

A Time For Heroes...



A Supplement for the Era of Captain Pike

A Fan Supplement for Last Unicorn Games' Star Trek: The Original Series RPG

By R. E. B. Tongue

Section I: Essays



Federation & Starfleet History

The Romulan War & the Birth of Starfleet

By the 2150s, the informal alliance between Earth, Vulcan and Alpha Centauri was reaching the limits of its potential. First Contact with the Andorians and Tellarites had altered the face of the galaxy considerably, and there were many that saw them as a potential threat. The first steps towards an increased alliance were taking place, but all the plans were brought to an abrupt halt in 2156.

It was in that year that the Daedalus-class UNSS Icarus entered the Romulan home system, and was destroyed by a cluster of Romulan defence craft. Many hawks in the Terran General Assembly called for war, but others resisted the call. Vulcan and Alpha Centauri repeated their earlier threat to withdraw diplomatic relations should Earth start a war with the Romulans, and an embassy ship was dispatched. When it too was destroyed, the people of Earth realized that they had a war on their hands, and the position of the allied governments was untenable.

Vulcan refused to have anything to do with the course of the war, though they offered to broker a peace between the two peoples. Alpha Centauri, Andor and Tellar all announced that while they would support Earth, they would not enter the war officially unless it became absolutely necessary. Alpha's reason was simple; they lacked a warp-capable armed force, having concentrated on in-system defence. Andor and Tellar had a history of mutual antagonism and opposition, and each was wary of depleting its home forces. So, Earth would have to face this threat alone.

At this point, the Terran fleet consisted of fifty-nine Daedalus-class vessels, and perhaps a hundred converted merchantmen. Although immediate steps were taken to prepare better vessels for service, it was realized that they could not be ready in time. One handicap was that many of the best ships were presently on long-range exploration missions, beyond the range of the early subspace communicators. It was left to Captain Stiles, to figure out how this could be turned to Earth's advantage, as these ships could come on Romulan space from all angles. He took his ship, the Nelson, out to bring as many of these ships as possible together, and ready them for combat action.

While this strike was being prepared, the line of defence had to be held. A series of minor, distracting incursions was planned to try and keep the Romulan forces off-balance. It was hoped that the enemy did not know Earth's location, and steps were taken to try and preserve this secret. The war was fought with the most primitive weapons; old gauss laser cannons and atomic torpedoes, although the first generation of photon torpedoes was introduced towards the end of the conflict.

Although the Terran Fleet put up a good showing, it simply was not designed for combat. A prolonged war was beyond the means of the logistical base, and could not be sustained by the limited number of ships available. The battle lines pushed as close to Earth as Tau Ceti, blocking communication between Earth and her allies (although shrewdly the Romulans did not attack any neutral vessels in this campaign). Preparations began to be drawn up for a conditional surrender by late 2159, before a message was received in a courier ship – Captain Stiles had gathered a squadron of fifteen ships together at last, after four years of continuous cruising, and was planning to attack the Romulan forward base at Charon on January 4, 2160. The commanding admirals planned a simultaneous assault on the front line, in the hope that the combined blow would destroy the Romulan front line. The plan worked, as the Romulans sustained heavy casualties in the attack, losing fifty light-years of territory in a single week. Stiles' squadron was crushed, however. Only six ships returned from the attack, and the Nelson was not among them.

Although the Romulans were believed to have a slight numerical advantage, they were now suffering from a major strategic disadvantage, and called for peace. The Treaty of Algeron, signed over voice-to-voice subspace radio, created a Neutral Zone between the two powers. Earth believed it had created this zone to their advantage; later surveys would prove them wrong. The 'Romulan Star Empire' was rather more theoretical at this point, but would soon spread to fill its borders.

Success in the war combined with a resentment on the part of Earth, and a felling of guilt on behalf of their allies, but not intervening in the conflict. When Earth called again for a Federation, the other four races hastily agreed, and the aftermath meant that the capital was always going to be based on Earth. The treaty called for the creation of a Federation Space Force, to be called 'Starfleet'. This was theoretically to consist of the combined forces of all the Federation members, but it rapidly became apparent that the fleet would be largely Terran. The Vulcan and Centaurian fleets were purely scientific in nature, and preferred to remain independent. Andorian and Tellarite forces were still mutually suspicious, and although they would be confined to defensive purposes only, they preferred to remain separate.

This regrettably meant that Starfleet would essentially be a renamed Earth Fleet, something which caused considerable resentment on both sides. The other Federation members were concerned that they were paying for both Earth's fleet and their own, and Earth was concerned that they were left without a fleet of their own, unlike the other races in the local areas. This would be an ongoing problem over the next century, but for the present, at least the principle had been established.

The Golden Age

The period between 2170 and 2220 would often be referred to as a Golden Age. It began with the establishment of Starfleet on January 1st, 2169, and ended with the disastrous First Contact with the Klingons. In between was some of the most exciting exploration ever believed possible, and encounters with a host of new races, from the Tiburon to the Kzinti.

Starfleet began with almost all of the ships from the old Earth Fleet, which included thirty-five Daedalus-class vessels in various states of disrepair, a number of converted merchantmen, and the new Mann-class Cruisers coming into operation. With a need for exploration, the Daedalus fleet was refitted and sent back out, while the remainder of the fleet returned for home defence. Plans were drawn up for a number of new vessel types, including the Athena-class Scout and the Baton Rouge-class Cruiser to replace the already aging Mann-class.

During this period, the Federation trebled in size, gaining eight new members at various technological levels (the Argelians, Delphians, Mikulaks, Antosians, Aurelians, Saurians, and the Tathians). One of these contacts was tinged with tragedy, when the Delphines all but destroyed their world. Delphia III was a Terran-type planet, with a humanoid population similar in many ways to pre-Reformation Vulcans. Starfleet made contact, and offered membership in their growing alliance. The Delphian government agreed, and the starship returned to Earth to collect an ambassadorial team, leaving behind technological experts to help advance their technology.

They returned eighteen months later to find a smoking ruin of a world. Factions within the Delphians began to make a try for power, using some of the new technology brought by the Federation. In eighteen months they had been able to build an impressive array of destructive weapons, making use of the antimatter left to help jumpstart their technology. 75% of the planet's surface was rendered uninhabitable, and eighty years later the Delphian survivors are still attempting to reclaim their world. As a result of this, the decision was made to not contact alien races until they had reached a certain technological and cultural maturity, a regulation that would later become known as the 'Prime Directive'.

The only two wars of aggression taking place within this period were fought between the Federation and the Kzin. A warlike feline race, the Kzinti were first encountered in 2178, when they launched a surprise attack on a Federation outpost, one that was easily repulsed. A small task force went in, destroyed the Kzin defence net and imposed a peace settlement, essentially stating that the Kzin were to respect a mutual border. An embassy was established, but were slaughtered to a man in 2204, at the launch of the Second Kzin War. This was again a series of surprise attacks on Federation outposts and ships, remarkably well co-ordinated but still unsuccessful; Kzin technology was at least fifty years behind that of the Federation, and the result was never in question. Soon, though, the Federation would wish that all their wars could be won that easily...

First Contact with the Klingon Empire

It was Commander Thomas Jones of the USS Magellan that first made contact with the Klingons. He encountered a strange ship on the Federation border, and followed it into unknown space. After observing for a day, he opened hailing frequencies and contacted the commander. Matters proceeded amicably for the first few hours, as the two crews swapped war stories and tales of the frontier. Then, however, Commander Jones began to talk of the themes of the Federation, and its struggle for peace. This was an indication of weakness to the Klingon commander, who could hardly believe what he was hearing. Then, when Commander Jones began to talk of his ship being the best and most modern in the fleet (a recently upgraded Athena-class), that was it. A warning was issued, and an attack began. Commander Jones saved his ship, and withdrew to report what had happened. "I'll never understand them", he said before retiring, "and I'll never understand what happened next."

What happened next was the First Klingon Incursion. Scouting an easy victory, General Korrd led his Second Attack Fleet across the Federation border, and launched an attack on a series of colony worlds. Half a dozen were devastated before the attacking fleet were stalled at Space Station K-2, backed up by a squadron of the new Hunter-class Corvettes. The realization that the enemy was somewhat more powerful than they had assumed brought excitement, and the combat was escalated with the launch of a reinforcements. The station had to be abandoned, and for a time it looked that Starfleet would buckle under the strain. In the end, reinforcements from Andor saved the day, combined with additional ships drawn from the Romulan Neutral Zone.

The Incursion was just beaten back at the Battle of Sigma IX, but it was a very close run thing. The fleet had been pushed to its limits to defeat less than a third of the total Klingon battle potential, and it was realized that things would have to change. Space was becoming more dangerous as the fleet was getting more thinly spread, and it was realized that a total reorganization would soon be necessary. The Federation Council was clamoring for retrenchment, and a return to combat defence as a priority – enough with the Starfleet officers gallivanting about the galaxy following their own whims. It was all the fleet could do to prevent the whole force being devoted to patrols, as exploration was pared back to the bone. Starfleet's 'golden age' had ended.



'And Keep Your Powder Dry!'

Starfleet entered the 2230s with a new series of mission priorities, and was forced to change matters accordingly. Although the major Klingon forces had been broken, individual raiders still crossed the border constantly, attempting to pick off civilian vessels or small Starfleet forces. The Andorians offered to send their forces to assist in defence, but the Admiralty politely turned them down. An admission that Starfleet could not carry the burden alone would have almost certainly meant its disbandment, and a return to the days of the planetary fleets.

After a series of particularly devastating raids by Klingon renegades, Admiral Marduke decided to take some action of his own, and talked the rest of the Admiralty into authorizing a raid into Klingon space. He led a task force of three Baton Rouge Cruisers and five Hunter Corvettes into Klingon space, and launched an attack on a major Klingon base. The attack was a disaster, badly planned and executed. It was only the brilliance of a young Lieutenant Commander, Garth of Izar, that saved the day, and enabled five of the eight ships to make it home. However, what was a tactical defeat turned out to be a strategic victory. The Klingons were impressed with the boldness of the Federation, and discouraged their renegades from crossing the border. This did not mean that the attacks didn't happen, of course, but it did cause a reduction in frequency. The Klingon High Council resolved to prepare for another war with the Federation, sometime in the 2260s – but at that stage they were busy fighting a war with the Romulan Star Empire, and the Federation became a low priority.

In 2238, the Kzin launched another surprise attack, and began the Third Kzin War. This time, they had been supplied with advanced weapons from another source (speculated to be either the Orions or the Klingons – or both), and had technological parity. Had their attack been carried off successfully, the Kzin might have been able to win the war, as the Federation was thinly spread in that region. However, as has often been observed, the Kzin always attack before they are ready. The new weapons systems were not properly integrated, and the crews had not been well-trained in their operation and maintenance. Further, the attack fleets pushed too far into Federation space, beyond their lines of supply.

The war might still have gone against the Federation if it were not for the bravery and daring of a young officer, Lieutenant Commander George Kirk, who commanded the scoutship Jupiter on a daring mission behind enemy lines, destroying the lightly defended Kzin installations. This bought sufficient time for a task force to be assembled under Captain Robert April, which smashed the main Kzin fleet and sent it running for home. Again, the Jupiter saved the day, by preventing the remains of the fleet from entering the safety of a base, and allowing April's task force to catch up and end the menace of the fleet once and for all. The next treaty was harsher than the last, limiting all military vessels to impulse power only, and stripping them of three planets containing indigenous sentient lifeforms.

Meanwhile, on the far side of the Federation, some exploration was still being undertaken. Commander Wesley on the Gagarin was making a string of first contacts with races such as the Deltans and the Regulans, both of which would soon apply to join the Federation. Captain Smithson was committing a greater sin, and became the first Starfleet Captain to break the Prime Directive, when he prevented a planetside nuclear war with the ship's phasers. When informed that he would face court-martial, he resigned – which led to a Federation-wide outcry. He had clearly done the right thing in preventing the war, but he had been forced to break Starfleet's greatest rule to do so. There was talk of his standing for public office, but he remained in ordinary life as a freighter captain, having gained the quiet respect of many for his actions.



Other results of exploration were rather less amicable. In 2245, the USS Rommel made unexpected First Contact with the Tholians, while escorting a fleet of colony ships. They learned that the Tholians had 'annexed' the region, and that the Federation were decidedly not welcome. The Tholian squadron moved to attack the colony ships, and the Rommel was forced to sacrifice itself to allow them to get away. A hastily outfitted collection of ships, nicknamed the 'White Elephant Squadron', was led by Captain Decker to try and evaluate the Tholian threat, and prevent aggression to the colony worlds on the frontier. The squadron would spend the next three years fighting occasional skirmishes before matters settled down, and border incursions are still not uncommon to this day.

