolating sect, racism and crime are part of it

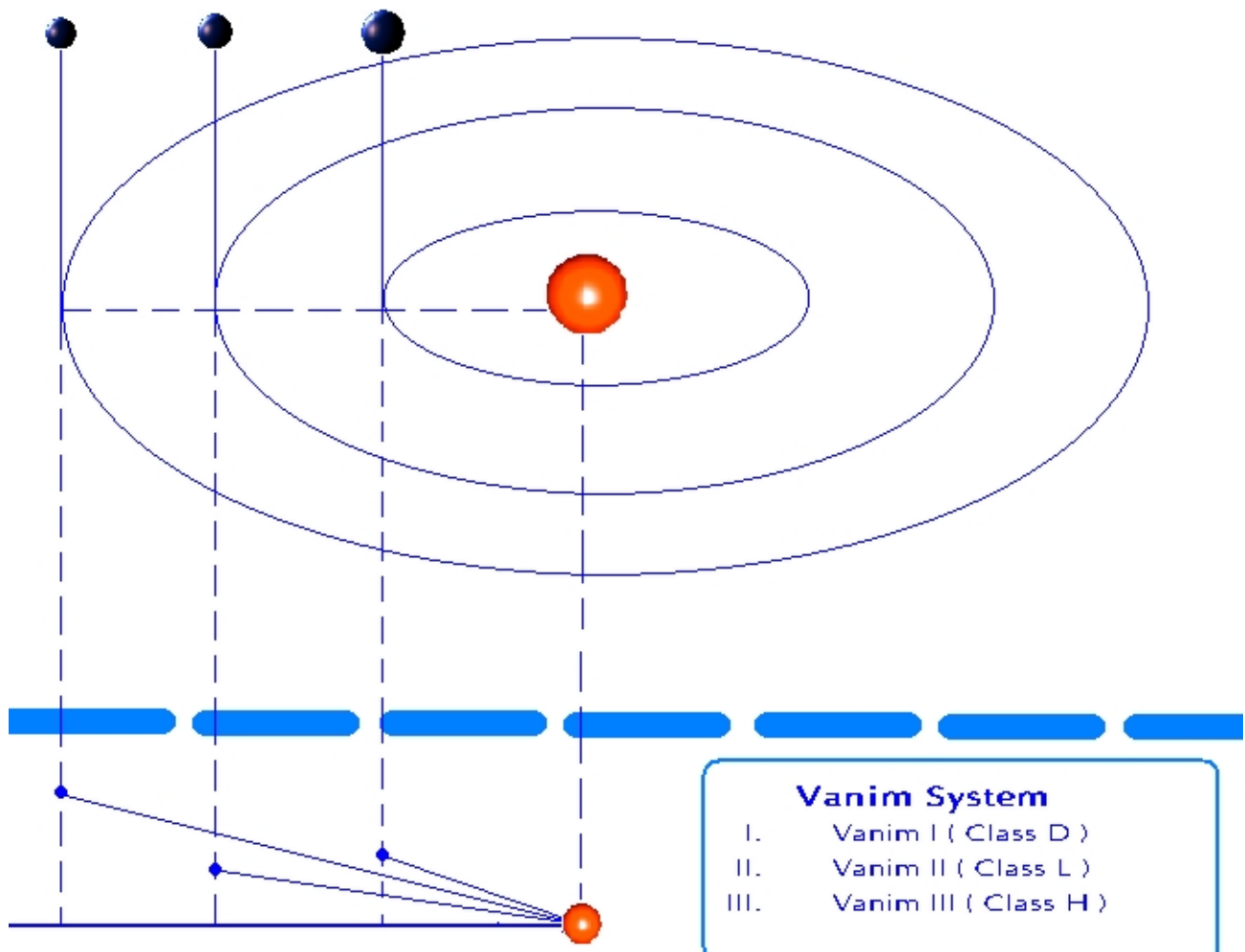
Affiliation: neutral

Resources: many minerals, few organic

Places of Note: Sect Camp, called Vanimarona

Ship Facilities: small starport at 'The Camp'

sect can meet out of religious needs. The



upper level is occupied by the planet's only starport, which includes several smaller ships, like *Peregrine*-Class couriers.

This camp is only about two kilometres away from a large mountain range. In these mountains the Vanimans found several caves, which they now use for agriculture and as water source, as there is an underground river floating through this area. As the caves are quite wet and cool, they planted several kinds of algae, their major food source. During day most of the Vanimans work here, to keep their comrades alive.

Scattered over the whole planet are several formations of ruins. These ruins are the legacy of a now extinct civilisation, which lived approximately 2000 years ago on this planet. The ruins are the relics of their cities and most of them are buried under vast layers of sand. But some large buildings remain visible but show marks of heavy destruction. Sometimes you can see some kind of shadow on this ruins' walls, although nothing is there which could cast it. These shadows are the result of heavy thermal radiation, which burned the buildings and the people – the shadows are the only proof that there was once a humanoid society on this planet. The high amount of radiation and the fact that most of the ruins are covered by sand and uncovered by the wind again, make it difficult to explore them.

History

The planet's history is a mystery for outsiders, at least that what happened before the *U.S.S. Hemmingway* reached the system in 2332.

Thousands of years ago, an ancient species inhabited the planet, which is almost everything known about it. It is assumed that they were humanoids as they caused humanoid shadows due to the thermal weapons, which destroyed them. At the height of their existence, they probably developed nuclear weapons and a war began, which led to the destruction of the whole society. Additionally when the ruins were found it became clear that Vanim had not been a Class L planet in the past. Instead it had to be a Class M planet to support life of such a high-developed grade. The conclusion is that the nuclear weapons

lead not only to the civilization's end but also changed Vanim's climate dramatically.

In 2346 Rudolph Kruger decided that this planet was perfect for his needs. In recent years he had built up a sect, called the Vanimans, which prayed to a god called Vanim, who would make them his lieutenants in the universe and then rule upon all beings. This planet fits very well to teach his followers discipline and make them humble servants for Vanim. In 2359 Kruger sent a formal declaration of independence to the Federation Council – Vanim left the UFP and became neutral.

In 2365 Kruger's power had grown enough to corrupt him. He decided that he was not interested to wait for wealth and power if he could have it now. So he began to use his followers as pirates, which began to attack freighter convoys and independent traders.

But still Starfleet is unaware of his role in the local pirate activities – SI has declared the Vanimans as not dangerous and as they are very isolated, no one suspects them.

Population

The planet's population is not uniform, as the natives were extinct long ago. Instead it is a mixture of many sapient species, mostly individuals who sought for a sense in their life. Around 4200 people live on the planet and you can find Andorians, Humans, Centaurans, Tellarites, Ktarians and many other species. Two hundred of them are priests, which teach the others and take their prayers to other star systems – although not more than twenty priests are allowed to leave the planet at a time, to have enough of them for controlling their followers on Vanim.

The Vanimans are a rather aggressive sect, lead by Rudolph Kruger. While not the founder, he is probably the most successful leader in the past centuries. He increased the group's members vastly.

The sect regards itself more worth than all other beings as they are the servants of Vanim, an ancient god of the Betelgeuse. They see themselves as the rulers of the universe under the leadership of Vanim. They have strange rituals in



which they make sacrifices; rumors say they even sacrifice sapient beings.

In recent times Kruger has built up a pirate network, which he uses to build up wealth and power. So instead of isolation it becomes more and more common that several other pirates and mercenaries land on the planet.

Government

There is no real government instead there is a system of priests which function as the sect's leaders. There are several ranks among the priests, the highest rank is the Archbishop, a post currently held by Rudolph Kruger. This Archbishop is an absolute ruler, as he is the only one who speaks directly to Vanim. The other priests may also give orders, but any higher-ranking priest can cancel it. Although there are no official posts like Financial Minister each priest often has another function than only teaching the belief of the Vanimans.

Present Conflicts

Although there are no political conflicts due to Vanim's isolation, there are still problems. Kruger's recent pirate activities have lead to an increase of Starfleet patrols in the area and investigation in the local underworld. This has upset other pirates in the area, which have formed some kind of alliance to track down their opponent who has increased pirate activity in the area to over 320 percent of former figures. Additionally the nearby systems have set up a militia, as they suspect Vanim to be the origin of the pirates.

Two years ago, a priest, called Voris, an Andorian, realized what Kruger was actually doing and decided to stop that. He was able to convince several members of the sect and even some more priests to revolt and save the true belief in Vanim. The revolt itself was stopped brutally, but Voris and around 40 followers went into hiding in the vast desert. They built up a small base in one of the planet's mountain ranges approximately 100 kilometres from 'The Camp'. Their first success was that they where able to steal Kruger's replicator (who recently bought a new one), which they use with the help of solar energy to

produce water and food. The aim of these 'True Vanimans', as they call themselves, is to overthrow Kruger, to show his corruption and to end the piracy. They try to reach this with some kind of guerrilla warfare. The death of Voris some month ago has put the movement nearly to an end, as they lack a real leader now. They would definitely need a new one, before the organisation breaks apart.

Exports and Imports

Beside the stolen goods there are no imports at all, except the few new sect members. As the planet's farms provide the population only with the most necessary, there is also no export, of course again except of the stolen goods.

Noted Inhabitants

There is only one important figure on the planet: Rudolph Kruger. In former times he was a passionate member of the Vanimans, he had found a sense in life after spending 10 years in a penal colony for treason – he had been a member Starfleet before he sold his ship's shield frequency to a Ferengi which made him able to steal the Warp Core with a transporter system.

He soon rose in ranks and through his passion made it eventually to Archbishop, the youngest ever in the Vanimans history. He led the sect to new glory and their members increased dramatically. But in recent times he found his old way of life more desirable. Many of the sect's members are now pirates and he built up a vast criminal network making him one of the richest men in the area. Of course he hides his wealth from his people, no one knows that he e.g. owns a replicator and a private yacht.

Of course there are those who question the regular visitors, who actually are pirates and mercenaries and those who learn of Kruger's betrayal – but normally they end as sacrifice in some kind of ritual. Now Kruger is an old man, born in 2311, but still he is an intimidating and charismatic figure and a potent orator.