To the relief of many in Starfleet, the Constitution-class Cruisers were delivered in 2245. These ships had been designed to take advantage of the new 'time warp' developments, and possessed a great speed advantage, as well as being designed to incorporate all the technological refinements. With the new Starbases beginning to come online, the Admiralty began to feel as if the crisis point was coming to an end. As usual, however, they were wrong.

The Axanar War

One of the greatest tensions to the Federation took place between 2247-2249, in the shape of the Axanar War. Calling it one continuous conflict is something of a misnomer, as it in actually was two separate conflicts in 2247 and 2249. The Axanari had been contacted just before the Third Kzin War, when they have attained Warp Drive. They were given a few tips, quite legally, by the Federation merchant ship that first contacted them. It was later revealed that they purchased some more technological innovations from the Orion merchants, and used them to carry out further exploration...and conquest.

Somewhere along the line, they came under the impression that the Federation conquered worlds, and placed them under enforced interdiction and control to prevent them attaining technological developments – a gross misinterpretation of the Prime Directive. They managed to construct a fairly sizable fleet of vessels, using reasonably advanced technology; but lacking the Federation Time Warp drive and Photon Torpedoes. Then, they applied to join the Federation citing their four conquered worlds as an asset.

The Federation Council was completely torn over the issue. Not of whether or not they should admit the Axanar, as the answer to that was an obvious 'No'. The question was rather what action the Federation should take, from an embargo to an outright attack. Starfleet clamoured for an engagement, and prepared a squadron under Fleet Captain Garth, the hero of the Marduke Offensive.

In the end, the war was to an extent provoked by Starfleet. Captain Garth realized that the Axanari shipbuilding programme was growing rapidly, and that his task force would find itself outgunned in a matter of months, long before the Council finished its deliberations on Babel. One decision that had been made was to refuse the Axanari admission to the Federation, and he saw that this was relayed to the Axanari government. Incensed by this rejection, they launched an attack on Space Station Z-1, closest to their frontier, angrily announcing their independence to the Federation.



Garth needed no further encouragement, and from his flagship Republic led the offensive, first attacking the Axanari fleet and then moving to their homeworld. He found them protected by an intricate orbital defence net, more than capable of resisting this, and realised that the Council was liable to end the war immediately, depriving Starfleet of the victory they needed to restore order in this region. So, he used a requisitioned Ore Carrier as a decoy, luring the defence net to make an attack and buying the seconds required to take out crucial portions of the network. He demolished the network, knocking out the control centres, and imposed a peace similar to that imposed on the Kzin – only sublight military ships, and freedom for subjugated worlds.

Although the Federation Council was incensed, there was little they could do about it. Garth had resolved the situation, and was promoted to Commodore. The Republic was changed to another captain shortly afterward, to pacify the Council, but Garth continued in command of the flotilla. The Axanari caused further trouble two years later, in 2249.

Having learned the truth about the war, the Axanari began an uprising to overthrow the dictatorial government. The war quickly moved into space, and the rebels asked for Federation assistance. Although a violation of procedure, Garth provided them with limited aid, mainly in the form of medical supplies. Even this got him into trouble with the Council, who demanded his recall. Although this was rejected by the Admiralty, they were forced to reassign him to other duties. The rebels successfully overthrew the government, and sought Federation membership again in 2251, though the Council rejected their application, something that almost started another war. Instead they were requested to apply again in three years, and it is expected that this application will be accepted.

Starfleet has faced numerous tasks over the last thirty years, and is now approaching a major crisis. The growing Federation and increasing threats from the border mean that Starfleet will never be able to reject the military role demanded of it; and officers such as Captain Decker and Commodore Garth would not be dissatisfied by this. However, there are many who would prefer a return to the days when Starfleet was primarily concerned with exploration, officers such as Captain Wesley champing at the bit to go back out into deep space. Coupling this split within the ranks with the increasing alienation between Starfleet and its civilian masters, and there is the makings of a major issue in the near future, and unless some compromise can be made, there are some dark times ahead. But there are also great opportunities ahead, and greater adventures, if the Federation can muster strength, resolve its differences, and once more present a united front to the galaxy.

Starfleet's Continuing Mission

As it enters the middle part of the 23rd century, the mission of Starfleet is about to undergo enormous change. Thirty years of war have destabilized the quadrant; and it may be another thirty years before the galaxy returns to the state it was in before the disastrous First Contact with the Klingon Empire. The fleet is a force in a state of flux, twisted between two goals. One faction, including many in the civilian government, see Starfleet as a force of defence, a tool to be used to resist aggression. (And as peace seems to be falling, many of these civilians are attempting to tighten the purse strings on Starfleet). The other faction wants to return to the 'true purpose' of the Fleet, to return to the golden days of Exploration. The truth is, as always, somewhere in between. If it and the Federation are to survive, then the fleet must be both explorers, and soldiers. This section will cover some of the challenges facing Starfleet during the 2250s.

Andorian Separatists

The Andorian Separatist movement is growing in strength during this period, and are beginning to broker alliances with hostile powers to buy armaments. Many of these seek to use the Andorians to destabilize the Federation – and this might be successful. The group are preparing terrorist actions, and generally causing havoc, with many aides everywhere sponsoring their cause. Starfleet will have to take decisive action against these groups, without alienating the Andorians and thus fulfilling the purpose of the terrorists. (In many ways, there is a parallel between the Andorian Separatists and the Maquis of the 24th century; certainly they use similar methods.



The Romulan Neutral Zone

Aside from a few shadowy sensor readings from the Watchtower outposts, the Romulans have been quiet for nearly a century. Starfleet Intelligence believes that this will continue into the indefinite future, but there is no way to maintain the truce without maintaining the Zone, and the borders must be patrolled.

And the Zone is still a rough, lawless place without the Romulans. The few populated worlds in the area are havens for pirates and criminals at all times, who pervert the old treaties for their own selfish ends. Captains in these areas have a rough path to walk between peace and war, with the knowledge that their ships and crews are to be considered to be expendable by Starfleet Command, if this is necessary to prevent war. They must guard the moat...without even knowing what is on the other side.

The Kzinti Menace

The Third Kzin War was only a few short years ago, and memories of the peace imposed by the Federation will not die easily among that warlike feline race. Rumours of a Kzin-Klingon Alliance echo throughout the intelligence community, as to rumours that the Kzin have contacted a powerful ally. At present, the demilitarised zone maintains an uneasy peace, albeit one laced with Kzin 'renegades' flying stolen or purchased warships from other races. Starfleet's role is to not provoke such an easily provoked race, but to stop them from launching another surprise attack. Though, in the final analysis, the Kzinti will always attack before they are ready.



The Tholian Threat

Starfleet acquired another enemy in the mid-2240s, when First Contact with the Tholian Territorial Assembly went wrong. Starfleet was not to blame; but the Tholian view that all space belongs to them made negotiations difficult. Although there has never been an official war between the Tholians and the Federations, there have been more than enough incidents, and casualties, to justify one. When the Tholians discover a world suitable for them, they demand it, and begin to settle it. The same is true of any unusual astronomical phenomena – the Tholians will only give up any territory after a long, bitter fight. Those who watch the Tholian borders fear single squadrons, and ready their phasers against the day when whole fleets come flying, to take possession of Earth or Vulcan.

The Opening of the Rigel Sector

The last area to be fully explored before the Klingon Wars, the Rigel System and surrounding area is one of the most promising regions ever known, and one the Federation hopes to expand into. Starfleet must establish relations with the peoples of the myriad explored worlds, whilst watching for the Orion pirates and slave traders; those who know that the coming of the Federation spells the end of their reign of terror. Starfleet must clean out this nest of pirates, without causing irreparable diplomatic damage in the region. Merchant ships must be protected, pirate nests cleaned out, primitive barbarians battled. It is certainly an exciting, and dangerous area of space to live in.



The Klingon Raids

The cessation of hostilities between the Klingon Empire and the Federation did not mean the end of fighting, and the Klingon boundary is a area in chaos. Klingon raiders, seeking honour and glory, cross the boundary as if it did not exist, preying on Federation traffic and colonies, their government denying all knowledge of them – and often rewarding successful raids. As usual, the fleet must walk a fine line. If they make an example of the Klingon raiders, then they will face a war over honour between themselves and the Klingons. Let them pass, and the Empire will see weakness – with the same result. With the Klingons also attempting to undermine trade treaties and Federation diplomatic efforts all along the frontier, the result is a major problem for any Captain – and with no Organians to bail him out should things go awry.

Exploration: The First Duty

The golden age of Starfleet is often seen as the time when the ships would fly among the great starry night, contacting new worlds and civilizations as a matter of course, in a galaxy at peace. This era has come to be symbolized by the Daedalus-class Explorers that brought the Federation to the stars, and it is hoped that the new Constitution-class Cruisers will come to symbolize a new golden era of exploration. Ship captains, all those who can be spared from the borders, are being sent to new worlds. It is a golden opportunity for the greenest captains to prove their worth, as they are generally all that can be spared from more vital, and urgent duties in the Federation itself. Less than 3% of the galaxy has been charted at this point, and there is a lot of space out there to explore. Starfleet hopes to be able to 'boldly go' once again, and is looking to the new generation of ship captains to bring this about.



Starbases

The Starbase concept originated in 2231, with the growing realization that the current Deep Space Station network would be woefully inadequate for the new generation of spaceships presently on the development stage, among them the Constitution and Miranda class vessels. The Third Kzinti War of 2238 was to further highlight the inadequacy of the network, with five of the seven stations posted along the border destroyed by enemy action.



The Deep Space Stations had originally been established in five regions, with coding specific to their location. Nine K-stations had been placed near the Klingon frontier, Six R-stations along the Romulan Neutral Zone. Two A-stations had been located near Andor, in the early days of the Federation, and Station T-1 was established close to Tellar. Seven Z-stations had also been placed surrounding Kzinti space, but five of those were destroyed in the war. The placement alone demonstrated that the system had outlived its usefulness, not recognizing current threats to the Federation. The plan was inherited from the days of the Earth Fleet, before the Federation, although it was not completed until the early 2200's. It was decided that a replacement for the aging network was a matter of utmost urgency.

The decision was taken to construct Starbases instead. This was a gigantic project in conception, with each Starbase designed to incorporate both a planetary base for major construction, supply and personnel, and a mile-long orbiting dockyard for ships. To begin with, twelve Starbases were planned, at critical locations along the frontier of the Federation. The network was to be completed by 2270, and to be capable of sustaining Starfleet for at least a century after that, so flexibility was the greatest concern of the planners. The Deep Space Stations were to be retained until 2255, and then transferred to civilian control. The exceptions were A-1 and 2, and T-1, which were given to the civilian governments of Andor and Tellar at once.

Starbase One was defined as Earth, and its orbital station. There was considerable pressure that Starbases Two through Five should be defined as the remaining original Federation members, but this was eventually blocked as it was felt that Starbase One could adequately defend the region, and that any aggressor would be most likely to strike at the capital of the Federation anyway. Instead, Starbase Two was to be placed along the Klingon frontier, with Starbase Three along the Kzinti border, near the area when the Kzinti were closest to the Klingon Empire. (Although the Kzinti were not seen as a major threat, there was growing speculation among the intelligence community that an alliance between the Klingons and the Kzinti had been established. Although this was not true, it did provide another Starbase close to the Klingon frontier, without antagonizing the Klingon Empire to quite the same degree.)

It was decided that Starbase Four should be near the Romulan Neutral Zone, to provide logistic support for the planned series of Watchtower bases along the Neutral Zone. (These were buried inside asteroids to avoid detection, and had the best sensor equipment available as well as armament and shielding. The network was to include twenty stations, but the budget cuts of the 2250s meant that the network was reduced to ten. The stations were begun in 2235, and the network was completed in 2248.) Starbase Five was placed near the recently discovered Tholian Assembly, and Starbase Six near the Romulan-Klingon boundary.

In 2253, Starbases One through Four are complete, and Starbases Five and Six are nearing completion. Starbase Seven is to be placed near the Klingon frontier, as deep support for Starbase Two, and Starbase Eight will be placed along the far frontier, covering the Cetus Sector, the probable expansion point for the Federation. Starbase Nine is to be established on Vulcan as a secondary command base, and Starbase Ten is planned to provide deep support for Starbase Four, near the Romulan border. Starbase Eleven will be placed near the Rigel system, to protect the area from the growing problem of the Orion pirates. (Also covering the forbidden planet, Talos IV) Starbase Twelve's location has not yet been established, and will depend greatly on the explorations of the new Constitution class vessels. An appropriation has been requested to construct four additional Starbases during the period 2265-2275, but this has not yet been approved. (Nor is it likely to be under the current administration).