While not exactly an inhabitant, Elina Faring is nevertheless important. She is a local smuggler and has built up a useful network of contacts near Breen space and

eventually became the exclusive shipper of Kruger's stolen goods. The Centauran female, was born in 2342 and inherited her parents longing for adventure – this is why she decided to become a smuggler. She owns a heavily modified *Antares*-Class ship, the *Firebird* (stats: impulse speed: .45c/.65c, weapons: type VI phaser, shields protection: 36). But recently she got to know how brutal and inhuman Kruger treats those who dare to question his methods. As a consequence she now uses her 'alibi' of smuggling for him, to actually smuggle weapons and medical supplies to those who oppose him.

found a new sense in their life or something like that. First everything seems to be quite nice – they have something to work for and a goal for their life. But soon things begin to change – people disappear, suddenly and there are strangers who come and go. Will they uncover Kruger's betrayal?

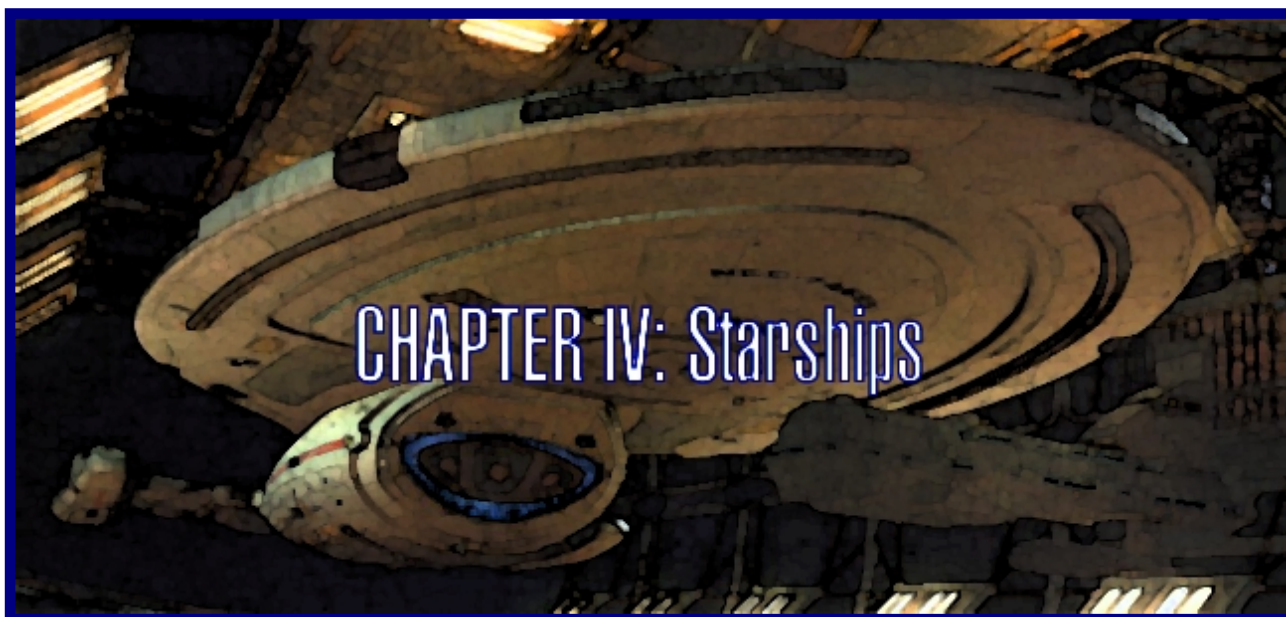
Creatures

There are only few creatures on Vanim, most of them are insects or worms and other smaller animals. The same counts for the plants, there are mostly algae and other small and primitive forms. The most interesting kind is a small tree, the largest plant on the planet. It has adapted to the planet's environment and lives from the radiation near the ancient ruins. That provides food for a small ape, which eats the tree's leaves, but only those who died of radiation. It also is able to absorb the radiation.

Episode Ideas

- The local militia informed Starfleet that they suspect Vanim to be the origin of the pirates. The only proof they have are sensor readings, which indicate an increased amount of ship travel, which contradicts their policy of isolation. The characters are sent to uncover Kruger's involvement and to stop the pirates. They are sent in under cover as new sect members, but should they discover Kruger's plot, they are endangered of being sacrificed. This could also work for characters that are hired by a crime lord, who wants to stop the competing pirates.
- The characters are members of the Vanimans themselves – maybe they are traders, who





Federation Ships

Ascendant-Class Starship



Class and Type: Ascendant Class Explorer

Commissioning Date: 2361

Hull Characteristics

Size: 7 (585x376x110m; 25 decks)

Resistance: 4

Structural Points: 140

Operations Characteristics

Crew/ Pass./ Evac: 850/ 500/ 12000

[8 pwr/rd]

Computers: 5

[5 pwr/rd]

Transporters: 4 p, 6 c, 4 e

[7 pwr/rd]

Tractor Beams: 1 av, 1fd, 1fv

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/ 9.3/ 9.8 (12 h)

[2/warp factor]

Impulse System: .75c/ .92c

[7 / 9 pwr/rd]

Power: 185

Sensor Systems:

Long-Range Sensors: +2/ 17 ly

[6pwr/rd]

Lateral Sensors: +2/ 1 ly

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Type X Phaser:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [20]

Type II Photon Torpedoes:

Number: 200

Launchers: 1 ad, 1fv

Spread: 8

Arc: Forward or aft, but self-guided

Range:

15/300000/1000000/3500000

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [20]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 55/ 75

Power: [55]

Description: The *Ascendant*-Class vessels are the most luxurious Explorers Starfleet has to offer. They are equipped for long

term deep space exploration missions and are designed to carry the crew's families aboard. The *Ascendant*-Class will be produced until 2381 with three ships per year.

Noteworthy Vessels/ Service Records/ Encounters: *U.S.S. Ascendant*, prototype; *U.S.S. Fizeau*, discovered the Mrani in 2364; *U.S.S. Lionheart*, participated in Operation Return in 2374; *U.S.S. Lancelot*, *U.S.S. Lady Luck*, *U.S.S. Restless*.

Attack Fighter, Recon Variant



Class and Type: Starfleet Attack Fighter, Recon Variant

Commissioning Date: 2370

Hull Characteristics

Size: 3 (34 m long; 1 deck)

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew/ Pass./ Evac: 2/ 0/ 2

[1 pwr/rd]

Computers: 2

[2 pwr/rd]

Transporters: 1 p, 1 c

[1 pwr/rd]

Tractor Beams: 1 f

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.5/ 8.5/ 9.0 (6 h)

[2/warp factor]

Impulse System: .75c/ .95c

[7 / 9 pwr/rd]

Power: 100

Sensor Systems:

Long-Range Sensors: +0/ 12 ly

[6pwr/rd]

Lateral Sensors: +2/ 1 ly

[4pwr/rd]

Navigational Sensors: +1

[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Type VIII Phaser:

Range: 10/30000/100000/300000

Arc: forward 180 degrees

Accuracy: 4/ 5/ 7/ 10

Damage: 18

Power: [18]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 30/ 48

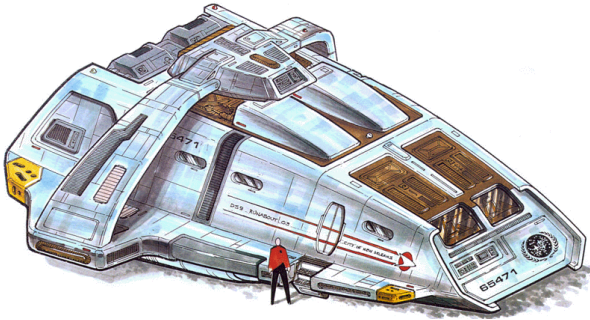
Power: [30]

Description: The reconnaissance variant of Starfleet's attack fighter is only lightly armed. It carries two probes under its wings for deployment in enemy territory and has more advanced warp and impulse drives. Its sensors are excellent. They can be used to mark a target and then to coordinate fire. If used in that manner the crew of the fighter has to pass a difficult sensor test and has to remain near the target to keep up the sensor lock. The other ships have to be in communication range and then can attack the opponent without making a sensor test on their own.

Note: The standard fighter is to be found in *The Dominion War Sourcebook: The Fires of Armageddon*.



Fury-Class Starship



Class and Type: *Fury-Class Gunboat*

Commissioning Date: 2353

Hull Characteristics

Size: 2 (45m long, 1 deck)

Resistance: 4

Structural Points: 40

Operations Characteristics

Crew / Pass./ Evac: 2/ 120/ 122

[4 pwr/rd]

Computers: 2

[2 pwr/rd]

Transporters: 4 p, 1 c

[3 pwr/rd]

Tractor Beams: 1fv

[2/ rating used]

Propulsion and Power Characteristics

Warp System: none

Impulse System: .4c/ .5c

[4/ 5 pwr/rd]

Power: 80

Sensor Systems:

Long-Range Sensors: +0 / 1 ly

[6 pwr/rd]

Lateral Sensors: +1/ 0.2 ly

[4 pwr/rd]

Navigational Sensors: +0

[5 pwr/rd]

Sensors Skill: 3

Weapons Systems

Type VI Phaser:

Range: 10/ 30000/ 100000/ 300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 12

Power: [12]

Type II Photon Torpedoes

Number: 5

Launchers: 1fd

Spread: 1

Arc: Forward, but self-guided

Range: 15/ 3000/ 10000/ 30000

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [5]

Weapons Skill: 4

Defensive Systems:

Starfleet Deflector Shield

Protection: 40/ 50 f; 20/30 a

Power: [30]

Description: The *Fury-Class* starship is a large landing vehicle of Starfleet's groundforces. The compact design is heavily armed to clear its path towards a planet and its landing zone as well. A large amount of transporters allow the vessel to offload its troops fast and precisely – the cargo transport ensures that any war machines can be transported as well.

While this gunboat is not equipped with a warp drive and therefore has to be carried by other ships, at which they usually dock, it has enough room to move one complete company into a battle region. Alternately these ships carry hover tanks or several smaller machines.

Once landed the vessel can be used as command post – its armour provides cover, sensors and communications equipment can add to tactical planning and the basic sickbay onboard is better than a field medic.

Since most of the ship is made up of a large cargo hold for war machines it can take up to 120 troopers that usually use their field equipment to get somewhat comfortable. Only the two crewmembers and the officers have small secluded bunks at their disposal.

While the Romulan Vel'Tar dropships of the Planetary Command are far better armed, groundforces pilots claim that only makes them the better pilots.

Since these vessels tend to have a high forfeiture statistic usually only a bunch of them receives a name and the others are numbered. For example all gunboats assigned to the *USS Petersburg* bear the name *Rage*. The first would be *Rage I* the others then *Rage II* to IV.

Noteworthy Vessels/ Service Records/ Encounters: *U.S.S. Fury*, prototype; *U.S.S. Rage*; *U.S.S. Raven*, destroyed Jem'Hadar Attack ship over Cardassia; *U.S.S. Zenthaa*.

Intrepid-Class Starship



Class and Type: *Intrepid*-Class Exploratory Cruiser

Commissioning Date: 2370

Hull Characteristics

Size: 6 (344m long, 14 decks)

Resistance: 4

Structural Points: 120

Operations Characteristics

Crew/ Pass./ Evac: 150/250/550

[5 pwr/rd]

Computers: 4

[4pwr/rd]

Transporters: 2 p, 4 c, 1 e

[4pwr/rd]

Tractor Beams: 1fd, 1av

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.2/9.6/9.975 (12h)

[2/warp factor]

Impulse System: .8c/.96c

[8/10 pwr/rd]

Power: 160

Sensor Systems:

Long-Range Sensors: +2 / 17 ly

[6pwr/rd]

Lateral Sensors: +2/ 1 ly

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Type X Phaser:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 4/5/7/10

Damage: 20

Power: [20]

Type II Photon Torpedoes:

Number: 40

Launchers: 2 ad, 2 fv

Spread: 4

Arc: Forward or aft, but self-guided

Range: 15/300k/1000k/3500k

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 60/80

Power: [60]

Description: The *Intrepid*-Class is a small exploratory vessel. It has excellent Sensors and its computers are improved by *gel packs*, which make them faster.

Additionally this type of ship is able to land on planets.

Noteworthy Vessels/ Service Records/ Encounters: *U.S.S. Intrepid*, prototype; *U.S.S. Voyager*, vanished in Demilitarized Zone, Badlands (2371) and returned in 2378 to UFP space from Delta-Quadrant; *U.S.S. Bellerophon*, *U.S.S. Beagle*, *U.S.S. Gilgamesh*.

Liberty-Class Starship



Class and Type: *Liberty*-Class Frigate

Commissioning Date: 2374

Hull Characteristics

Size: 5 (278m long, 12 decks)

Resistance: 4+6

Structural Points: 100

Operations Characteristics

Crew/ Pass./ Evac: 112/180/500

[5 pwr/rd]

Computers: 3

[3pwr/rd]

Transporters: 2 p, 2 c, 2 e

[3pwr/rd]

Tractor Beams: 1fd, 1av

[2/rating used]



Propulsion and Power Characteristics

Warp System: 6.5/9.4/9.8 (12h)
[2/warp factor]
Impulse System: .7c/.9c
[7/ 9 pwr/rd]
Power: 135

Sensor Systems:

Long-Range Sensors: +1 / 15 ly
[6pwr/rd]
Lateral Sensors: +1/ 1 ly
[4pwr/rd]
Navigational Sensors: +2
[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Type IX Phaser:

Range: 10/30000/100000/300000
Arc: all (720 degrees)
Accuracy: 3/4/6/9
Damage: 18
Power: [18]

Type II Photon Torpedoes:

Number: 60
Launchers: 2 ad, 2 fv
Spread: 6
Arc: Forward or aft, but self-guided
Range: 15/350k/1500k/4050k
Accuracy: 3/4/6/9
Damage: 20
Power: [5]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield
Protection: 45/60
Power: [45]

Description: Named after the transporters that carried supplies from North America to England in Word War II, the *Liberty*-Class was a necessary design of the Dominion War. Starfleet's losses in ships were tremendous and the need for replacements was obviously high. Since building a new ship took far to long, Starfleet developed the *Liberty*-Class. The ship completely consists of components of other vessels primarily those that are easily salvageable from destroyed vessels. For their size these ships are quite combat worthy and while they cannot operate alone for long terms they are excellent escorts and fast response ships.

In the war most COs of such frigates were Lt. Commanders, now the largest part of them has been promoted to Commander.

Now that the war is over no more ships of the *Liberty*-Class are built, but Starfleet decided to keep the remaining one hundred and twelve in service.

Noteworthy Vessels/ Service Records/ Encounters: *U.S.S. Liberty*, prototype; *U.S.S. Andoria*; *U.S.S. Betazed*, heavily damaged but salvaged while escorting transport group 54 of Starfleet groundforces; *U.S.S. Chesapeake*, lost in Battle of Cardassia in 2375; *U.S.S. Midway*, lost in Battle of Vulcan in 2375; *U.S.S. Sparrowhawk*, destroyed in Battle of Chin'toka in 2375; *U.S.S. Cheron*, *U.S.S. Hawkeye*, *U.S.S. Mace*.

Nova-Class Starship



Class and Type: Nova-Class Scout

Commissioning Date: 2370

Hull Characteristics

Size: 4 (132m long, 7 decks)

Resistance: 3

Structural Points: 80

Operations Characteristics

Crew / Pass./ Evac: 80/ 25/ 200

[4 pwr/rd]

Computers: 3

[3 pwr/rd]

Transporters: 2 p, 2 c, 1 e

[3 pwr/rd]

Tractor Beams: 1 av, 1fv

[2/ rating used]

Propulsion and Power Characteristics

Warp System: 5.0/ 7.4/ 8.0 (12 h)
[2/ warp factor]

Impulse System: .6c/ .8c
[6/ 8 pwr/rd]
Power: 120

Sensor Systems:

Long-Range Sensors: +2 / 17 ly
[6 pwr/rd]
Lateral Sensors: +2/ 1.5 ly
[4 pwr/rd]
Navigational Sensors: +2
[5 pwr/rd]

Sensors Skill: 4

Weapons Systems

Type VI Phaser:

Range: 10/ 30000/ 100000/ 300000
Arc: all (720 degrees)
Accuracy: 4/ 5/ 7/ 10
Damage: 12
Power: [12]

Type II Photon Torpedoes

Number: 25
Launchers: 1 ad, 1fd
Spread: 3
Arc: Forward or aft, but self-guided
Range: 15/ 300k/ 1000k/ 3500k
Accuracy: 4/ 5/ 7/ 10
Damage: 20
Power: [5]
Weapons Skill: 3

Defensive Systems:

Starfleet Deflector Shield
Protection: 36/ 55
Power: [36]

Description: The *Nova*-Class starship is the new replacement for the aging *Oberth*-Class vessels. It is primarily a scout designed for planetary surveys and short-range missions. As a consequence it is quite small and only lightly armed.

Its warp drive is only capable of warp factor 7 for long terms and its antimatter and deuterium tanks are not as large as on other vessels. But it is equipped with labs and sensors of the most modern kind giving it great scientific capabilities additionally to its ability to land on planets.

Noteworthy Vessels/ Service Records/

Encounters: *U.S.S. Nova*, prototype; *U.S.S. Armstrong*; *U.S.S. Lovell*; *U.S.S. Equinox*, forced into Delta-Quadrant in 2370 and destroyed in 2373.

Okinawa-Class Starship [uprated]



Class and Type: Okinawa-Class Fast Frigate

Commissioning Date: 2289

Hull Characteristics

Size: 4 (155m long, 6 decks)
Resistance: 3
Structural Points: 80

Operations Characteristics

Crew / Pass./ Evac: 40/100/300
[5 pwr/rd]
Computers: 3
[3 pwr/rd]
Transporters: 2 p, 1 c, 1 e
[2 pwr/rd]
Tractor Beams: 1 ad, 1fv
[2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/8.0/9.2 (12h)
[6.0/8.5/9.8]
[2/warp factor]
Impulse System: 0.6c/0.85c
[0.7/ 0.9]
[7/9pwr/rd]
Power: 110

Sensor Systems:

Long-Range Sensors: +1 / 14 ly
[6pwr/rd]
Lateral Sensors: +1/ 1 ly
[4pwr/rd]
Navigational Sensors: +2
[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Type VII Phaser: [Type IX]

Range: 10/30000/100000/300000
Arc: all (720 degrees)
Accuracy: 5/6/8/11
Damage: 14 [18]
Power: [14] [18]

Type II Photon Torpedoes:

[Quantum torpedoes]

Number: 100 [50]
Launchers: 2 ad, 2 fv
Spread: 4



Arc: Forward or aft, but self-guided
Range: 15/300k/1000k/3500k
Accuracy: 5/6/8/11
Damage: 20 [30]
Power: [5]

Weapons Skill: 4

Defensive Systems:

Starfleet Deflector Shield
Protection: 48/70
Power: [48]

Description: The *Okinawa*-Class ships are small, reliable ships, often used as couriers, escorts or base defence. Although quite old they are still in service and have ended their production line only in 2340. Through its size and often region-bound missions this class is quite common for a Lt. Commander to be CO of such a vessel.

The ships science or survey capabilities are restricted but it is often used as auxiliary craft for planetary surveys. In order to have a more modern craft for the same purpose the class was updated in 2372.

Noteworthy Vessels/ Service Records/

Encounters: *U.S.S. Okinawa*, prototype; *U.S.S. Nagasaki*, defended bravely Starbase 231 against Orion attack in 2349; *U.S.S. Falcon* encountered a Borg scout vessel and collected important data (2371); *U.S.S. Whirlwind*, commanded by then Commander Evan van Eyk and took part in Battle of Cardassia; *U.S.S. Valkyrie*, *U.S.S. Zer'kar*.