Each Starbase is to be commanded by a Commodore, who must have been a former ship captain, preferably with experience in the sector he is commanding. The complement of the base will be approximately 100 officers and 850 enlisted men, as well as 50 cadets seconded from Starfleet Academy. It is currently planned that each Starbase will be assigned one Constitution-class vessel, but this is currently being disputed by Galaxy Exploration Command, who would prefer that the vessels be assigned a less rigid mission pattern. A compromise looks likely, and it has been suggested that the Baton Rouge class vessels now coming out of service be refitted as Starbase vessels, where their limited capacities would be less of a problem.

Starfleet Academy



Starfleet Academy is a relatively recent institution, though one whose idea dates back to the earliest days of the Federation. The old Terran Fleet, on which Starfleet was based, had selected officers from the old Terran armed services, primarily the Terran Air Force and Navy. With these institutions being scaled down, a new means of recruitment was instituted.

Starfleet wanted to establish a specific academy for the training of its future officers as early as 2170, but this was shouted down due to the expense of such an institution. Instead, the midshipmen plan was adopted. Officers would be recruited directly from civilian life, and would serve as midshipmen on starships on active duty. When the CO felt they were ready, they would be given commissions.

If they failed to attain the rank of Lieutenant within five years, they were discharged. Although in theory this system had its merits, in practice it meant that training was spotty, to say the least. Different ships, and different captains, were harsher than others, and this led to a great disparity in officer quality throughout the fleet. Also, as the ships were all Terran in origin, they tended to recruit all-Terran crews, which meant that the other races of the Federation had less than 1% representation within the fleet, a disastrous state of affairs. A combination of this and a series of incidents involving insufficiently experienced officers meant that sufficient pressure was brought to bear to finally found Starfleet Academy.

The buildings were constructed from scratch, to meet the many specialist requirements. In order to make use of the facilities, the Academy was built in San Francisco, about twenty miles from the major shipyards of the Federation, although further small outposts were established on Luna and Mars to provide specialist training in exotic environments.

The first class entered the Academy in 2226, and upon their completion of the four-year training program were unleashed upon Starfleet. Although there was considerable opposition from the established officer corps, they soon began to make their mark on the fleet. Officers such as Pike, Elson, Haraway and Al-Nor began to give the Academy a good name, and the new officers began to be generally accepted. As of 2252, about 90% of Starfleet Officers and 55% of the Commanders have passed through the Academy, and it is expected that the conversion will be complete by about 2265.

Organization

The Academy is organized as a separate branch of command, with an Admiral serving as the Dean of the Academy. He is assisted by a staff that includes some of the most brilliant officers of Starfleet, lecturing on the subjects in which they have made their name. Having said that, there is a shortage of lecturers at present due to the mobilization of the new Constitution class vessels, and the expert officers required on the frontier. It is generally a given that any ship likely to be in dock for at least six months will send its senior officers to the Academy to act as lecturers, which has the benefit of making the most recent experience available to the cadets.

For the first three years of duty, cadets are officially non-commissioned officers in Starfleet, and have the rank of ordinary crewmen. If they wash out of the Academy, they are usually given the option of continuing in this role for the duration of their term, or resigning. (All cadets upon entering the Academy sign up for twenty-years in Starfleet, although very few officers resign until they reach mandatory retirement age). In their fourth year, cadets are dispatched on Cadet Cruises, often active duty missions, in a holdover from the old Midshipman program. As a result, they are officially commissioned and receive the rank of Ensign.

The dropout rate at the Academy is very-high. About 20% of those who enter the Academy will progress to the final year and receive their commission. Once completing the course, the graduates are given a rank commensurate with their class placing. The top graduate of the class is commissioned as a full Lieutenant, and the next four are commissioned as Lieutenant Junior Grade. The remainder retain the rank of Ensign. The exceptions are medical officers undergoing their conversion course; these automatically graduate as Lieutenant J.G.

The Academy has a large number of resources available to it; a space station in Earth orbit, bases on Luna and Mars (each cadet class spends a month running these bases in their third year), as well as reservations in various parts of the wilderness. In addition, the Kennedy has recently been assigned as a full-time cadet training ship, which each cadet class has a chance to crew. (Each cruise is run by one third-year and one second-year class; the former as officers and the latter as enlisted. Although the lecturers accompany them, the only officer on duty is the captain, by tradition the Assistant Dean of the Academy). The Academy is a hard road to walk, but the lecturers do their best to make it an interesting experience for the cadets under their command.

Starfleet Organization

Starfleet internal organization has changed greatly since the early years of the Daedalus-class explorers, of the early 22nd-century. The basic structure divides crewmen into three strands; Command, Support and Science. Command covers primary ship operations; Helm, Navigation and Command Staff, and is the smallest of the three divisions. Support is the largest, covering Engineering, Maintenance, Security, Communications, and General Ship Operations (Galley, Recreation, etc.). Science covers all those in the Scientific and Medical Departments, and occasionally a few of the senior Engineering staff also; those who divide their time between research and repair. (Rather more common on smaller vessels.) It is fairly straightforward to transfer between divisions, requiring little more than a request from the individual involved, and the consent of his CO. Most Starfleet personnel begin in the Support division, and then transfer into Command when their position changes.

Starships are also divided into individual departments, headed by Department Heads. Some of these departments are larger than others; Engineering and Maintenance can comprise over a third of the ship's complement on most vessels, whereas Navigation is generally a staff of four or five people. (On smaller vessels, this department will likely comprise the Navigator and his assistant). The ship departments are as follows; Navigation, Helm, Communications, Security and Tactical, Engineering and Maintenance, Science, Medical, General Ship Operations. On specialist Science vessels, the Scientific division is often split into Planetary Science and Space Science. On the smallest vessels, Navigation on Helm may be joined into one section – this is the decision of the CO in question.

This means that the senior officers of a Starfleet vessel will be as follows;

Captain
Science Officer
Security Chief
Communications Officer
Chief Helmsman
Chief Navigator
Chief Engineer
Chief Medical Officer
General Ship Operations Officer. (Often a CPO)

On all vessels, the Captain must select a First Officer and Second Officer, as second and third in command respectively. These are generally senior heads of departments, and are most often taken from the Helm, Navigation and Security divisions. Larger vessels will have Third and Fourth Officers, also. The Third Officer is again a Head of Department, but the Fourth Officer can be any officer with a rank of Lieutenant, and it is not unknown for an assistant Security Officer to fill this role. Of late, there has been some suggestion that ships should carry, 'Executive Officers' as dedicated second-in-commands, and there has been some experimentation of this philosophy over the past decade. (Notably on the Enterprise, where Commander George Kirk and Captain Pike both served as dedicated XO.) At present, it is down to the individual choice of the commanding officer. Another experiment is a Tactical Officer, a specialist weapons officer who would maintain the weaponry department; this is being tried on the Hunter-class Corvettes at present.

As well as these senior officers, there are also a number of lower ranking specialist officers. The **Records Officer** is potentially one of the most important crewmen on a starship, as his responsibilities range from Computer control to maintaining the ship's records and logs. At present, this is considered to be a part of the Science Department, but it has been suggested that the Executive Officer could fill this role.

Captain's Yeoman is an office that is often treated with ribaldry, but is actually one of the most crucial of the ship. Basically, this officer acts as the Captain's secretary, assisting with the administration of his command as well as preparing specialist briefings for specific missions. Officers in this posting are often aiming for positions in Starfleet administration, but this is not necessarily always the case. This office is generally considered part of the Support division, but reports directly to the Captain.

Since the fleetwide adoption of Transporter technology, all but the smallest vessels now carry a **Transporter Chief**. These are generally CPO's or low-ranking officers, and are part of the Engineering division. Their responsibility is to see to the maintenance and operation of the Transporter systems, as well as selecting and operating landing sites. On smaller ships, this office is often combined with that of Assistant Chief Engineer.

The title of **Weapons Officer** is also a fairly recent re-introduction. This office was first introduced in the Romulan War, but was discontinued in the 2210s. Recent events have caused its reintroduction, as it was determined that a specific officer was required to see to the maintenance and operation of the weapon and defence systems of a Starship. This is generally a junior officer, and is determined to by part of the Support division.

Starfleet Ranks

The Starfleet rank structure has recently undergone a series of important changes. The rank distinction has grown rapidly in recent years, as the number of officers on active duty has trebled, and is set to rise still further with the advent of the Starbases and the new Constitution-class vessels. The majority of Starfleet personnel are enlisted; non-commissioned officers who have not passed through the Academy, but have simply undergone a brief six-month course, with an additional six-month period of specialist training.

The basic rank is **Crewman**, the rank at which all enlisted personnel begin. They will hold this rank until they have completed their first five-year tour of duty, whereupon they are automatically promoted to **Able Crewman**. Following this promotion, they become able to rise further in rank, to **Petty Officer** and **Chief Petty Officer**. These latter ranks entitle the crewman involved to hold positions of senior responsibility on a starship, but the officers will still be senior. C.P.O.'s can on occasion be heads of the department on smaller starships; more usually they will act as senior assistants to this role. No crewman below the rank of Petty Officer will be assigned to Bridge duty, except in exceptional circumstances. Battlefield commissions of C.P.O.'s have been known, but are not as highly valued as Academy ranks. Indeed, no individual promoted in this manner has ever risen above the rank of Lieutenant Commander.

Starfleet Academy students are known by the general rank of **Cadet** during their first three years of training. Although in practice this is the lowest rank of the command structure, it is generally considered to be equal to Able Crewman in rank. Upon the beginning of the fourth year, the cadet is given his commission and is promoted to **Ensign**. This rank is sufficient for Bridge duty, although it is rare to find an individual with this rank assigned such, except on the smaller starships. Most often, such officers will be shifted about within departments to best learn their specialities, before receiving a permanent assignment upon their first promotion.

Lieutenant Junior Grade is the next step up the promotion ladder, and is a fairly common rank on starships. This is the bare minimum required to be a head of department, and is generally regarded as simply an Ensign with experience. Most often, officers with this rank will be Assistant Department Heads, or will serve in other capacities. (For those who attain this rank directly from the Academy, the custom dictates that they serve at least a year as Navigation officers.)

Lieutenant is the next rank, and this is the minimum required to be a First Officer, typically on the smaller starships. Department Heads will typically be of this rank. (For those individuals who graduate the Academy at this rank, the customary assignment is Security Chief, the post requiring a minimum of experience.)

Lieutenant Commander follows, and is the peak of the careers of perhaps 80% of Starfleet personnel. The First Officer of a starship will typically hold this rank, although smaller starships such as the Athena-class will have an experienced officer of this rank in command. Senior department heads may hold this rank, but it is rare for officers with such experience to be serving in that capacity. This rank also qualifies an individual for command of some of the smaller Starfleet installations.

Commander is a rank that is usually not held for a long period, as Starfleet generally prefers that the commanders of its vessels are full Captains. Officers of this rank are typically training for commands of their own, or command smaller ships such as the Hunter-class. This rank also qualifies an individual for command of larger Starfleet installations, such as the Watchtowers of the Romulan Neutral Zone. It is extremely rare for a Department Head to hold this rank, but with the advent of the Constitution-Class starships it is not impossible. (The exceptions to the rule were the first five-year missions of the USS Constitution and the USS Enterprise. Between them, these ships carried nine officers with this rank during the period, due to the requirement to train officers to command the new ships of this class.)

Captain is perhaps the most desired rank in all of Starfleet, as it indicates the officer in question holds his own independent ship command. Ideally, all ship captains would hold this rank, but in practice there are always too few officers for the ships. Officers with this rank are held to be some of the most experienced in Starfleet – the youngest thus far, Captain Pike, was 39 before attaining this rank. The rank of **Fleet Captain** is actually equal to this rank, but denotes a Captain that is assigned to command a squadron of ships instead of just his own.

Commodore is a relatively recent rank, and one designed largely for the commanders of the new Starbases. This rank is unusual in that it serves two purposes; senior ship commanders, assigned to fleet commands, or Starbase commanders. Also, an officer need not have been a Captain before attaining this rank – the requirements of service have necessitated the promotion of officers from Commander direct to Commodore. (A notable example is Commodore Julius Drake, promoted to command Starbase 4 after ten years as commander of Watchtower 9.)

Admiral is the highest rank in Starfleet, and is the apex of possible promotion. These officers hold all manner of important administrative assignments, heading Starfleet and the new Starbase Operations, running Starfleet Academy and Intelligence, supervising Starship Construction and Development, and any number of other posts. Administratively, the Federation has been divided into four quadrants, each also possessing an Admiral to monitor events and direct action. Starfleet is commanded by the **Commanding Admiral**, the most senior officer in the fleet; though this is largely a ceremonial office.

Starfleet Uniforms



These three uniforms are those of male officers in each of the three departments; Command, Support and Sciences respectively. Note the single gold braid on the sleeves, denoting officer rank, and note the ridged collar specific to the male service uniforms. These uniforms are those worn on active duty.

These are the direct female equivalents of the male uniforms seen above. As before, note the loose collars and narrower sleeves. The lower half of the uniform is essentially identical to that of the male uniform, the greatest changes being in the tunic.



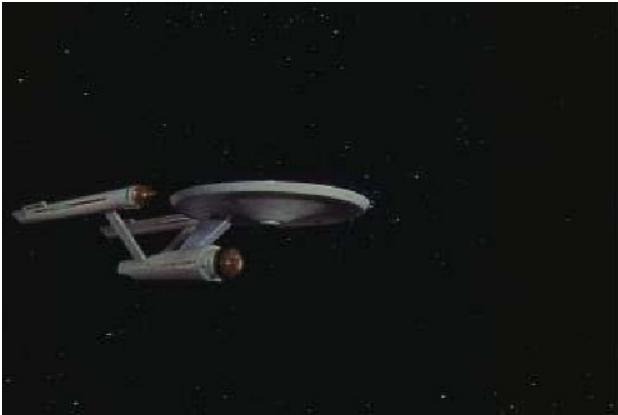
These three represent variants of the standard uniform. On the left is the uniform of a Command officer (see collar for department, and braid on right arm), outfitted for landing party duty. The tunic is made of protective material, designed to be waterproof and adaptable to all environments. In the middle is a standard dress uniform, again that of a Command officer. Note the gold epaulettes on the shoulders, common to all dress uniforms. The standard uniform jacket is worn underneath, as shown. The cap is an optional accessory, and is often dispensed with. Male and female dress uniforms are identical. The uniform on the right is that of a first – third year cadet, before receiving his commission. Note the simple black collar, and the absence of an officer's gold ring on the arm.



These are standard crew uniforms for each of the three departments; Command on the left, Support in the middle, Sciences on the right. (Naturally, the last two are by far the most common). Note the 'United Earth' insignia on the uniform – on nonhuman crewmen this is replaced by the insignia of his or her own planet. Male and female uniforms are identical. (Medical Officers often wear standard crew uniforms when shipboard, as they are usually not part of the command structure. They are permitted to wear standard dress if they wish, however, and it is purely a matter of personal choice – although standard uniforms are required for landing party duty.)



Technological Breakthroughs



Time Warp Drive

A group of researchers at the Cochrane Institute on Alpha Centauri in 2236 made a major breakthrough – what became known as the ‘Time’ barrier. The boundary of progress in speed had been reached, and the amount of power that would be required to go further was almost incalculable. A new approach was needed, and it came with the final breakthrough of tying in the Einstein equations with those of Cochrane. This meant, to sum up, that the passage of time on board a ship travelling at Warp speed could be slowed down, both subjectively and objectively. In effect, the universe would be slowed down to the rate desired. This has opened the door to speeds not before dreamed of – Warp 6 is now simple, Warp 8 possible.

Phaser Weaponry

The phaser has been a standard ship armament since the 2210s, but until very recently it has been impossible to build phasers small enough to carry, meaning that weaker hand lasers had to be employed. Some experimentation with sonics was attempted, but ultimately failed. The first breakthrough came in 2246, with the development of the Phaser Cannon, a much smaller weapon, but the ultimate breakthrough was made just last year. It is now believed that hand phasers will be available by the middle of the next decade, and it is rumoured that some experimental models will soon be made field tested.



Duotronic Circuitry

The Duotronic breakthrough was the talk of the 2240s, and has had an amazing effect on ship efficiency. Computers now capable of self-judgment and of high ruggedness and performance levels now commonplace on starships, thanks in no small part to the major breakthroughs of Dr. Daystrom. Although bulkier than many previous models, the improved speed and reaction time are considered to be more than worthwhile, and they have become a major factor in the design of the new Constitution-Class. As such they are one more nail in the coffin of the old Baron Rouge-class ships.



Transporter Technology

Transporter technology also dramatically advanced during the 2230s. Previously, transportation was possible only between two transporter terminals; but the Heisenberg problem was overcome thanks in part to the increased computing power of Duotronics, and the new units are now capable of sending and receiving from any point within approximately 25,000 miles. Such models are now standard on every ship of Starfleet, and are in general civilian use, although some remote installations might still use the older model. Transport between two terminals is still recommended wherever possible, however, as it tends to make for greater accuracy.



Section II: NPCs



Lieutenant David Bannon



Lieutenant David Bannon was born in Greater New York in 2225, and initially would never have conceived of going into space. His family owned a restaurant in the heart of the city, and had for generations. As the only child, it was naturally assumed that he would take over. Instead, his eyes looked up to the stars, in wonder. His academic scores were excellent, but his parents still expected him to enter the family business. When he applied to Starfleet Academy, he kept it a secret from his parents. When he was accepted to the Class of '43, he still kept it a secret until the day before he left. Upon learning of his wish, his parents disowned him. He set off for the Academy in sorrow, and his early test scores were disappointing. His lecturers understood some of the pressures, but asked that he work harder. He did, and his grades improved.

He graduated high in his class, but not high enough to earn a early promotion, and learned that he had been assigned to the USS Amundsen, a Baton-Rouge class vessel, as Assistant Communications Officer. What should have been the happiest day of his life was marred by tragedy, as he learned that his family had been killed in a fire at the family home. He had six weeks leave before mustering onto his vessel, and sold the family restaurant. Naturally enough, he reported to his ship in a sorry state, and earned a series of disappointing proficiency scores. It looked as if his career had died before it had even begun, but then he was assigned to a landing party on Tyon IV. The team was ambushed by a Klingon raiding party, which killed the officer in charge, leaving Bannon in command. His ship was isolated in orbit, and forced to withdraw before the team could be beamed up. Bannon took charge, got his team into the hills, and kept them alive for six weeks before they were rescued by the USS Constitution. Impressed by the young officer, Captain Wesley asked for him to be transferred, and his previous commander was only too happy to be rid of him. So, in 2249, Lieutenant JG Bannon reported on board as Assistant Communications Officer on a larger ship. Although he still had his demons, Tyon IV had taught him to keep them in control, and his performance dramatically improved. When Captain Pike transferred to the Enterprise, he took Bannon with him, and made him Communications Officer, promoting him to Lieutenant. He has again performed admirably in this role, serving with distinction up to this point.

Statistics

Fitness	2	
Coordination	2	
Intellect	2	
Perception		+1
Presence	2	
Willpower		+1
Administration (Logistics)	2	(4)
Artistic Expression (Cooking)	1	(3)
Athletics (Basketball)	2	(4)
Computer (Programming)	1	(2)
(Research)		(2)
Culture (Human)	2	(3)
Dodge	2	
Energy Weapon (Laser)	1	(2)
History (Earth)	1	(2)
(Federation)		(2)
Language		
Federation Standard	3	
Life Science (Exobiology)	1	(2)
Personal Equip. (Communicator)	1	(2)
Physical Science (Physics)	1	(2)
Planetside Survival (Mountains)	1	(2)
Shipboard Sys. (Communications)	2	(3)
(Sensors)		(3)
Space Science (Stellar Cartog.)	1	(2)
Streetwise (Earth)	1	(2)
Systems Eng. (Communications)	1	(2)
Unarmed Combat (SMA)	1	(2)
World Knowledge (Earth)	1	(2)
Alertness	+2	
Hides Emotions	-2	

Personality

Cold, emotionless. He has never recovered emotionally from the death of his family, and feels unable to make amends. So, he keeps his emotions under tight control, and keeps his distance from his fellows. He does not make friends; he does not socialize with his crewmates unless ordered.

Future

Lieutenant Bannon continued on the Enterprise until the end of Pike's first five-year mission, when he was promoted to Lieutenant Commander and posted to the Gagarin as Second Officer. The ship was lost with all hands during the Battle of Rigel's Belt in 2257. Lieutenant Commander Bannon collided his ship with the flagship of the Orion fleet, turning a disaster into victory for Starfleet. For this he was awarded the Kragite Order of Heroism posthumously.

Lieutenant Commander Barry



The career of Lieutenant Commander Barry is essentially over; and she largely only has herself to blame, although Starfleet's decision to post her as a Chief Engineer definitely had something to do with it. Her career began conventionally enough, entering the Academy as a part of the Class of '35, and graduating around the middle of her class.

She spent the first five years of her career in the Morthball Fleet, and was slow to gain her promotion to Lieutenant JG. She was continuously lobbying for a shipboard post, but her superiors questioned her skills – she consistently failed to keep up with modern technological innovations, something that did not cripple her on the Morthball Fleet, but something that would cripple her on a serious assignment.

She eventually received the assignment she had been seeking, as Assistant Chief Engineer on the Baltimore, an old Athena-class Scout. It carried out a series of scientific missions, before being caught up in the Cynnibar Incursion.

The Baltimore showed up well in the encounter, and all aboard received commendations. So, in 2244 Lieutenant Barry found herself on the Pericles, a Baton Rouge-class ship under the command of Captain Garth. As would be expected, the ship showed itself up well, and she began to rise through the ranks, becoming Chief Engineer in 2247, and receiving a promotion in 2249. However, she still failed to keep up with technology – and her subordinates found themselves doing more of her work. Garth never concerned himself with the Engineering section, so failed to notice the growing problems. When the Pericles was decommissioned after the Axanar War, her crew was up for reassignment, and Lt. Commander Barry used her status as one of 'Garth's Crew' to get a posting on the Enterprise. There she met up with Lieutenant Scott, and the two had several unpleasant encounters – but Pike backed Barry, as the senior officer.

This was until an encounter with a pair of Orion pirate ships at Trent's Star, in early 2252 – soon after the Talos IV incident. She was working with a team in Engineering when the ship was caught by a surprise attack. The warp drive was disabled, and Engineering isolated. She spent thirty minutes working, but failed to repair the drive. This cost the lives of a couple of dozen crewmen, and severely damaged the ship. Lieutenant Scott managed to burn his way in, pushed Barry aside and completed the repairs himself. It turned out to be a relatively simple procedure. At present, Lt. Commander Barry is Chief Engineer in name only, and awaits a transfer.

Statistics

Fitness	2	
Coordination	2	
Dexterity		+1
Intellect	2	
Perception		+1
Presence	2	
Willpower		+1
Administration (Logistics)	2	(3)
Athletics (Running)	2	(3)
Computer (Modelling)	2	(4)
Culture (Human)	2	(3)
History (Mars)	1	(2)
(Federation)		(2)
Intimidation (Bluster)	2	(3)
Languages		
Federation Standard	2	
Law (Starfleet Regulations)	2	(3)
Mat. Engineering (Spaceframe)	2	(3)
Prop. Engineering (Impulse)	2	(3)
Systems Engineering (Comm.)	2	(3)
(Shields)		(3)
Shipboard Sys. (Life Support)	2	(3)
Unarmed Combat (SMA)	1	(2)
World Knowledge (Mars)	1	(2)
Dark Secret		-2
Stubborn		-1

Renown: Init 12, Skill -2, Disc. 3

Personality

Barry is extremely bitter, choosing to blame those around her for her own problems and her failure to keep up with advanced technologies. She will not listen to advice, and refuses to learn the new advancements – what began as simple laziness is now a matter of principle. She is more than aware that Pike's report on her will make it unlikely that she will ever get another starship posting, but hopes to use her past career to get a good posting.

Future

Lt. Commander Barry received the expected transfer in early 2253, back to the Morthball Fleet. She continued to serve until 2261, eventually being promoted to Commander, before resigning her commission. Following this, she began a successful career as an advisor on 22nd-century technologies.

Dr. Philip Boyce (Lt. Cmdr)



Doctor Boyce is one of the most distinguished medical officers in Starfleet, having spent more than forty years on the fringe of space exploration. His career began as a civilian, when he received his training as a medical doctor at the Duquesne Institute in Missouri. He spent four years in regular practice, before being requested to take an assignment at the orbital San Francisco Yards. At that time, medics were attached as civilian specialists, instead of being an actual part of Starfleet, and Doctor Boyce served in that capacity, first in the orbital yards, then on Space Station K-3. Until 2210, medical doctors were not routinely carried upon starships, and it was not until the commissioning of the Baton Rouge Class of vessels that this was possible.