Petersburg-Class Starship



Class and Type: *Petersburg*-Class
Transport

Commissioning Date: 2351

Hull Characteristics

Size: 5 (350m long, 10 decks)
Resistance: 3
Structural Points: 100

Operations Characteristics

Crew / Pas./ Evac: 65/ 2000/ 4000
[7 pwr/rd]
Computers: 2
[2 pwr/rd]
Transporters: 8 p, 2 c, 2 e
[6 pwr/rd]
Tractor Beams: 1 ad, 1fd
[2/ rating used]

Propulsion and Power Characteristics

Warp System: 4.0/ 6.5/ 8.5 (12 h)
[2/ warp factor]
Impulse System: .35c/ .6c
[3/ 6 pwr/rd]
Power: 125

Sensor Systems:

Long-Range Sensors: +0 / 12 ly
[6 pwr/rd]
Lateral Sensors: +0/ 1 ly
[4 pwr/rd]
Navigational Sensors: +1
[5 pwr/rd]

Sensors Skill: 3

Weapons Systems

Type VII Phaser:

Range: 10/ 30000/ 100000/ 300000
Arc: all (720 degrees)
Accuracy: 4/ 5/ 7/ 10
Damage: 14
Power: [14]

Weapons Skill: 4

Defensive Systems:

Starfleet Deflector Shield
Protection: 35/ 45

Power: [35]

Description: The *Petersburg*-Class is one of the most used transporters of Starfleet's groundforces. They can carry a lot of troops along with their equipment. These ships usually travel in groups of several vessels and then are escorted by a more combat capable class.

Noteworthy Vessels/ Service Records/ Encounters: *U.S.S. Petersburg*, prototype; *U.S.S. Alamo*; *U.S.S. Troy*; *U.S.S. Waterloo*.

Prometheus-Class Starship



Class and Type: *Prometheus*-Class Fast Cruiser

Commissioning Date: 2374

Hull Characteristics

Size: 6 (415m long, 18 decks)

Resistance: 5

Structural Points: 120

Operations Characteristics

Crew / Pas./ Evac: 650/ 1450/ 2500

[7 pwr/rd]

Computers: 6

[6 pwr/rd]

Transporters: 6 p, 3 c, 3 e

[7 pwr/rd]

Tractor Beams: 1 ad, 1fv, 1fd

[2/ rating used]

Propulsion and Power Characteristics

Warp System: 6.0/ 9.5/ 9.95 (12 h)

[2/ warp factor]

Impulse System: .78c/ .98c

[8/ 10 pwr/rd]

Power: 180

Sensor Systems:

Long-Range Sensors: +2 / 17 ly

[6 pwr/rd]

Lateral Sensors: +2/ 1 ly

[4 pwr/rd]

Navigational Sensors: +3

[5 pwr/rd]

Sensors Skill: 5

Weapons Systems

Type X Phaser:

Range: 10/ 30000/ 100000/ 300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [20]

Type II Photon Torpedoes

Number: 275

Launchers: 1 ad, 1fv

Spread: 10

Arc: Forward or aft, but self-guided

Range: 15/ 300k/ 1000k/ 3500k

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 60/ 80

Power: [60]

Description: The *Prometheus*-Class is a prototype able to divide up into a multi vector attack mode. The Engineering Hull divides up into two parts while the saucer is the third. All of them are warp capable, although the saucer has the following stats: 2.0/ 4.0/ 7.2 (6 hours). The two engineering parts then have a size of 3 with the according changes in structure, while the saucer itself has a size of 5. The shields of the two engineering parts have a value of 50/ 70, the saucer's remain the same.

The *Prometheus*-Class was the first vessel to be equipped with a Mark II EMH.

Noteworthy Vessels/ Service Records/ Encounters: *U.S.S. Prometheus*,

prototype, occupied by Romulans and freed by the EMHs of the *U.S.S. Voyager* and the *Prometheus*.



Sovereign-Class Starship



Class and Type: *Sovereign-Class Heavy Explorer*

Commissioning Date: 2370

Hull Characteristics

Size: 9 (680m long, 26 decks)

Resistance: 5

Structural Points: 180

Operations Characteristics

Crew/ Pas./ Evac:1000/5000/ 11000

[7 pwr/rd]

Computers: 7

[7 pwr/rd]

Transporters: 6 p, 8 c, 6 e

[10 pwr/rd]

Tractor Beams: 1 ad, 1fv, 1fd

[2/ rating used]

Propulsion and Power Characteristics

Warp System: 7.0/ 9.6/ 9.9 (12 h)

[2/ warp factor]

Impulse System: .75c/ .95c

[7/ 9 pwr/rd]

Power: 180

Sensor Systems:

Long-Range Sensors: +2 / 17 ly

[6 pwr/rd]

Lateral Sensors: +2/ 2 ly

[4 pwr/rd]

Navigational Sensors: +2

[5 pwr/rd]

Sensors Skill: 5

Weapons Systems

Type XII Phaser:

Range: 10/ 30000/ 100000/ 300000

Arc: all (720 degrees)

Accuracy: 3/ 4/ 6/ 9

Damage: 24

Power: [24]

Type II Photon Torpedoes

Number: 180

Launchers: 1 ad, 1fv

Spread: 10

Arc: Forward or aft, but self-guided

Range: 15/ 350k/ 1500k/ 4050k

Accuracy: 3/ 4/ 6/ 9

Damage: 20

Power: [5]

Mark 80 Quantum Torpedoes

Number: 60

Launchers: 1 ad, 1fv

Spread: 10

Arc: Forward or aft, but self-guided

Range: 15/ 350k/ 1500k/ 4050k

Accuracy: 3/ 4/ 6/ 9

Damage: 30

Power: [5]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 70/ 90

Power: [70]

Description: The *Sovereign-Class* is the most advanced starship currently in production by Starfleet. Developed in the late 60s the *U.S.S. Sovereign* was commissioned in 2370 testing several of her new equipment. However shakedown cruise went not as planned. Especially her regenerative shield system was failing along with some other systems. Starfleet noted the problems with the prototype and decided to mothball the ship after intensive testing.

While the project as such was deemed a success and other ships were being constructed, commissioned with modified *Galaxy-Class* shield systems, *Sovereign* spent five years in the dry-dock. However the Dominion War made Starfleet rethink its decision of mothballing the advanced ship and began reworking the shield system.

Shortly after the Vesuvi sun was destroyed, *Sovereign* was re-commissioned with its new deflector and as its new built counterparts with Type XII Phasers, adding to its offensive power. When its new deflector was proven operative, it became a standard equipment of all *Sovereign-Class* vessels.

Noteworthy Vessels/ Service Records/ Encounters: *U.S.S. Sovereign*, prototype, re-commissioned in 2377; *U.S.S. Enterprise*; *U.S.S. Independent*; *U.S.S. Yorktown*.

Note: The stats for the *Sovereign-Class* were already published in ***The Price of Freedom***, by Last Unicorn Games.

However they do not match comparable ships in later products, e.g. the quantum torpedoes have now thirty points of damage, like those of the *Defiant* as depicted in the **Deep Space Nine Corerulebook**. Type XII phasers were added as well since that is the official armament of *Enterprise-E*. I also corrected the size and deck number as given in First contact (I took the maximum deck number as given by Lt. McClure when reporting to Cpt. Picard).

Phased Plasma Torpedoes

During the Maelstrom incident, triggered by the nova of the Vesuvi star, Starfleet first used prototype phased plasma torpedoes onboard *USS Sovereign*. These torpedoes use the technology developed for the illegal cloaking device project, which included phasing technology.

The torpedoes use the phasing to move behind an enemies ship's shields and penetrate them that way without loosing too much power. Sensors show when the missile is nearing shields and then activates the phasing, which takes thirty percent of the weapon's power, thus reducing the caused damage. While Starfleet is currently doing research to improve the weapon and enable it to be introduced into regular service or modify it so that it rephases within a ship, thus also penetrating the armor, these torpedoes are not yet ready for field service. The torpedoes tend to be unstable and thus can cause heavy internal damage to a starship when exploding before launched.

In game terms the torpedoes use the same ranges as any other missile weapon of a ship. The damage is 24, reduced by eight if the phasing is needed. If it is used however shields are ignored when hitting the ship, thus applying damage directly to the vessel's hull. Due to the instability of the torpedo the weapon detonates prematurely when on the to-hit roll all dice show a 1 or a 2. That way apply the 24 points of damage to the firing ship's hull and to its weapon system.

Kessok Ships

Kessok Heavy Cruiser



Class and Type: Kessok Heavy Cruiser
Commissioning Date: mid 24th century
Hull Characteristics

Size: 9 (1275m long, 12 decks)
Resistance: 5
Structural Points: 180

Operations Characteristics

Crew/ Pas./ Evac: 1200/500/6000
[7 pwr/rd]
Computers: 4
[4 pwr/rd]
Repair System: 3
[3 pwr/rd]
Transporters: 8 p, 8 c, 6 e
[10 pwr/rd]
Tractor Beams: 1 av, 1 fv
[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.4/9.75 (12h)
[2/warp factor]
Impulse System: 0.6c/ 0.8c
[6/8pwr/rd]
Power: 225

Sensor Systems:

Long-Range Sensors: +2 / 16 ly
[6pwr/rd]
Lateral Sensors: +2/ 1 ly
[4pwr/rd]
Navigational Sensors: +2
[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Polaron Beams:
Range: 10/30000/100000/300000
Arc: all (720 degrees)
Accuracy: 3/4/6/9
Damage: 22
Power: [22]
Polaron Torpedoes:



Number: 120
 Launchers: 2 ad, 2 fv
 Spread: 10
 Arc: Forward or aft, but self-guided
 Range: 15/300k/1000k/3500k
 Accuracy: 4/5/7/10
 Damage: 24
 Power: [6]

Weapons Skill: 5

Defensive Systems:

Kessok Deflector Shield
 Protection: 65/ 80
 Power: [65]

Description: The Kessok Heavy Cruiser is one of the most dangerous designs Starfleet had ever to cope with. The cruiser is heavily armed and equipped with an advanced repair system (its value is added to any repair tests of the crew, and due to use of nanobots the first 60 points of hull damage regenerate with 3 points per round, unless the repair system is destroyed).