The vast experience of Dr. Boyce in space medicine made him the logical choice as CMO of the USS Baton Rouge, but the arguments went back and forth, regarding the commissioning of Medical Officers. Most doctors serving with the fleet wished to continue in their present capacity, but a vocal minority including Dr. Boyce wished to be commissioned as officers, arguing that it would make for greater discipline and provide official status for what, up to that point, was a fairly informal operation. He brought matters to a head by specifically requesting a commission in Starfleet, which was naturally granted. (His starting rank was his present rank, Lieutenant Commander). He left the problem behind when he set sail on the Baton Rouge, and participated in a three-year mission that expanded the boundaries of space greatly. He returned, and took up a position on the USS Moscow, then performing the first experiments with matter transportation - as such he developed unwanted experience in the treatment of transporter ailments.

Following the Moscow, he spent some time at Starfleet Academy, becoming the first Dean of Medicine. The goal was to recruit civilian doctors, and provide them with a year's conversion course. This followed the infamous 'Revolt of the Medics', where many of the civilian doctors attached to Starfleet resigned in protest. Dr. Boyce continued in this position for seventeen years, training the new generation of Starfleet Medics, before being lured onto the USS Constitution as CMO. He found a taste for space travel he thought he had lost, and agreed to sign on for one more tour of duty, the five-year mission of the Enterprise under Captain Pike.

Statistics

Fitness	2	
Coordination	2	
Intellect	3	
Perception		+1
Presence	2	
Empathy		+1
Willpower		+1
Administration (Logistics)	3	(4)
Athletics (Running)	1	(2)
Command (Starship)	1	(2)
Dodge	1	
First Aid (Wound/Combat Trauma)	3	(5)
History (Earth)	2	(3)
(Federation)		(3)
(Starfleet)		(3)
Languages		
Federation Standard	2	
Life Sciences (Biology)	4	(5)
(Exobiology)		(5)
Medical Sciences (General Medicine)	5	(7)
(Psychology)		(6)
(Specialization: Transporter Injury)		(6)
Persuasion (Debate)	2	(3)
World Knowledge (Earth)	1	(2)
Innovative		+1
Code of Honour (Hippocratic Oath)		-2

Renown: Init 10, Skill 35, Disc 10, Open 12, Agg -5

Personality

Although one of the most brilliant space medics of his generation, Dr. Boyce sees himself as a country doctor ministering to a small community, and dedicates himself to its welfare. He sees one of his primary duties as the well-being of the Captain, and often serves as the captain's confidant. Although not a officer in the normal line, Dr. Boyce has considerable space experience, and is considered competent for command duty. His official placement on the Enterprise lists him as Fourth Officer. (Fifth-in-command)

Future

After the first cruise on the Enterprise, Dr. Boyce stands down as CMO in favour of Dr. Piper. After less than a year, he comes out of retirement to take back his old post as Dean of Medical at Starfleet Academy, with occasional cruises on the cadet training ship. He is on the Kennedy when Pike is badly injured, and never forgives himself for being unable to heal his old friend. He resigns once again, this time permanently.

Ensign Janet Colt



Janet was born in Minneapolis in 2228, and had a fairly normal childhood; her father a doctor, her mother a librarian. Although both wanted her to follow in their footsteps, she decided to follow her own path and joined the Academy, as a member of the Class of '46. She was fairly prominent in student politics while at the Academy, and successfully lobbied for improved conditions for cadet accommodation. This was at the cost of certain of her studies, and she graduated eighth in her class of forty. Having trained in First Contact, she sought assignment in the Starfleet Diplomatic Corps as her final career goal. She was assigned as Captain's Yeoman on the *Andromeda*, a small scoutship. She served for two years, but the ship did not serve on missions that would help her career goals, so she began to look for a transfer.

She was exceptionally fortunate when a posting turned up on the *Enterprise*, working in the Records section. Although a step down, she saw it as an opportunity for more interesting assignments. She was lucky again when the Captain's Yeoman was killed on Rigel VII, and the position opened up with her as the most qualified officer available. Captain Pike agreed to her posting as a temporary arrangement, but within a month he had agreed to make it permanent, although the position would ordinarily be held by someone of senior rank.

Statistics

Fitness	2	
Vitality		+1
Coordination	2	
Intellect	2	
Logic		+1
Perception		+1
Presence	2	
Willpower		+1
Administration (Starship)	2	(3)
(Logistics)		(4)
Athletics (Riding)	2	(3)
Computer (Research)	2	(3)
Culture (Human)	2	(3)
Diplomacy (Federation Frontier)	1	(2)
Dodge	1	
Energy Weapon (Laser)	1	(2)
History (Human)	1	(2)
(Federation)		(2)
Language		
Federation Standard	2	
Law (Starfleet Regulations)	2	(3)
Personal Equip. (Tricorder)	1	(2)
Persuasion (Debate)	1	(2)
Planetside Survival (Forest)	1	(2)
Social Science (Anthropology)	1	(3)
(Sociology)		(3)
Systems Engineering (Life Support)	1	(2)
Vehicle Operations (Shuttlecraft)	1	(3)
World Knowledge (Earth)	1	(2)
Innovative		+1

Renown: Init 3, Skill 3, Disc 2, Agg -1, Open 5

Personality

Vivacious, outgoing and eager to please, she is trying to live up to the model of an efficient Captain's assistant, and is currently struggling to get used to the load. Since Talos IV she has found herself attracted to the Captain, and is trying to get over what she realizes is an impossible affair. Her primary concern is her career, and she is anxiously hoping for a series of good ground assignments.

Future

Ensign Colt received a promotion to Lt. JG within six months of the Talos IV incident, and continued as Yeoman throughout the first five-year mission under Pike. At the end she accepted a promotion and transfer to become Commodore April's aide, a position she held for another four years. She then received a posting to the Diplomatic Corps as she wished, and remained in Starfleet service in that position for twenty-two years, retiring with the rank of Captain in 2281 to take the chair of Xenology at Cambridge University.

Captain Matt Decker



The name of Captain Matt Decker is perhaps one of the most well known in all of Starfleet. Born in 2208, he was one of the last to be brought into the fleet under the old Midshipman method, and served under Captain Grant on the USS Ares, the second Hunter class. He attained his Lieutenancy in record time, after only six months, and served as Helm Officer on that ship for the next five years, being promoted in 2231 to Lieutenant Commander, and assigned as First Officer of the Ares. In all, he would serve on that ship for ten years, finally leaving her for his first command, the Venture, in 2236. The Ares had spent most of its time on the Klingon frontier, and Matt Decker was one of the most experienced combat officers in the fleet, even though he had never commanded a ship.

With some justification, he would often blame his lack of Academy training for his slow rise through the service, but he never let it affect his attitude towards Academy graduates. His first command, the scoutship Venture, was an extraordinarily dangerous mission, probing the borders of the Klingon Empire for possible weaknesses, and evaluating population and material resources. This knowledge would prove essential during the intermittent border skirmishes of the 2240s, and Commander Decker literally wrote the book on the Klingons.

In 2240 he was at last promoted to Captain, and given the Corvette USS Saladin. He was on more or less permanent assignment to the Klingon frontier, and became a well-known face along the borders, protecting the colonies on the fringe from attack time and again. In 2242 he was transferred to the Antarctic, to replace Captain Smithson and to try and bring the ship back to order. Morale was initially terrible, but he quickly came to be respected and liked by the crew, the more so after he successfully fought to have them returned to the promotions list. In 2245 he was made commander of the so-called 'White Elephant Squadron' of ships thrown against the Tholians after First Contact went awry, and managed to successfully contain them over a period of four years. He returned to Earth, taking most of his command staff with him, to take command of the USS Constellation in 2247, which saw immediate duty in the Axanar War. Since that action, he has returned to the Klingon frontier, back on his old watch on the border.

Statistics

Fitness	2	
Vitality		+1
Coordination	3	
Reaction		+1
Intellect	2	
Presence	3	
Willpower		+2
Administration (Starship)	3	(6)
Artistic Expression (Piano)	2	(5)
Athletics (Riding)	2	(3)
Command (Starship)	4	(7)
Culture (Earth)	1	(2)
Dodge	2	
Energy Weapon (Laser)	2	(3)
Gaming (Poker)	1	(3)
History (Earth)	1	(2)
(Starfleet)		(2)
Language		
Federation Standard	2	
Law (Starfleet Regulations)	3	(4)
Shipboard Systems (Helm)	3	(4)
(Sensors)		(4)
Starship Tactics (Starfleet)	5	(6)
(Klingons)		(7)
(Tholians)		(6)
Strategic Operations (Defence-in-depth)	2	(3)
Systems Engineering (Helm)	2	(3)
Unarmed Combat (SMA)	1	(2)
Alertness		+2
Bold		+1
Indomitable		+1

Renown: Init 25, Agg 12, Skill 25, Disc 20, Open 2

Personality

Matt Decker has a great deal of self-confidence, quite well justified. His tactical experience is extraordinary, and he generally knows what to do in any combat situation. He prides himself on his ability to face off the enemies of the Federation, and has made a career out of this. He is very uncomfortable out of his command chair; he has grown into it over the years, and turned down three shore promotions to keep it.

Future

After two five-year cruises, Captain Decker received a promotion to Commodore, but steadfastly refused any position that would take him off a ship. The Admiralty tried to force him down by assigning a new officer to the command of the Constellation, but every officer asked turned it down. In the end they relented, leaving him on duty, but assigning him to deep space exploration, something he never quite grew accustomed to. He died in 2267 at the hands of the Doomsday Machine, giving his life to provide the means of its destruction.

Commander Geoffrey Forbes



Geoff Forbes has had a somewhat checked career in Starfleet thus far, spending most of his career on the fringes of the Federation. He graduated tenth in the Class of '38, serving in the Security division. He was initially assigned to Starbase duty, working in the construction of Starbase 2 and then serving on the security staff until 2245, when he received a promotion to full Lieutenant. He cut an assignment to the USS Xerxes, a Hunter-class on patrol on the Romulan Neutral Zone, and quickly became Second Officer. He was promoted again during the Axanar War, a battlefield promotion to Lt. Cmdr that was later confirmed by Starfleet.

His next assignment initially took him back to Earth, for a special meeting. He had taken an Intelligence course at the Academy; now he was to work for Intelligence.

He took to this new assignment like a duck to water, revelling in the opportunities. His assignment loosely leaves him to cover the Rigel sector, along with a few other operatives. He has a roving commission to investigate Orion terrorism, using a cover story well-established; he masquerades as the Security Attache to the Federation Trade Delegation on Rigel III, and spends much of his time there, or on board his personal shuttlecraft. (The Maltese Falcon).

He recently secured a promotion to full Commander, after providing information to deal with a group of Orion drug dealers, attempting to flood the Vegan underworld with new chemical blends. This promotion has been successfully covered up, and his embassy responsibilities have increased; so he has a larger intelligence network. He has also been known to draft passing starships to help with one of his schemes, and his shuttlecraft's appearance on sensors generally causes exasperation to the hardest Captains in the fleet.

Statistics

Fitness	2	
Coordination	2	
Intellect	2	
Presence	2	
Willpower		+1
Empathy		+1
Administration (Logistics)	1	(2)
Athletics (Running)	2	(4)
Behaviour Modification (Resistance)	1	(2)
Computer (Hacking)	1	(2)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	2	(3)
Espionage (Traffic Analysis)	1	(2)
(Covert Communications)		(2)
First Aid (Combat Trauma)	1	(2)
History (Human)	1	(2)
(Federation)		(2)
Intimidation (Bluster)	1	(2)
Language		
Federation Standard	3	
Orion	1	
Law (Starfleet Regulations)	1	(3)
Personal Equipment (Translator)	1	(2)
Planetary Tactics (Shipboard)	1	(2)
Planetside Survival (Mountain)	1	(2)
Security (Security Systems)	2	(3)
Shipboard Systems (Helm)	1	(2)
Social Science (Economics)	1	(2)
Streetwise (Vega II)	1	(2)
(Rigel III)		(2)
Unarmed Combat (SMA)	1	(2)
Vehicle Operations (Shuttlecraft)	1	(3)
World Knowledge (Vega II)	1	(2)
Obligation (Starfleet Intelligence)		-1
Zero-G Intolerance		-2

Renown: Init 12, Skill 8, Disc 3, Open 12, Agg 2

Personality

Forbes is the type of oily personality most people detest on sight; although there is a competent Starfleet officer buried under the masquerade, it is getting more deeply buried with time. He has the authority to demand aid from most Starfleet vessels, but will often try to weasel his way into the confidence of a vessel, using flattery and guile – and then hurling them into life-threatening situations without a care.

Future

The information provided by Forbes was instrumental in the final suppression of the Orion pirates, though it took most of the next two decades to bring them all to heel. By that point, his existence had been revealed, and he was therefore useless as a spy. His attitude prevented him serving on board a starship, so he received a promotion to Commodore and was assigned as Assistant Head of Starfleet Security. He remained in this position for the remainder of his career, resigning just three years later in 2272. Ironically, he then went into business on Rigel III himself, as a dealer in 'kevas and trillium', though many suspected him of more colourful dealings. He died in 2301, and his funeral was attended by most of the pirate leaders he had helped bring to justice...and only a handful of the Starfleet officers he had helped. Given his personality, this would probably not have overly surprised or displeased him.

Lieutenant James Kirk



Lieutenant Kirk has a heritage in Starfleet that few officers can match. His father, Commander George Kirk, was the XO of the Enterprise between 2245-49, and is known as the Hero of Delphi, after giving his life to save a refugee ship from the Klingons. His grandmother was a Commander in Starfleet, serving on the Galactica, and his great-grandfather commanded a ship during the Romulan War.

His own history so far is no less exciting. Born in Iowa, his mother was an agricultural specialist, and spent some time on several planets on the frontier of the Federation, until the Tarsus II incident, where the Governor, Kodos, killed half the population to match his eugenic theories. He was lucky, and survived, entering the Academy four years later, a year ahead of normal, in the Class of '46.

During the Academy, he excelled in his studies, and it was soon obvious that he would graduate first in his year. Indeed, he was given the rare opportunity to skip a year at the Academy. He took it, although some regretted this decision when he became the first student to beat the feared Kobayashi Maru test – by cheating. He graduated a Lieutenant in 2249, and was posted as Security Chief on the USS Republic, then just entering service under Captain Wesley. The berth was not to open up until 2250, so he spent the interim teaching Federation History at the Academy, a rare honour for one so young. The next few years were extremely challenging, as the Republic found itself defending the frontier from pirate activity, and helping to keep the peace with Axanar after war nearly resumed in late 2251. He received a string of commendations from his Captain, but with no spaces above him in the command structure, could not advance. He received a transfer in early 2252, ironically only a few months after his best friend Gary Mitchell had transferred on, to become Second Officer on the USS Farragut under Captain Garrovick.

Statistics

Fitness	2	
Coordination	2	
Intellect	2	
Presence	2	
Willpower		+1
Administration (Starfleet)	1	(2)
(Logistics)		(2)
Athletics (Climbing)	2	(4)
Command (Military Training)	1	(2)
Computer (Modelling)	1	(2)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	2	(3)
History (Human)	1	(3)
(Federation)		(4)
Language		
Federation Standard	2	
Law (Starfleet Regulations)	1	(3)
Personal Equipment (Laser)	1	(2)
Physical Science (Physics)	1	(2)
Planetary Tactics (Shipboard)	1	(2)
Planetside Survival (Mountains)	1	(2)
Security (Security Systems)	2	(3)
Shipboard Systems (Weapons)	1	(3)
(Sensors)		(3)
Starship Tactics (Klingons)	1	(3)
(Kzinti)		(3)
Systems Engineering (Security)	1	(2)
Unarmed Combat (SMA)	1	(2)
Vehicle Operations (Shuttlecraft)	1	(2)
World Knowledge (Earth)	1	(2)
Argumentative		-1
Bold		+1
Department Head		+4
Promotion (Lieutenant)		+3
Vengeful (Klingons)		-1

Personality

James Kirk is an extremely dedicated officer, and one of the brightest hopes of the fleet. He is on the fast track to his own command, and looks set to be the youngest captain in fleet history. He does have a tendency towards sternness, and his sense of humour is underdeveloped, leading to his nickname, 'Grim Jim'.

Future

Lieutenant Kirk's career continued apace until 2255, when the Farragut was hit by an unidentified entity, killing most of the crew. Although the investigation found his actions faultless, he began to doubt his actions, and spent a year teaching again at the Academy, before Captain Decker pulled him back into space as his Second Officer. His confidence quickly returned, and he received a promotion to Lt. Cmdr. in 2257, and with it the command of a testbed scoutship, the Einstein – becoming the only man to command a starship younger than 30. After two years, he transferred to command the Pacifica, a Hunter-class vessel on the Klingon border. He remained in this command until late 2262, when he took a position as First Officer to Captain Decker on the Constellation for six months, to refamiliarize himself with the Constitution-class. In 2263 he was promoted to Captain, at the age of 34, and assigned the ship his father would have commanded had he lived, the USS Enterprise, scheduled to complete a major refit by 2264. He took the ship out on a mission that would change the face of the Federation, and his future career is a matter of historical record.

Lieutenant Aalon Lintek



Lieutenant Lintek is of Centaurian birth, and is among the first Centaurians to serve in Starfleet. Born in Sunrise City in 2223, he entered the Academy as a part of the Class of '41. He quickly demonstrated ability in various aspects of ship operations, and showed promise as a Command officer. He graduated third in his class, only the sixth of his people to ever successfully complete the Academy.

A typical assignment at this point would have been to a small scout, or a destroyer – but over Aalon's own objections, diplomatic pressures from his homeworld caused him to be assigned to the USS Constitution, then on its first voyage. He entered the Security section as Assistant Chief, but stood out among the veteran officers of the ship.

He attempted to put in for transfers no less than six times during his first year, but was turned down each time. The hazing he was receiving from his fellow officers dropped a little when Commander Pike told the crew the whole situation, but it did not drop completely until early 2246. The Constitution was engaged with a group of Klingon rebels in the Orarsis Cluster, and the bridge was hit, severing the communication, control and access. Lt. JG Lintek took over Auxiliary Control from the hapless officer running it and engaged the enemy, destroying two of the attacking vessels and getting the ship to safety.

This got him his first commendation, and finally won him the respect of his peers. He was promoted to Lieutenant in 2248, and named Weapons Control Officer. When Captain Pike left for the Enterprise in 2250, he took Lieutenant Lintek with him as Chief of Security, and he has performed well in this function ever since, earning two more letters of commendation in the last two years.

Statistics

Fitness	2	
Coordination	2	
Reaction		+1
Intellect	2	
Logic		+1
Presence	2	
Empathy		+1
Administration (Logistics)	1	(2)
Artistic Expression (Sculpture)	2	(3)
Athletics (Running)	1	(2)
Computer (Modelling)	1	(2)
Culture (Centaurian)	2	(3)
Dodge	1	
Energy Weapon (Laser)	2	(3)
History (Centaurian)	1	(2)
(Federation)		(2)
(Military)		(2)
Language		
Centaurian	2	
Federation Standard	1	
Law (Starfleet Regulations)	1	(2)
Personal Equipment (Comm.)	1	(2)
Planetary Tactics (Shipboard)	1	(2)
Planetside Survival (Desert)	1	(2)
Security (Security Systems)	2	(3)
Shipboard Systems (Weapons)	1	(3)
(Sensors)		(2)
Social Science (Sociology)	2	(3)
Starship Tactics (Klingon)	1	(3)
(Axanari)		(2)
(Planetary Support Tactics)		(2)
Systems Engineering (Security)	1	(2)
Unarmed Combat (SMA)	1	(2)
Vehicle Operations (Shuttlecraft)	1	(2)
World Knowledge (Alpha Centauri)	1	(2)
Contact (Centaurian Space Force)		+1
Bold		+1
Sexy		+2
Vengeful (Axanari)		-1

Renown: Init 4, Agg 2, Skill 4, Disc 9, Open 3

Personality

Outgoing with a strong sense of humour, Aalon is often the centre of any party – but on the bridge he is cool, clam and collected. He would like his own command, but is prepared to wait for it – he has grown to like the big Cruisers and would be reluctant to serve elsewhere. He is totally loyal to Captain Pike, and tries to emulate him wherever possible.

Future

Lintek remained on the Enterprise during both of Pike's five-year missions, rising to the rank of Lieutenant Commander, before leaving as Fleet Captain Pike's assistant. Rewarded with a promotion to Commander, he served in this role until Pike returned to the Academy, whereupon he served as XO on the Hood until 2270. He was then promoted to Captain in 2271 (the first nonhuman to attain this rank) and commanded the Hood until 2277, when an injury to his spine forced his retirement. He returned to Alpha Centauri and became a senior figure in the civilian government, finally elected to their seat on the Council in 2291.

Commander Mendez



Commander Mendez has had a fairly interesting career, as careers in the service go. One of the early graduates of the Academy, he entered the Class of '31, and showed an above-average competence in what is usually the dregs of a career – Communications. He graduated fourth in his class, and was duly commissioned Lieutenant JG, being posted to the Jupiter, an Athena-class Scout under the command of Lieutenant Commander George Kirk. He served as Communications officer with distinction for seven years, while the Jupiter conducted a series of 'heartland' surveys, one of the major features of the 2230s. These essentially consisted of minor scouting of planets in lightly populated systems, searching for resources and materials hitherto untapped. It was not a major assignment, and indeed was a career backwater for most – until the Third Kzin War.

When the Kzinti overwhelmed the forward defences, the Jupiter found itself caught behind the lines. Most commanders would have cut and run, and given the armament of the Jupiter, this would have been perfectly acceptable. Lt. Cmdr. Kirk refused, and pushed his ship on a series of raids on Kzin outposts, forcing them to divert large numbers of ships to other duties. By this time, Jose Mendez had been promoted to Lieutenant and was Second Officer of the Jupiter, about as far as he could expect to go. The war changed all that, and after a series of casualties Mendez was First Officer. For six months Jupiter fought alone behind the lines, until the main fleet was broken and withdrew – right into the path of the Jupiter. The ship held them up for almost thirty hours single-handed, allowing the main fleet to catch up with the Kzinti remnants and decisively end the war.

Following this action, the Jupiter was a wreck, and had to be scuttled. The officers in question went off to other assignments. At this point, Mendez successfully transferred to the Command track, and retrained in Security systems. By 2240, he was promoted to Lieutenant Commander, and was serving on the Hercules as First Officer, again to Commander George Kirk. He was offered an independent command of his own, but turned it down to stay with his friend. In 2245 they both transferred together to the Enterprise, serving under Captain April on the first five-year mission, with Mendez back to Second Officer. He transferred to the Saladin as First Officer in 2247, serving under Captain Garrovick. He had been confirmed as Executive Officer of the Enterprise from 2250 under George Kirk, but upon his friend's death in 2249 decided stayed with the Saladin, taking over as its captain with a promotion to Commander. Since then, he has been assigned to the Romulan border patrol.

Statistics

Fitness	2	
Vitality		+1
Coordination	2	
Intellect	2	
Perception		+1
Presence	2	
Willpower		+1
Administration (Logistics)	2	(3)
(Starship)		(4)
Command (Starship)	2	(3)
Computer (Research)	2	(3)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	2	(3)
History (Earth)	1	(2)
(Federation)		(2)
Languages		
Federation Standard	2	
Law (Starfleet Regulations)	2	(3)
Personal Equipment (Comm.)	2	(4)
Security (Security Systems)	1	(3)
Shipboard Systems (Comm.)	3	(4)
(Sensors)		(4)
Starship Tactics (Kzinti)	2	(3)
Systems Engineering (Comm.)	2	(4)
Unarmed Combat (SMA)	1	(2)
Bold		+1
Species Enemy (Kzinti)		-4

Renown: Init 12, Disc 10, Agg 3, Skill 12, Open 9

Personality

Jose Mendez is a long-serving officer, with a vast amount of shipboard experience. His knowledge of communications and sensor systems makes him an excellent exploration commander, but this is balanced with his extensive combat experience. He has a strong sense of humour, and often makes light of the worst situation.

Future

Commander Mendez remains on the Saladin for another two years, transferring to the Farragut in 2255 as Captain, to replace Captain Garrovick. He served with distinction during the Fourth Kzin War in 2257, and began a five-year exploration mission towards the Taurus Sector. His ship was badly damaged after an encounter with a black hole in 2260, and was forced to return for a major refit. He was offered command of Starbase Eleven in early 2261, and went to supervise its construction. Upon completion in late 2264, he was promoted to Commodore and confirmed in command. He remained in that posting until his retirement in 2279.

Lieutenant JG Gary Mitchell



Gary Mitchell is one of the more colourful crewmen to emerge from the Class of '47. Even though he has only spent a year in the fleet so far, a number of people are already hoping for great things from this young man – though more are waiting for him to fall on his face.