Kessok Light Cruiser



Class and Type: Kessok Light Cruiser
Commissioning Date: mid 24th century
Hull Characteristics

Size: 7 (611m long, 8 decks)
 Resistance: 5
 Structural Points: 140

Operations Characteristics

Crew/ Pas./ Evac: 645/400/5000
 [7 pwr/rd]
 Computers: 4
 [4 pwr/rd]
 Repair System: 2
 [2 pwr/rd]
 Transporters: 4 p, 4 c, 2 e
 [5 pwr/rd]

Tractor Beams: 1 av, 1 fv
 [2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.4/9.75 (12h)
 [2/warp factor]
 Impulse System: 0.65c/ 0.85c
 [6/8pwr/rd]
 Power: 165

Sensor Systems:

Long-Range Sensors: +2 / 15 ly
 [6pwr/rd]
 Lateral Sensors: +2/ 1 ly
 [4pwr/rd]
 Navigational Sensors: +2
 [5pwr/rd]

Sensors Skill: 5

Weapons Systems

Polaron Beams:

Range: 10/30000/100000/300000
 Arc: all (720 degrees)
 Accuracy: 3/4/6/9
 Damage: 20
 Power: [20]

Polaron Torpedoes:

Number: 100
 Launchers: 2 ad, 2 fv
 Spread: 6
 Arc: Forward or aft, but self-guided
 Range: 15/300k/1000k/3500k
 Accuracy: 4/5/7/10
 Damage: 24
 Power: [6]

Weapons Skill: 5

Defensive Systems:

Kessok Deflector Shield
 Protection: 55/ 75
 Power: [55]

Description: The smaller cousin of the Kessok Heavy Cruiser, the light cruiser is still a formidable opponent. Faster and more nimble than the heavy ship it still is heavily armed. It also is equipped with an automated repair system (its value is added to any repair tests of the crew, and due to use of nanobots the first 30 points of hull damage regenerate with 2 points per round, unless the repair system is destroyed).

Romulan Ships

Scimitar-Class Starship



Class and Type: Scimitar-Class Heavy Warbird

Commissioning Date: 2376

Hull Characteristics

Size: 10 (1550m long, 50 decks)

Resistance: 5

Structural Points: 200

Operations Characteristics

Crew/ Pas./ Evac: 1500/1000/10000

[8 pwr/rd]

Computers: 5

[5 pwr/rd]

Transporters: 12 p, 12 c, 12 e

[18 pwr/rd]

Tractor Beams: 1 ad, 1fv, 1fd

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.2/9.6 (12h)

[2/warp factor]

Impulse System: 0.65c/ 0.9c

[6/9pwr/rd]

Power: 250

Sensor Systems:

Long-Range Sensors: +2 / 14 ly

[6pwr/rd]

Lateral Sensors: +2/ 1 ly

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Cloak: 10

[40pwr/rd]

Sensors Skill: 5

Weapons Systems

Type L Disruptor:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 3/4/6/9

Damage: 24

Power: [24]

Plasma Torpedoes:

Number: 200

Launchers: 13 ad, 14 fv

Spread: one each

Arc: Forward or aft, but self-guided

Range: 15/300k/1000k/4000k

Accuracy: 4/5/7/10

Damage: 22

Power: [6]

Biogenic Weapon:

Range: 10/30000/100000/3000000

Arc: f (120 degrees)

Accuracy: 2/3/5/8

Damage: see text

Power: [see text]

Weapons Skill: 5

Defensive Systems:

Reman Deflector Shield

Protection: 80/ 100

Power: [80]

Description: The *Scimitar*-Class is a secret weapon built by the Remans, native to the Romulans' second homeworld. It is the heaviest design ever built by these people and in fact it is simply a war machine. It boasts a heavy load of torpedo tubes covering the whole ship. 52 Disruptor cover the rest and give the ship an enormous firepower. The most deadly weapon onboard is the Biogenic-Weapon based on Theleron-radiation. It needs to be charged for 100 turns, consuming 50 power points each of these rounds. After that if fired it can even penetrate shields or atmospheres and burns any life form within seconds. Each creature onboard the target gets 120 points of damage, the target itself remains unharmed.

Additionally the ship has 80 Scorpion-Class fighters onboard.

While technically no Romulan but a Reman design, Starfleet assumes that not all of these vessels have been destroyed and could now have been incorporated into the Romulan Star Navy.



Scorpion-Class Starship



Class and Type: Scorpion-Class Light Fighter

Commissioning Date: 2376

Hull Characteristics

Size: 2 (6m long)

Resistance: 3

Structural Points: 40

Operations Characteristics

Crew / Passengers/ Evac: 1/1/3

[2 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: 1 emergency

[1 pwr/rd]

Tractor Beams: 1fd

[2/rating used]

Propulsion and Power Characteristics

Warp System: none

Impulse System: 0.5c/ 0.65c

[5/6pwr/rd]

Power: 50

Sensor Systems:

Long-Range Sensors: +0 / 1 ly

[6pwr/rd]

Lateral Sensors: +2/ 0.1 ly

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Cloak: 2

[8pwr/rd]

Sensors Skill: 3

Weapons Systems

Type H Disruptor:

Range: 10/30000/100000/300000

Arc: forward (120 degrees)

Accuracy: 3/4/6/9

Damage: 12

Power: [12]

Weapons Skill: 5

Defensive Systems:

Romulan Deflector Shield

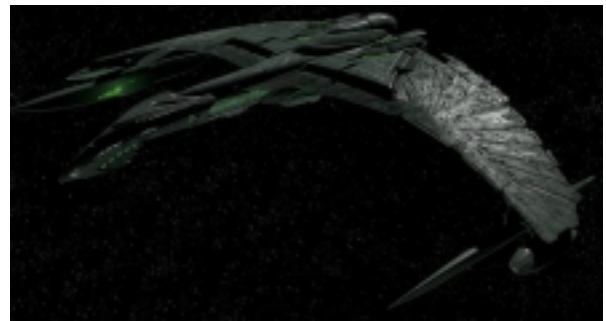
Protection: 20/ 24

Power: [20]

Description: The *Scorpion*-Class is a small fighter craft, constructed by the Romulan Star Navy. It has a light armament but is fast for its size. It is often used to force through e.g. planetary blockades or for recon-missions.

The emergency transport onboard can only be used in case the craft is destroyed. In that event the crew, wearing eva-suits, is beamed into a distance of 1000 metres.

Valdor-Class Starship



Class and Type: Valdor-Class Heavy Warbird

Commissioning Date: 2376

Hull Characteristics

Size: 10 (1050m long, 24 decks)

Resistance: 5

Structural Points: 200

Operations Characteristics

Crew / Pas./ Evac: 1200/600/8000

[7 pwr/rd]

Computers: 5

[5 pwr/rd]

Transporters: 10 p, 6 c, 8 e

[12 pwr/rd]

Tractor Beams: 1 ad, 1fv, 1fd

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.0/9.8 (12h)

[2/warp factor]

Impulse System: 0.6c/ 0.85c

[7/8pwr/rd]

Power: 240

Sensor Systems:

Long-Range Sensors: +2 / 15 ly

[6pwr/rd]

Lateral Sensors: +2/ 1 ly

[4pwr/rd]
Navigational Sensors: +2
[5pwr/rd]
Cloak: 12
[48pwr/rd]

Sensors Skill: 5

Weapons Systems

Type L Disruptor:

Range: 10/30000/100000/300000
Arc: all (720 degrees)
Accuracy: 3/4/6/9
Damage: 24
Power: [24]

Plasma Torpedoes:

Number: 200
Launchers: 2 ad, 2 fv
Spread: 10
Arc: Forward or aft, but self-guided
Range: 15/300k/1500k/4000k
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Singularity Torpedoes:

Number: 100
Launchers: 1 ad, 1 fv
Spread: 6
Arc: Forward or aft, but self-guided
Range: 15/300k/1500k/4000k
Accuracy: 4/5/7/10
Damage: 28
Power: [6]

Weapons Skill: 5

Defensive Systems:

Romulan Deflector Shield
Protection: 75/ 95
Power: [75]

Description: The *Valdor*-Class is the newest addition to the Romulan Navy. Long kept secret by the Navy it was first noticed by Federation scouts around half a year after its commissioning, when the Romulans decided to show some strength and thus give the Federation an impression of their answer to the *Sovereign*-Class. The ship is heavily armed, fast and manoeuvrable.

Son'a Ships

Son'a Cruiser



Class and Type: Son'a Cruiser

Commissioning Date: mid 24th century

Hull Characteristics

Size: 9 (1280m long, 8 decks)
Resistance: 5
Structural Points: 180

Operations Characteristics

Crew / Pas./ Evac: 1000/500/8000
[7 pwr/rd]
Computers: 6
[6 pwr/rd]
Transporters: 6 p, 6 c, 6 e
[9 pwr/rd]
Tractor Beams: 2 ad, 2fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.2/9.8 (12h)
[2/warp factor]
Impulse System: 0.7c/ 0.9c
[7/9pwr/rd]
Power: 220

Sensor Systems:

Long-Range Sensors: +2 / 14 ly
[6pwr/rd]
Lateral Sensors: +2/ 1 ly
[4pwr/rd]
Navigational Sensors: +2
[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Type-A Phaser:

Range: 10/30000/100000/300000
Arc: all (720 degrees)
Accuracy: 3/4/6/9
Damage: 25
Power: [25]

Plasma Torpedoes:

Number: 200
Launchers: 2 ad, 2 fv
Spread: 10
Arc: Forward or aft, but self-guided
Range: 15/300k/1200k/3200k



Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Isolytric Weapon:

Number: 5

Launchers: 1 fv

Spread: 1

Arc: Forward or aft

Range: 15/400k/2000k/5000k

Accuracy: 4/5/7/10

Damage: special, see text

Power: [10]

Weapons Skill: 5

Defensive Systems:

Romulan Deflector Shield

Protection: 70/ 90

Power: [70]

Description: The Son'a Cruiser is an intimidating design in size and look. Shaped like a bird of prey with claws it features heavy weapons and armor.