During his stint at the Academy, he managed to accrue the second highest number of demerits of any cadet in that body's history, and barely escaped expulsion on more than one occasion. He was only saved due to his lecturers, led by a recent graduate named James Kirk, who believed that he should be given a chance to prove his not inconsiderable abilities in the fleet.

Graduating fifth in his class, and just barely qualifying for the increased rank as a result, he received a posting on the USS Icarus, a Baron Rouge-class vessel on its final cruise. That ship's misfortune was his luck, for the ship's engines finally failed less than a week after Mitchell signed on, and the ship was stranded near the Klingon frontier. Such a target was too good for the Klingons to ignore, and they dispatched a vessel, which put a boarding party on the helpless ship. Following the death of the Security Chief and his assistant, Mitchell took a party below decks and managed to fight off the Klingons until they could be rescued by the USS Republic.

Mitchell's courage under fire earned him an early commendation, but he faced a potential long wait for a new posting. This problem was solved due to good fortune, when Lieutenant Kirk, Security Chief on the Republic, persuaded his Captain to let Mitchell fill a vacancy in the Navigation section. He soon made the chair his own, demonstrating an amazing affinity with the ship – and earning the enmity of the rest of the Navigation section in the process. Over the past year, he has gained another commendation for courage under fire while facing a group of Andorian separatists, and along with his friend James Kirk received the Palm Leaf of Axanar during the tricky negotiations on that world.

Statistics

Fitness	2	
Coordination	2	
Intellect	2	
Presence	2	
Empathy		+1
Willpower		+1
Psi	0	
Administration (Logistics)	1	(3)
Athletics (Running)	2	(4)
Charm (Seduction)	1	(2)
Computer (Programming)	1	(2)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	1	(2)
History (Human)	2	(3)
Language		
Federation Standard	2	
Space Science (Astrogation)	2	(4)
Security (Law Enforcement)	1	(2)
Ship Systems (Navigation)	2	(3)
Starship Tactics (Klingon)	1	(2)
(Starfleet)		(2)
Streetwise (Earth)	1	(2)
Vehicle Ops. (Shuttlecraft)	2	(3)
World Knowledge (Earth)	1	(2)
Bold	+1	
Promotion (Lt. JG)	+1	
Renown (Initiative)	2	
Renown (Skill)	2	

Personality

Headstrong, impetuous, but with flashes of brilliance. He has a tendency to rub people the wrong way upon first meeting them, but if provided with a chance often overcomes this. Although friendly with most, he chooses his true friends very carefully, and is totally loyal to them, expecting the same in reverse. Perhaps his closest friend in the galaxy is James Kirk. He would like his own command, but lacks the fire of his friend – he would like to see something of the galaxy first, before being burdened with a ship of his won.

Future

Gary Mitchell receives his promotion to Lieutenant in early 2256, and is transferred to the Lexington as Navigator. After two years, he is transferred at the request of Lieutenant Commander Kirk to be XO on the Einstein, an experimental scout. When Kirk is transferred to the Pacifica, he moves with him, again as XO and Chief Navigator, and serves with credit on both these missions. When James Kirk becomes the youngest Captain in the fleet in 2263, Mitchell again goes with him to the Enterprise, where he serves as XO until his death in the line of his duty in 2265.

Captain Christopher Pike



Born in Mojave in 2210, Christopher Pike came from a long line of Starfleet personnel, and spent his early childhood on a series of deep space stations at the fringe of known space. This merely encouraged a desire to explore space himself, and he resolved to enter the, at that time young, Starfleet. The death of his parents in a brushfire incident with Andorian pirates in 2220 led to him being sent home to be raised by his uncle and aunt in Mojave, but this merely deepened his wanderlust.

He entered Starfleet Academy as a member of the Class of '28, only the third class of the new institution. He quickly impressed his lecturers with his cool confidence in stressful situations, and his leadership ability, both of which led him to be entered for Command training.

He entered Starfleet Academy as a member of the Class of '28, only the third class of the new institution. He quickly impressed his lecturers with his cool confidence in stressful situations, and his leadership ability, both of which led him to be entered for Command training. Upon graduation, top of his class, he was assigned to the USS Clarke, a scout probing the Vega system. The experience was a trial by fire for the young Lieutenant, as the Clarke's bridge was destroyed leaving him in command. Not only did he defeat the Klingon raider, but he also completed the survey mission, bringing the ship and its remaining complement home.

He received a swift promotion to Lt. Cmdr., and had a three-year spell commanding the refitted Clarke on a series of patrols near the Romulan border, analysing potential sites for the establishment of Starbase 4. After the loss of the Clarke to a failed warp baffle plate, Commander Pike was placed in charge of the construction of Starbase 4. Once completed, he was then set to constructing the first of the Watchtower points along the Neutral Zone itself, assuming its command for four years. After that, he spent six years at Starfleet Academy, first as a lecturer on Survey procedures and then as Assistant Dean of the Command School. He began to dread that he would never get out of the Academy, but that changed in 2245, with the launch of the USS Constitution.

Like half the officers in the Fleet, he tried for a berth, but he was successful. As Executive and Science Officer of the Constitution under Captain Robert Wesley, he participated in the first 'five-year mission'. He was overqualified for the job of XO, but most of the officers on that cruise, and that of the Enterprise, were being groomed for senior posts on the new Constitution Class vessels. The death of Commander George Kirk in 2249, and the subsequent promotion of Captain April to Commodore left a command berth open, and he was transferred to the Enterprise as Captain Pike in early 2250, although he still served as XO for six months until the end of the cruise. He then supervised the refit of Enterprise at the new Utopia Planitia Shipyards, before setting out on a new assignment, an exploratory mission covering the Rigel system, and the surrounding sector. At present Enterprise is undergoing six-month repairs at the Vega colony, having sustained damage from Orion raiders in the Rigel system, and having suffered severe structural damage in the newly discovered, 'Pike's Rift'.

Statistics

Fitness	2	
Strength		+1
Coordination	3	
Intellect	2	
Logic		+1
Presence	3	
Willpower		+1
Administration (Starship)	4	(5)
(Logistics)		(6)
Animal Handling (Horse)	2	(4)
Command (Starship)	4	(6)
Culture (Earth)	2	(3)
Dodge	2	
Energy Weapon (Laser)	1	(3)
History (Federation)	2	(3)
Language		
Federation Standard	3	
Persuasion (Oratory)	2	(3)
Shipboard Sys. (Helm)	2	(3)
Space Sciences (Astrogation)	1	(2)
Starship Tactics (Starfleet)	3	(4)
(Romulan)		(5)
(Orion)		(4)
Strategic Ops. (Neutral Zone)	2	(4)
Strong Will		+2

Renown: Init. 20, Skill 22, Discipline 13, Openness 10

Personality

Pike is often described as a 'wait and see' commander. He will often wait for an enemy to show a weakness before exploiting it. He strongly believes in the logical method of command, but is not afraid to confront his instincts. His style of command keeps him aloof from his crew – with his only confidant Dr. Boyce.

Future

Captain Pike will continue in command of the Enterprise for another eight years, before receiving a promotion to Fleet Captain and being assigned to the command of the new Third Fleet. After three years in that posting, he returns to Earth as Assistant Dean of Starfleet Academy. Among his duties is command of the cadet training ship, the USS Kennedy (an old Athena-class scout). Two weeks into his first cruise, a baffle plate blows out on his ship, for the second time in his career. This time he is not so lucky, and is badly wounded. He eventually chooses to live out his life with Vina on Talos IV.

Lieutenant Montgomery Scott



Montgomery Scott was born in Aberdeen, Scotland, in 2220. At a young age, he began to show a passion for Engineering that would rule his life, and he entered University at 16 to gain a degree in Astronautical Engineering. His original impulse was to try directly for Starfleet Academy, but when he was offered an early placement at University he decided to take it. He completed his course with the expected honours, and joined the class of '39, one year older than most of his classmates.

He rapidly found that his background proved useful, and aced the exams in Engineering, although he originally entered the Command track. He switched late in his third year, but again the Command experience would prove useful. His cadet cruise was uneventful, and he graduated a Lieutenant JG in 2243.

His first assignment, as with most engineers, was to the Morhball Fleet, where he spent two years servicing the craft left in storage against the time with the Fleet needed tonnage in a hurry.

He showed a high level of competence in servicing the craft, and was assigned as Assistant Chief Engineer aboard the scoutship Gagarin in 2245. He remained on board for two years, keeping the aging craft together, and learning more of the art of starship engineering. He transferred to the Antarctic in 2247, to serve as Assistant Chief Engineer on a larger vessel, and soon learned the rigours of combat under Captain Decker. In 2248 he was promoted to Chief Engineer, and looked set to stay in that position until the ship was badly damaged during an incident with the Tholians in 2250. Given the fact that the ship would require a full refit, the senior staff was transferred to other ships. Captain Decker had never gotten on with Scott, so he did not offer him a berth on the Constellation; but Lt. Cmdr Chapel managed to get him a berth as Assistant Chief on the Enterprise, a major step up the ladder.

Captain Pike has come to thank the gods for his decision to accept his XO's recommendation, as Lieutenant Scott has transformed the efficiency of the section, and has proven invaluable in many difficult situations. Lt. Cmdr. Barry has proven to be slightly less than efficient, and Lieutenant Scott is slated to replace her shortly, already taking her place at command briefings and on the bridge.

Statistics

Fitness	2	
Vitality		+1
Coordination	2	
Intellect	3	
Logic		+1
Presence	2	
Willpower		+1
Athletics (Golf)	2	(4)
Computer (Modelling)	2	(3)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	1	(2)
Propulsion Engineering (Warp)	2	(5)
(Impulse Power)		(3)
Material Engineering (Structure)	1	(2)
(Starship Design)		(2)
History (Human)	1	(2)
(Federation)		(2)
Language		
Federation Standard	3	
Law (Starfleet Regulations)	1	(2)
Personal Equipment (Tricorder)	1	(2)
Physical Science (Physics)	2	(4)
Shipboard Systems (Sensors)	2	(3)
(Transporter)		(3)
Starship Tactics (Tholians)	1	(2)
Systems Eng. (Transporter)	2	(3)
Vehicle Operations (Shuttlecraft)	1	(2)
World Knowledge (Earth)	1	(2)
Arrogant		-1
Innovative		+1
Promotion (Lieutenant)		+3

Renown: Init 4, Skill 10, Agg 2

Personality

Scott, or 'Scotty' to his friends, is rather more comfortable with machines than people, and spends much of his time in the engine room. The one thing he cannot abide is incompetence, and he has been ruthless at removing it from his engine room. This is why he despises Barry so much; to the brink of insubordination. He is an extremely competent Engineer, but still needs a little more practical experience to truly turn him into a 'Miracle Worker.'

Future

After supervising the repair of Enterprise at the Vega Colony, Scott received a promotion to Lt. Cmdr. and was named Chief Engineer of the Enterprise. He was to keep this post for the next thirty years, until the vessel was destroyed, with only two brief exceptions when he lectured on Advanced Warp Mechanics at the Academy, between 2261-3 and 2279-81. He briefly worked on the Excelsior, and then carried on as Chief Engineer on the Enterprise-A. He vanished mysteriously soon after the commissioning of the Enterprise-B.

Lieutenant Spock



Spock is perhaps one of the most talented officers of his generation, and is generally recognized as having a very bright future in Starfleet. A lot of officers are pinning high hopes on this officer rising to high-levels in the traditionally Terran-dominated Starfleet.

Spock was born in 2228, the son of Ambassador Sarek of Vulcan and his human wife, Amanda. He was the first successful Human-Vulcan offspring, and as such spent most of his first year being constantly examined by geneticists and medical doctors, searching for possible defects. They eventually concluded that he was predominantly Vulcan, but with certain human features. They also indicated an IQ among the highest ever recorded.

He was educated on Vulcan in a traditional but precocious manner, entering the Vulcan Science Academy as a student at the age of 14. His primary fields of study concentrated on xenosociology and computer studies, the former at his father's insistence in order to prepare him for a role in Vulcan's Diplomatic Service, the latter as a result of his own interests. He soon began to branch out, and was finally presented with a degree in 'General Science', a great honour indicating knowledge of all branches of scientific research. His father prepared himself for Spock to request that he be permitted to return to the Vulcan Science Academy instead of the Diplomatic Service. But Spock had different ideas. During his final year at the Science Academy, a course had been given by Commander Trent, a Starfleet Science Officer. Trent had noticed Spock's immense aptitudes and curiosity, and suggested Starfleet as a career to Spock. The result was never in doubt, and Spock's application was accepted. He informed his father of his choice, and after a bitter argument left Vulcan.