What makes it especially perilous is its isolytric weapon. Once fired the weapon creates a rift in subspace that extends uncontrollably and is drawn to warp-cores. A warp-core explosion or something comparable can close it otherwise if the ships is caught in it, it suffers its own size times 2d6 structural damage – shields provide no protection. The rift moves with the same speed as the ship that it fired, when it was fired.

Son'a Destroyer



Class and Type: Son'a Destroyer

Commissioning Date: mid 24th century

Hull Characteristics

Size: 5 (260m long, 4 decks)

Resistance: 5

Structural Points: 100

Operations Characteristics

Crew / Pas./ Evac: 100/80/400

[4 pwr/rd]

Computers: 3

[3 pwr/rd]

Transporters: 2 p, 2 c, 1 e

[3 pwr/rd]

Tractor Beams: 1 ad, 1fd

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.4/9.8 (12h)

[2/warp factor]

Impulse System: 0.7c/ 0.92c

[7/ 9pwr/rd]

Power: 120

Sensor Systems:

Long-Range Sensors: +2 / 16 ly

[6pwr/rd]

Lateral Sensors: +2/ 1 ly

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Type-C Phaser:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 3/4/6/9

Damage: 15

Power: [15]

Plasma Torpedoes:

Number: 200

Launchers: 2 ad, 2 fv

Spread: 10

Arc: Forward or aft, but self-guided

Range: 15/300k/1200k/3200k

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Isolytric Weapon:

Number: 2

Launchers: 1 fv

Spread: 1

Arc: Forward or aft

Range: 15/400k/2000k/5000k

Accuracy: 4/5/7/10

Damage: special, see text

Power: [10]

Weapons Skill: 5

Defensive Systems:

Romulan Deflector Shield

Protection: 50/ 70

Power: [50]

Description: The Son'a Destroyer is a smaller version of the cruiser and

essentially a scout and escort vessel. Equipped with the same isolytic weapon as the larger ship, it is an intimidating threat for any vessel even larger ones.

Vehicles

Vehicles basically follow the same rules as starships, although their stats are a bit scaled down. Damage and shields points are only a fifth compared to a starship, while they are doubled concerning characters scale.

For more information on vehicles rules see ***The Dominion War Sourcebook: The Fires of Armageddon.***

Argo-Landcruiser



Class and Type: Light Military Transport

Commissioning Date: 2378

Body Characteristics:

Size: 3 (6 m long)

Resistance: 2

Structural Points: 30

Operation Characteristics:

Crew/ Passengers/ Evac: 1/ 5/ 6

[3 pwr/rd]

Computers: 1

[1 pwr/ rd]

Transporters: none

Tractor Beams: none

Movement and Power Characteristics:

Speed: 50/ 150/ 225 kph (2 h)

Propulsion: motorized

[1 pwr/ 50 kph]

Power: 50

Sensor Systems:

Long-Range Sensors: +0/ 10 km

[6 pwr/ rd]

Lateral Sensors: +1/ 500m

[4 pwr/ rd]

Navigational Sensors: +0

[5 pwr/ rd]

Sensor Skill: 3

Weapon Systems

Phaser Mount:

Range (in metres): 1/ 30/ 100/ 300

Arc: 270 degree aft

Accuracy: 5/ 6/ 8/ 11

Damage: 10

Power: [10]

Weapon Skill: 3

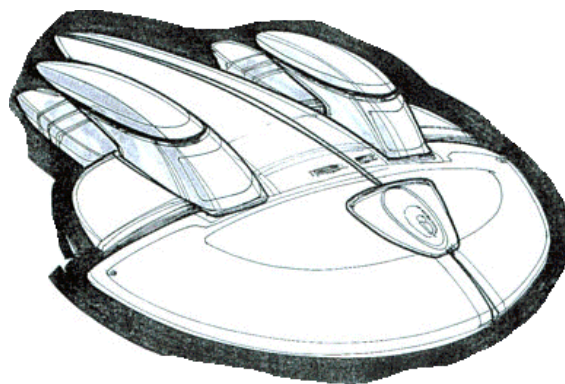
Defensive Systems:

Deflector Shields: none

Description: The Starfleet Landcruiser is a wheeled vehicle used by Starfleet in case flying vehicles are not available or unusable. They may be used during first contacts, when it is better to tread lightly and not to show shuttles flying in the air.

The landcruiser is some kind of pick-up car, using a small fusion drive to power its systems. For better defence, one can mount a phaser gun at the vehicle's rear. It has front and aft lights and can carry up to six passengers, the driver included.

Kellinan-Class Tank



Class and Type: Light tank

Commissioning Date: 2359

Body Characteristics:

Size: 6 (18m long)

Resistance: 4
Structural Points: 60

Operation Characteristics:

Crew/ Passengers/ Evac: 2/ 40/ 50
[6 pwr/rd]
Computers: 2
[1 pwr/ rd]
Transporters: 2p, 1 c, 1 e
Tractor Beams: none

Movement and Power Characteristics:

Speed: 2000/ 16000/ 20000 kph
(2h)
Propulsion: Hover
[1 pwr/ 1000 kph]
Power: 140

Sensor Systems:

Long-Range Sensors: +1/ 1000 km
[6 pwr/ rd]
Lateral Sensors: +1/ 10 km
[4 pwr/ rd]
Navigational Sensors: +1
[5 pwr/ rd]

Sensor Skill: 3

Weapon Systems

Type VI Phaser:

Range (in km): 0.5/ 1/ 2/ 5
Arc: 180 degree forward
Accuracy: 4/ 5/ 7/ 10
Damage: 12
Power: [12]

Ultritium Missiles

Number: 4
Launchers: 2 f
Spread: 1
Arc: Forward, self guided
Range: 2/ 6/ 20/ 150
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

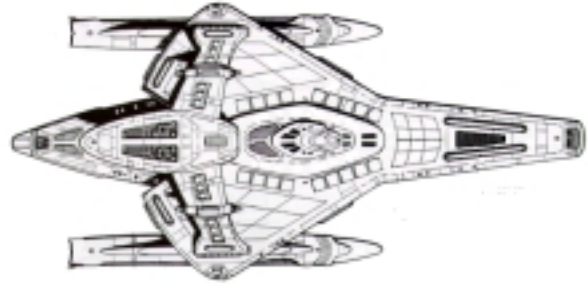
Weapon Skill: 5

Defensive Systems:

Starfleet Deflector Shield
Protection: 25/ 35
Power: [25]

Description: The *Kellinan*-Class is primarily used as troop carrier by Starfleet's groundforces. It has one major phaser array covering most of the forward hull to ensure an optimal fire arc. Two missile launchers with two warheads each enable the light tank to defend against heavier vehicles as well.

Thunder-Class Fighter Bomber



Class and Type: Military Aircraft

Commissioning Date: 2370

Body Characteristics:

Size: 7 (24m long)
Resistance: 7
Structural Points: 80

Operation Characteristics:

Crew/ Passengers/ Evac: 2/ 0/ 2
[2 pwr/rd]
Computers: 2
[1 pwr/ rd]
Transporters: 1 e
Tractor Beams: none

Movement and Power Characteristics:

Speed: 500/ 4000/ 12000 kph (6h)
Propulsion: Jet
[1 pwr/ 1000 kph]
Power: 120

Sensor Systems:

Long-Range Sensors: +1/ 1000 km
[6 pwr/ rd]
Lateral Sensors: +1/ 12 km
[4 pwr/ rd]
Navigational Sensors: +1
[5 pwr/ rd]

Sensor Skill: 3

Weapon Systems

Type VII Phaser Mount:

Range (in km): 0.5/ 1/ 2/ 5
Arc: 180 degrees forward
Accuracy: 4/ 5/ 7/ 10
Damage: 14
Power: [14]

Ultritium Missiles

Number: 4
Launchers: 1 f
Spread: 1
Arc: Forward, self guided
Range: 2/ 6/ 20/ 150
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Photon Bombs

Number: 6

Launchers: 1 fv

Spread: 2

Arc: below, self guided

Range: 1/ 2/ 5/ 10

Accuracy: 5/6/8/11

Damage: 18

Power: [4]

Weapon Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 32/ 46

Power: [32]

Description: The *Thunder*-Class Fighter Bomber is a standard aircraft of Starfleet. Equipped with ranged weapons, guided and unguided it can intercept enemy aircraft or fly assault missions into enemy territory. Additionally it is equipped with a load of bombs for ground assault on tanks, bunkers or enemy troops.

The small aircraft carries a crew of two that share the job of actual fighting and piloting. In case of emergency they have access to a transporter that can beam them anywhere in a range of 10 kilometres.





FEDERATION -CHARACTERS

Admiral Matthew Dougherty, Starfleet Command



Appearance: Admiral Dougherty is an elderly but still heavy built man. He has full white hair, his face is covered by a thick beard. He is around six feet tall.

Personality: Matthew Dougherty has a friendly and calm demeanour, what gave him the nickname "Grandpa Doug" in the fleet. An excellent diplomat, Dougherty

is an expert in making compromises. While once he was a convinced Starfleet Officer and firmly believed in the UFP's ideals, he became somewhat bitter after his wife's death in 2374. He changed and became a bit fearful, fearful of death stalking him.

History: Admiral Dougherty's career began in 2318 when he joined the enlisted service at age 16. He trained for one year and served onboard *USS Constellation* another year before he decided to make Starfleet a more permanent arrangement. He applied for Starfleet Academy and was approved. Dougherty graduated in 2325 and became an engineer among *USS Ranger's* crew. His career was quite impressive and Dougherty advanced ranks fast.

In 2352 he had gained his own command when he became CO of the *USS Melbourne* and fought bravely in the Cardassian War.

He continued his way up and in 2365 was given a post in Starfleet Command. Since then he became somewhat of a delegate and ambassador, negotiating with aliens species and making agreements on new technology.

Fitness 3

Coordination 2

Intellect 4
 Presence 3
 Empathy +2
 Willpower +1
 Psi 0

Skills

Administration (Starship) 5 (6)
 Athletics (Fencing) 2 (3)
 Command (Starship) 5 (6)
 Computer (Modelling) 2 (4)
 Culture (Human) 2 (3)
 Diplomacy (Negotiation) 2 (5)
 Dodge 1
 Energy Weapons (Phaser) 1 (3)
 History (Human) 1 (2)
 (Federation) (3)
 Language Federation Standard 4
 Cardassian 2
 Law (Starfleet Regulations) 5 (6)
 Material Engineering (Structure) 1 (3)
 Personal Equipment (Tricorder) 1 (2)
 Persuasion (Debate) 2 (3)
 Physical Science (Physics) 2 (3)
 Planetside Survival (Mountain) 1 (2)
 Propulsion Engineering (Warp) 3 (4)
 Shipboard Systems (Transporter) 2 (3)
 (Sensors) (3)
 (Command) (3)
 Starship Tactics (Federation) 3 (5)
 Systems Engineering (Computer) 2 (4)
 (Weapons) (4)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Earth) 1 (2)

Advantages:

Mathematical Ability +3
 Promotion: Vice Admiral +16
 Toughness +2

Disadvantages:

Poor Hearing -1
 Phobia -2: Slow Death

Renown: 98

Aggression: 18
 Discipline: 16
 Initiative: 11
 Openness: 18
 Skill: 35

C.P.: 6

Captain Robert Hawker, CO *USS Sovereign*



Appearance: Robert Hawker is a young man, born in 2346. He has middle-long blond hair and a stern face that constantly expresses his concentration. Lean and tall Hawker can be quite intimidating if needed.

Personality: While Hawker has learned more than one trick about diplomacy and is very polite and almost fraternizing with his fellow officers, he can be a very stubborn and relentless opponent concerning enemies. He talks not much and remains calm and concentrated in combat and is a skilled tactician. Hawker does not hesitate to ask for advice of his department heads and especially his XO.

History: Robert Hawker was born on Jupiter station and is a typical Starfleet brat. Both his parents were Starfleet officers and so it was never questioned that he would join Starfleet as well. He did so in 2363 and graduated with top results in 2367. He served onboard the *USS Hood* as tactical officer and was promoted to Lieutenant j.g. after just one year. He was transferred to *USS Excalibur* after another two years of service. Since he excelled in three skirmishes with Cardassian ships he was promoted to Full Lieutenant and became the new Department Head onboard the *Ambassador*-Class vessel.

Hawker stayed on *Excalibur* for several years, was promoted to Lt. Commander and became Second Officer. He was transferred to *USS Venture* where he served on during the Dominion War.

When the war was over Hawker followed his CO's advice and applied for Command School. He again passed with



excellent results and in 2377 was given the post of Executive Officer onboard the *USS Dauntless*, *Galaxy-Class*. However after two months his CO, Captain Wright was killed when the Vesuvi sun exploded and Hawker had to get the ship into safety. Since the ship's crew were eyewitnesses of the catastrophe *Dauntless* was ordered to investigate the incident. Hawker was given command of the ship and when the crisis stirred up, Admiral Liu decided to give Hawker the prototype *USS Sovereign*.

Hawker fought not only several battles with that ship he also ended the clash with the Kessoks peacefully. He still is in command of the ship and operates in the Maelstrom, trying to learn more of that mysterious aliens and their technology, while watching the Cardassians carefully.

Fitness 3
 Coordination 3
 Dexterity +1
 Intellect 3
 Presence 3
 Willpower +1
 Psi 0

Skills

Administration (Starship) 4 (5)
 Athletics (Diving) 3 (4)
 Command (Starship) 4 (5)
 Computer (Research) 1 (2)
 Culture (Human) 2 (3)
 Diplomacy (Federation Frontier) 1 (3)
 Dodge 1
 Energy Weapons (Phaser) 3 (5)
 History (Human) 1 (2)
 (Federation) (2)
 Language Federation Standard 3
 Law (Starfleet Regulations) 4 (5)
 Personal Equipment (Tricorder) 1 (3)
 Physical Science (Mathematics) 1 (3)
 Planetside Survival (Urban) 1 (2)
 Security (Security Systems) 2 (3)
 Shipboard Systems (Tactical) 2 (5)
 (Command) (5)
 Starship Tactics (Federation) 3 (6)
 Systems Engineering (Security) 1 (3)
 Unarmed Combat (SMA) 2 (3)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Earth) 1 (2)

Advantages:

Department Head: CO +4
 Innovative +1
 Promotion: Captain +10
 Tactical Genius +3

Disadvantages:

Code of Honor: Defender -4
 Impulsive -1

Renown: 64

Aggression: 10
 Discipline: 2
 Initiative: 16
 Openness: 8
 Skill: 28

C.P.: 5

Admiral Marcus Holt, CO DS3



Appearance: Admiral Holt is a rather heavy and tall man, born in 2302. His completely white hair is quite long and he has a round face.

Personality: Marcus Holt is a polite man, a born diplomat. Full of respect for other beings he tends to be an optimist, sometimes maybe being a bit too trustworthy. However if needed he can become a relentless warrior, leading his subordinates into battle with determination.

Despite his now quite high age, he still likes to run marathons.

History: Admiral Holt was born on Earth as son to a famous actress and a lawyer. While he found his mother's profession entertaining his father's occupation was rather boring. As a consequence he decided to learn more about the wonders of the galaxy and thus decided to become a Starfleet Officer. Due to his parents' influence he joined the

Diplomatic Corps and took part in countless negotiations before being transferred to Starfleet Academy. While attending Command School himself, Holt also instructed cadets on diplomacy and interstellar law. After completing Command School, then Commander Holt became XO of the *USS Excelsior* and served on that post for five years, before receiving his own command in 2347. His ship the *USS Constellation* made fourteen first contacts during his command and Holt continued that path when being transferred to *USS Ambassador* in 2356.

In 2361, Holt was promoted to Rear Admiral and took up a post in Starfleet Command, before he became CO of Deep Space 3 in 2371 due to his experience in the diplomatic field. His negotiations with the Breen were successful or so they seemed. When the Breen entered the Dominion War, DS 3 became a hot frontier and Admiral Holt, then promoted to Rear Admiral Upper Half, lead more than one important battle even in enemy territory.

Fitness 3
 Vitality -1
 Coordination 2
 Intellect 4
 Presence 4
 Empathy +1
 Willpower +1
 Psi 0

Skills

Administration (Starship) 5 (6)
 Athletics (Running) 2 (4)
 Command (Starship) 5 (6)
 (Starbase) (6)
 Computer (Research) 1 (2)
 Culture (Human) 3 (4)
 (Breen) (4)
 Diplomacy (Federation Frontier) 4 (5)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 History (Human) 3 (4)
 (Federation) (4)
 Language Federation Standard 4
 Breen 2
 Klingon 3
 Romulan 2
 Law (Starfleet Regulations) 5 (6)

Personal Equipment (Com) 1 (2)
 Physical Science (Mathematics) 2 (3)
 Planetside Survival (Forest) 1 (2)
 Shipboard Systems (Command) 2 (4)
 Social Science (Anthropology) 4 (5)
 Starship Tactics (Federation) 4 (6)
 Strategic Operations (Defense) 3 (5)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Earth) 1 (2)

Advantages:

Department Head: CO +4
 Promotion: Rear Admiral Upper Half +14
 Resolute +3
 Shrewd +1

Disadvantages:

Code of Honor: Starfleet -4
 Zero-G-Intolerance -2

Renown: 94

Aggression: -8
 Discipline: 12
 Initiative: 10
 Openness: 34
 Skill: 30

C.P.: 5

Commander Martin Madden, XO *U.S.S. Enterprise*



Appearance: Martin Madden is middle-aged man with dark, full hair. He has a round face and has an average built.

Personality: Commander Madden is an eager officer, trying to please his superiors and get along with them. He is aware of the family's tradition and willed to continue it. Madden is a quick thinker



excelling at technical tasks. His jovial nature makes his subordinate feel easy when around him.

History: When Martin Madden was born on Mars colony in 2343 is was clear right from the beginning that he would become a Starfleet officer. Both his parents serve in the fleet as did his whole family. His mother's traces can be followed back to an ancestor who was a Major in Earth's MACO forces in mid 22nd century. He died when defending Earth however. With that long tradition in mind, Martin Madden joined Starfleet in 2359 and graduated from Academy in 2363 as only third in class.

He worked his way up in the Command Branch applying for XO posts as soon as possible, even onboard *USS Enterprise*, since he hoped to get that post when Commander Riker would be promoted. When the Dominion War broke out in 2374 he became XO of the *USS Thunderchild* and distinguished himself in several skirmishes. When he had finally given up the chance of being transferred to *Enterprise* he nevertheless got the post in 2379. Madden was promoted to full Commander and became the new XO under Captain Picard's command.

Fitness 3
Coordination 2
Intellect 3
Presence 3
Willpower +1
Psi 0

Skills

Administration (Starship) 4 (5)
Athletics (Riding) 3 (4)
Command (Starship) 3 (5)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Dodge 1
Energy Weapons (Phaser) 2 (3)
History (Human) 1 (2)
(Federation) (2)
(Starfleet) (4)
Language Federation Standard 3
Law (Starfleet Regulations) 3 (4)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Mathematics) 2 (3)
Planetside Survival (Desert) 1 (2)

Prop. Engineering (Warp Drive) 1 (2)
Shipboard Systems (Tactical) 3 (4)
Starship Tactics (Federation) 2 (5)
Systems Engineering (Weapons) 2 (3)
Vehicle OPS (Shuttle) 1 (2)
World Knowledge (Mars) 1 (2)

Advantages:

Bold +1
Department Head: CO +4
Promotion: Commander +8

Disadvantages:

Imprudent -1
Phobia -2: Fail family tradition

Renown: 47

Aggression: 6
Discipline: 8
Initiative: 6
Openness: 10
Skill: 17

C.P.: 5

Lieutenant Thomas McClure, Security Officer *USS Enterprise*



Appearance: Thomas McClure is a six feet tall, blond man. He is heavily built and fit.

Personality: Thomas McClure is a dutiful officer and a capable leader. His care for his subordinates evokes trust in them and he is also willing to contradict his superior officer if he thinks it is necessary

to protect those under his care. He is calm and steadfast.

History: Thomas McClure was born in 2345 on Kelras IV near the Cardassian border. His father was a scientist and his mother an FIS agent. Choosing neither of the extremes, Thomas decided to apply at Starfleet Academy.

He graduated in 2367 shortly after the Borg incursion at Wolf 359. He first became a Security Officer onboard Starbase 401 and served there for two years, near Cardassian Space. He uncovered a Maquis conspiracy on the station and therefore was promoted to Lieutenant and transferred to *USS Hood* where he became the Chief of Security. Captain DeSoto was impressed by his eagerness and his command abilities and as a consequence suggested his transfer to the *USS Enterprise* when the post of Chief of Security became vacant there.

He was able to prove himself when the Borg attacked Earth in 2373 and he led the defence of the *Enterprise* against the Borg incursion. Up to now he is one of the few officers in service that faced Borg drones in hand to hand combat and lived to tell the story.

Fitness 3
 Strength +1
 Coordination 3
 Dexterity +1
 Intellect 4
 Presence 2
 Willpower +1
 Psi 0

Skills

Athletics (Swimming) 3 (4)
 Command (Combat Leadership) 2 (3)
 Computer (Research) 1 (2)
 Culture (Human) 2 (3)
 Dodge 2
 Energy Weapons (Phaser) 3 (4)
 (Phaser Rifle) (4)
 History (Human) 1 (2)
 (Federation) (2)
 Language Federation Standard 3
 Law (Starfleet Regulations) 2 (4)
 Life Science (Exobiology) 1 (3)

Personal Equipment (Tricorder) 1 (2)
 Physical Science (Mathematics) 1 (2)
 Planetside Survival (Jungle) 1 (2)
 Security (Security Systems) 3 (4)
 Shipboard Systems (Tactical) 2 (4)
 Starship Tactics (Federation) 1 (3)
 Systems Engineering (Security) 2 (3)
 Unarmed Combat (SMA) 2 (4)
 (Karate) (5)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Kelras IV) 1 (2)

Advantages:

Bold +1
 Department Head: CO +4
 Promotion: Lieutenant +4
 Strong Will +2

Disadvantages:

Code of Honor: Care of Subordinates -2
 Impulsive -1
 Rival -2: Lt. Commander Worf

Renown: 8

Aggression: 2
 Discipline: 1
 Initiative: 2
 Openness: 0
 Skill: 3

C.P.: 5

Captain Nathaniel Wright, CO *U.S.S. Dauntless*



Appearance: Cpt. Wright, born in 2321 on Mars, is five foot and five inches tall. He has full, brown hair and sharp facial



features with a long nose. He is athletic as he thinks officers have to be fit to fulfil their duty.

Personality: Nathaniel Wright is a mild superior, assuming his subordinates will learn of past mistakes. He cares for his crew and would sacrifice his life for the ship, should this be necessary. He is a born explorer – the reason why he joined Starfleet in the first place. He is a peaceful man and respected by his crew. When off-duty he likes to read and write poetry as well as to work on Federation history.

History: Nathaniel Wright is the son of two politicians in the Federation Council and was born on Mars colony. Early in his life he decided not to follow into his parents' occupation but to take up the challenge of space exploration. He wanted to become a pioneer in space travelling as his ancient ancestors had driven forward the development of airplanes on Earth.

So Nathaniel decided to join Starfleet in 2338 and he became a scientist. Cpt. Wright had his first Tour of Duty aboard *USS Enterprise-C* before being transferred to Starbase 19, to lead the study of supernovae in that sector. Later in his career he had posts on several ships before returning to Earth for Command School in 2352.

Once finished with Command School he became XO of the *USS Endeavour* before taking command of the ship 4 years later in 2357. After serving there eight years he was transferred to the *USS Dauntless*, becoming her Captain. His most strange encounter of away missions was a Chulami prophet, who told him he would die through a giant blast of fire.

Fitness 2
Coordination 2
Intellect 5
Logic +1
Presence 4
Willpower +1
Psi 0

Skills

Administration (Starship) 3 (5)
Artistic Expression (Poetry) 1 (2)
Athletics (Soccer) 3 (4)

Command (Starship) 4 (5)
Computer (Programming) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Federation Frontier) 2 (4)
Dodge 1
Energy Weapons (Phaser) 1 (3)
History (Human) 2 (3)
(Federation) (4)
Language Federation Standard 3
Vulcan 2
Cardassian 1
Law (Starfleet Regulations) 4 (5)
Life Science (Biology) 1 (2)
Personal Equipment (Tricorder) 2 (4)
Physical Science (Chemistry) 2 (4)
Planetary Science (Geology) 2 (3)
Planetside Survival (Volcanic) 1 (2)
Prop. Engineering (Warp Drive) 2 (3)
Shipboard Systems (Sensors) 2 (4)
Space Science (Astrophysics) 3 (5)
(Stellar Cartography) (4)
Starship Tactics (Federation) 2 (4)
Vehicle OPS (Shuttle) 1 (2)
World Knowledge (Mars) 1 (2)
(Earth) (2)

Advantages:

Curious +1
Department Head: CO +4
Promotion: Cpt. +10

Disadvantages:

Code of Honor: Starfleet –4
Pacifism –3: Self-Defence

Renown: 89

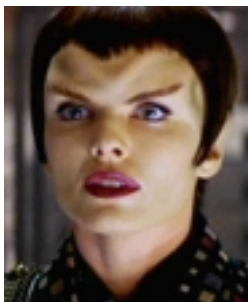
Aggression: -4
Discipline: 20
Initiative: 12
Openness: 21
Skill: 22

C.P.: 5



NON-FEDERATION-CHARACTERS

Commander Donatra, CO *RNS Valdor*



Donatra is a typical Romulan Captain, serving The Empire loyally. Since she distinguished herself in battle in the Dominion War, she became CO of the newly commissioned prototype of the *Valdor*-Class Warbird and currently leads a squadron of such ships.

Regarding herself a warrior, she respects battle prowess in others as well, even in enemies.

Fitness 2
 Strength +1
 Coordination 2
 Intellect 3
 Perception +1
 Presence 3
 Empathy -1
 Psi 0

Skills

Administration (Starship) 2 (3)
 Athletics (Running) 2 (3)
 Command (Starship) 2 (5)
 Computer (Research) 1 (2)
 Culture (Romulan) 2 (3)
 Dodge 2
 Energy Weapons (Disruptor) 2 (4)
 History (Romulan) 1 (2)
 Language Romulan 3
 Physical Science (Mathematics) 1 (2)
 Planetside Survival (Desert) 2 (4)

Shipboard Systems (Tactical) 3 (4)
 Starship Tactics (Romulan) 3 (5)
 Systems Engineering (Tactical) 2 (3)
 Unarmed Combat (RNMA) 2 (3)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Romulus) 1 (2)

Advantages:

Innovative +1
 Promotion: Commander +10

Disadvantages:

Code of Honour: Fidelity -3

Renown: 50

Aggression: 12
 Discipline: 10
 Initiative: 4
 Openness: 2
 Skill: 22

C.P.: 3

Shinzon



Shinzon is a young man with a bald head and a lean stature.

He was part of a secret project introduced to infiltrate the Federation. Being a clone of Captain Jean-Luc Picard he was meant to be exchanged for the original one to provide the Empire with a deep-cover operative.

However the plan was never executed and the project cancelled – as a result Shinzon was banned to Remus where he spent the rest of his childhood. His later Viceroy became his mentor and helped him to survive.

While he served excellently and fought viciously in the Dominion War, he



would have been never allowed to leave Remus as a free man. Therefore Shinzon plans to lead an uprising of the Remans against the Empire and eventually against the Federation.

Shinzon tends to be impulsive, full of rage and hatred. Hatred against the Federation and Captain Picard since he is only a copy of him. Deep within he buried his envy of him and turned it into rage that drives him forward.

His plans might be abruptly ended by the fact that his cells are beginning to dissolve. A physical failure caused by a procedure which should make him age faster to replace the original Captain Picard.

Fitness 4
 Coordination 3
 Intellect 4
 Presence 3
 Willpower +1
 Psi 0

Skills

Administration (Logistics) 2 (3)
 Athletics (Running) 3 (4)
 Command (Starship) 3 (5)
 (Combat Leadership) (5)
 Computer (Research) 1 (2)
 Culture (Human) 2 (3)
 (Reman) (3)
 (Romulan) (3)
 Dodge 3
 Energy Weapons (Disruptor) 3 (4)
 History (Human) 1 (2)
 (Federation) (2)
 (Reman) (2)
 (Romulan) (2)
 Language Federation Standard 3
 Reman 3
 Romulan 3
 Physical Science (Mathematics) 1 (3)
 Planetary Tactics (Small Unit) 3 (5)
 Planetside Survival (Arctic) 2 (4)
 Shipboard Systems (Tactical) 3 (4)
 Starship Tactics (Reman) 3 (4)
 Unarmed Combat (RNMA) 2 (3)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Remus) 1 (2)
 (Earth) (2)

Advantages:

Battle Hardened +2
 Bold +1
 Excellent Hearing +1
 Political Rank +4: Reman Leader
 Toughness +2

Disadvantages:

Medical Problem –3: Cellular Failure
 Vengeful –1: Captain Picard
 Vengeful –2: Federation
 Vengeful –2: Romulans

Renown: 46

Aggression: 20
 Discipline: 4
 Initiative: 4
 Openness: 0
 Skill: 18

C.P.: 4



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Note: Most of the pictures in this writing are screenshots from *Star Trek* products. However some are concept arts from various artists, done for several movies.

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