Due to Spock's previous qualifications, he was able to skip large sections of the Academy course, and took the first three years of training concentrated into one. Indeed, he lectured in Space Science during this first year. He graduated with the Class of '44, third from the top of his class, and only the fourth Vulcan ever to do so. His first year was spent serving as Assistant Science Officer on the USS Scott. During this time he constantly distinguished himself, and made a series of discoveries involving the nature of hyperspace. In 2249 he was transferred to the USS Constitution to replace a wounded officer, was promoted to full Lieutenant and named Assistant Science Officer. This was a high honour, and he filled the role well, working closely with Commander Pike. When Pike was transferred to the Enterprise, he took Spock with him, and when Pike assumed command he made Spock Science Officer and Second Officer. His first tour on the Enterprise has been extremely interesting, with a series of first contacts and encounters with unusual phenomena. While the Enterprise completes repairs, he is at the Cochrane Institute, leading a team studying wormhole physics.

Statistics

Fitness	3	
Strength		+1
Coordination	2	
Intellect	4	
Logic		+1
Presence	2	
Willpower		+1
Psi	1	
Range		-1
Administration (Logistics)	2	(3)
Artistic Expression (Vulcan Harp)	2	(3)
Command (Starship)	1	(2)
Culture (Vulcan)	2	(3)
Diplomacy (Intergalactic Affairs)	1	(2)
History (Vulcan)	1	(2)
(Earth)		(2)
Language		
Vulcan	2	
Federation Standard	2	
Law (Starfleet Regulations)	2	(3)
Physical Sciences (Computer Science)	3	(4)
(Physics)		(4)
Planetary Sciences (Geology)	1	(2)
Planetside Survival (Desert)	2	(3)
Social Sciences (Xenosociology)	2	(3)
Space Sciences (Astronomy)	2	(3)
Mind Meld	2	
Shipboard Systems (Library Comp.)	2	(3)
(Sensors)		(3)
Unarmed Combat (Nerve Pinch)	2	(3)
(Starfleet Martial Arts)		(3)
World Knowledge (Vulcan)	1	(2)

Curious	+1
Code of Honour (Vulcan)	-3
Hides Emotions	-2

Renown: Init 2, Skill 10, Disc 8

Personality

Spock is, in many ways, still trying to find himself. His decision to leave Vulcan meant separation from his family, and to a great extent from his world; he has not returned to Vulcan since leaving for the Academy, and has no plans to do so. He is an intensely curious scientist, who has reached the apex of his ambition. He is growing interested in xenosociology again, and to that end has been experimenting with emotions of late, although he is on the brink of abandoning that course of study, for fear of further alienating himself from his people.

Future

At the end of the first five-year mission in 2255, Spock is promoted to Lt. Cmdr., and is assigned at Pike's request as First Officer of the Enterprise, a role he will serve dutifully until 2261. Between missions, he spends three years lecturing at the Academy, before returning as Science Officer on the Enterprise in 2264; although Gary Mitchell is now the ship's XO. Upon his death, Spock returns to his old position until the end of the next mission. His record from then on is a matter of public knowledge.

Commander Thelin



Commander Thelin has had an unusual career, in many respects, in that he never intended to join Starfleet. He was planning to join the Andorian Defence Force, but after performing extremely well on the entrance tests was officially requested by the Andorian government to join Starfleet, as part of the ongoing attempt to bring more non-humans into the fleet. He agreed, and joined the Class of '32. He performed well in his courses, and became the fifth Andorian to graduate from Starfleet, fourth in his class.

His first assignment was to Starfleet Command, as an Admiral's aide – his training had been for strategic operations, and he had anticipated a career along these lines. The Third Kzin War changed that, as a chronic shortage of ships and officers meant that many were transferred to ship duties. Thelin found himself as Second Officer and Navigator of the Amundsen, an Athena-class scout moved to combat duty, and saw service in that war.

After that, he decided to stay on Starship duty, and after a promotion to Lieutenant remained on the Amundsen. In 2243 he was transferred to the Majestic, a Baton-Rouge class vessel, again as Second Officer. This was a good promotion, and allowed him to experience Galaxy Exploration at its finest, helping pioneer numerous new worlds. In 2248 he received another promotion and was named First Officer, continuing on the Majestic.

He fully expected to remain in his present rank, and on his present duties for some time, but in 2250 an accident about the Armstrong, a Hunter-class, killed all the senior officers, and left a command vacancy. He was promoted to Commander and assigned the ship, which is currently serving a patrol along the Kzinti border, though Thelin is attempting to be reassigned to Exploration.

Statistics

Fitness	3	
Vitality		+1
Coordination	2	
Intellect	2	
Logic		-1
Perception		+1
Presence	2	
Administration (Starship)	2	(4)
(Logistics)		(4)
Athletics (Running)	1	(2)
Command (Starship)	2	(3)
Computer (Modelling)	1	(3)
Culture (Andorian)	2	(3)
Dodge	1	
History (Andorian)	1	(2)
(Federation)		(2)
Language		
Andorian	2	
Federation Standard	1	
Law (Starfleet Regulations)	2	(4)
(Federation Law)		(3)
Planetside Survival (Arctic)	1	(2)
Primitive Weaponry (Chaka)	2	(3)
Shipboard Systems (Helm)	2	(3)
(Navigation)		(4)
Starship Tactics (Kzinti)	1	(2)
Space Science (Astrogation)	2	(3)
Strategic Operations (Invasion Strat.)	2	(3)
World Knowledge (Andor)	1	(2)
Excellent Hearing		+2
High Pain Threshold		+2

Renown: Disc 10, Skill 6, Agg -2, Open 5, Init 9

Personality

Thelin is a cool, competent officer, but with a strong code of honour such as is common to all Andorians. He is devoted to his duty, but feels that his loyalties lie more to his home planet than to Starfleet. He prefers exploration to conflict, but is more than willing to fight if he feels it is necessary. He is a very 'by-the-book' officer, sticking rigidly to regulations.

Future

Commander Thelin remains in Starfleet in his current assignment for another five years, until the Andorian Separatist Front attempted to force secession from the Federation. When Starfleet was sent in to maintain order, Commander Thelin resigned his commission, refusing to fire on Andorian ships. Two years later, in 2259, he joined the Andorian Defence Force as a Captain, and later became Commanding Admiral of the service; ironically he was the one behind the disbanding of that force, and its absorption into Starfleet. When this was completed in 2295 he retired from the service.

Lieutenant Jose Tyler



Jose Tyler was born in Sao Paulo, the son of a Boston astronomer and a Brazilian agrochemist, who inherited his mother's fiery temperament and his father's gift for mathematics, and his love of space travel. Although disability kept him tied to Earth, Warren Tyler was determined that his son should have the opportunities he lacked, so he used some connections to provide an appointment to Starfleet Academy. He entered in the Class of '43, and soon proved his worth. He was quickly spotted as command potential, and was moved into the track, although his specialist study at the Academy was navigation, a subject he excelled in, to the extent that he was asked to teach the subject in his third year.

His cadet cruise proved to be somewhat more exciting than normal, when a Kzin renegade attacked his ship. When the navigator fell at his station, along with the helmsman and Captain, Tyler took both Navigation and Helm control and successfully engaged the enemy, forcing surrender. For this he received his first commendation, the Federation Medal of Honour. It led to his first posting on the USS Galapagos, a scout ship patrolling the Cestus Sector, where he was posted as Chief Navigator and Second Officer, as a Lieutenant JG. This mission scouted out the planets in this region, determining possible sites for colonial expansion. Following this, the Galapagos served in the Axanar war as part of Fleet Captain Garth's Second Fleet, and again served with distinction, taking command of the landing party that secured the beachhead. This brought him promotion to full Lieutenant; it also brought him to the attention of then-Commander Pike, who arranged his transfer to the USS Enterprise upon his assumption of command, as Chief Navigator and Third Officer, an excellent assignment for one so young.

Since then, he has continued to perform well. During an outbreak of Tyrellian Fever, he was forced to command the Enterprise against the Klingon rebel Kiir, and successfully defended Pyton IX against this attack. He was instrumental in the discovery of Pike's Rift, though he insisted that it should be named in his Captain's honour rather than his own. With the Enterprise repair, he is at present working with Spock at the Cochrane Institute.

Statistics

Fitness	2	
Coordination	2	
Dexterity	+1	
Intellect	2	
Perception		+1
Presence	2	
Willpower		+1
Administration (Starship)	1	(2)
Athletics (Climbing)	2	(4)
Computer (Programming)	1	(2)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	1	(2)
History (Human)	1	(3)
(Federation)		(2)
Language		
Federation Standard	3	
Law (Starfleet Regulations)	1	(2)
Personal Equip. (Translator)	1	(2)
Planetary Science (Geology)	1	(2)
Planetside Survival (Jungle)	1	(2)
Shipboard Sys. (Navigation)	2	(3)
(Sensors)		(4)
Space Science (Astrogation)	1	(3)
(Stellar Cartography)		(3)
Starship Tactics (Axanari)	1	(2)
Sys. Engineering (Navig.)	1	(2)
Vehicle Ops. (Shuttlecraft)	1	(2)
World Knowledge (Earth)	1	(2)
Bold	+1	
Department Head	+3	

Renown: Init 2, Skill 2

Personality

Jose is trying to live up to his idea of a Starfleet Officer, but is occasionally hampered by his mother's temperament, given to the odd outburst of emotion. He takes great pride in his work, but his burning ambition is to command a starship – though his preference is for the smaller scoutships. He is slightly uncomfortable in formal occasions, and during such affairs can often be found brooding in his cabin.

Future

Jose Tyler received a promotion to Lt. Cmdr. in 2256, at the conclusion of the first five-year mission. He remained on board until 2261 as Second Officer, whereupon he received another promotion to Commander and was appointed as XO on the Kongo under Captain Chapel. At the end of that voyage in 2266, he received his promotion to Captain, and was assigned to the USS Oberth, to supervise it in its shakedown cruise. He would continue as commander of the Oberth until 2284, when upon the death of Captain Spock he became Assistant Dean of Starfleet Academy. In 2286 he was promoted to Admiral and became Head of Galaxy Exploration, before retiring in 2295.

Captain Robert Wesley



Captain Robert Wesley is perhaps the most experienced command officer in the fleet, having commanded starships of various types for twenty years. He entered Starfleet under the old Midshipman system, on the USS Magellan, an old Mann-class ship. He gained his commission rapidly, and by 2225 was a Lieutenant commanding the Security Section.

He then accepted a transfer to the USS Olympic, a Baton-Rouge class vessel, as her Second Officer. During the First Klingon Incursion, the Olympic was instrumental in preventing the attacks of General Korrd, and Wesley was promoted to Lt. Cmdr. and First Officer. He wanted a ship of his own, and did not have long to wait for his own command. A bare three years after his promotion found him transferred to his own vessel.

He had made it known that his preference was for exploratory rather than combat missions, and was assigned to the rimward reaches of the Galaxy in the Gagarin, an Athena-Class Scout. For ten years, he pushed back the frontiers of space, making first contact with the Regulans and the Deltans, as well as half a dozen other species now members of the Federation. During this mission he was promoted twice, making Captain by 2245. With the launch of the new Constitution-class vessels, he was an obvious choice for command, and took the USS Constitution out on its first five-year mission, with Commander Pike as his XO.

The mission was filled with hazard, as the Tholian skirmishes and the Axanar War took their toll. After completing the mission, Captain Wesley turned down a promotion to Commodore to resume command of the Constitution, and has taken his ship out again, this time back to the exploration he has dedicated his career too.

Statistics

Fitness	3	
Vitality		+1
Coordination	2	
Reaction		+2
Intellect	3	
Perception		+1
Presence	2	
Willpower		+2
Administration (Starship)	4	(6)
Athletics (Bowling)	1	(4)
Command (Starship)	4	(6)
Culture (Human)	1	(3)
Diplomacy (Intergalactic)	2	(3)
Energy Weapons (Laser)	2	(4)
History (Earth)	1	(2)
Language		
Federation Standard	3	
Law (Starfleet Regulations)	3	(6)
Life Sciences (Zoology)	1	(2)
Personal Equip. (Tricorder)	1	(2)
Persuasion (Debate)	2	(3)
Planetary Science (Hydrology)	1	(2)
Propulsion Eng. (Warp)	1	(2)
Security (Security Systems)	2	(3)
Shipboard Sys. (Helm)	2	(4)
(Sensors)		(5)
Starship Tactics (Starfleet)	3	(4)
Unarmed Combat (SMA)	1	(3)
World Knowledge (Earth)	1	(2)
Indomitable		+2
Innovative		+1
Pacifist		-1

Renown: Agg. -20, Skill 30, Init 25, Open 25

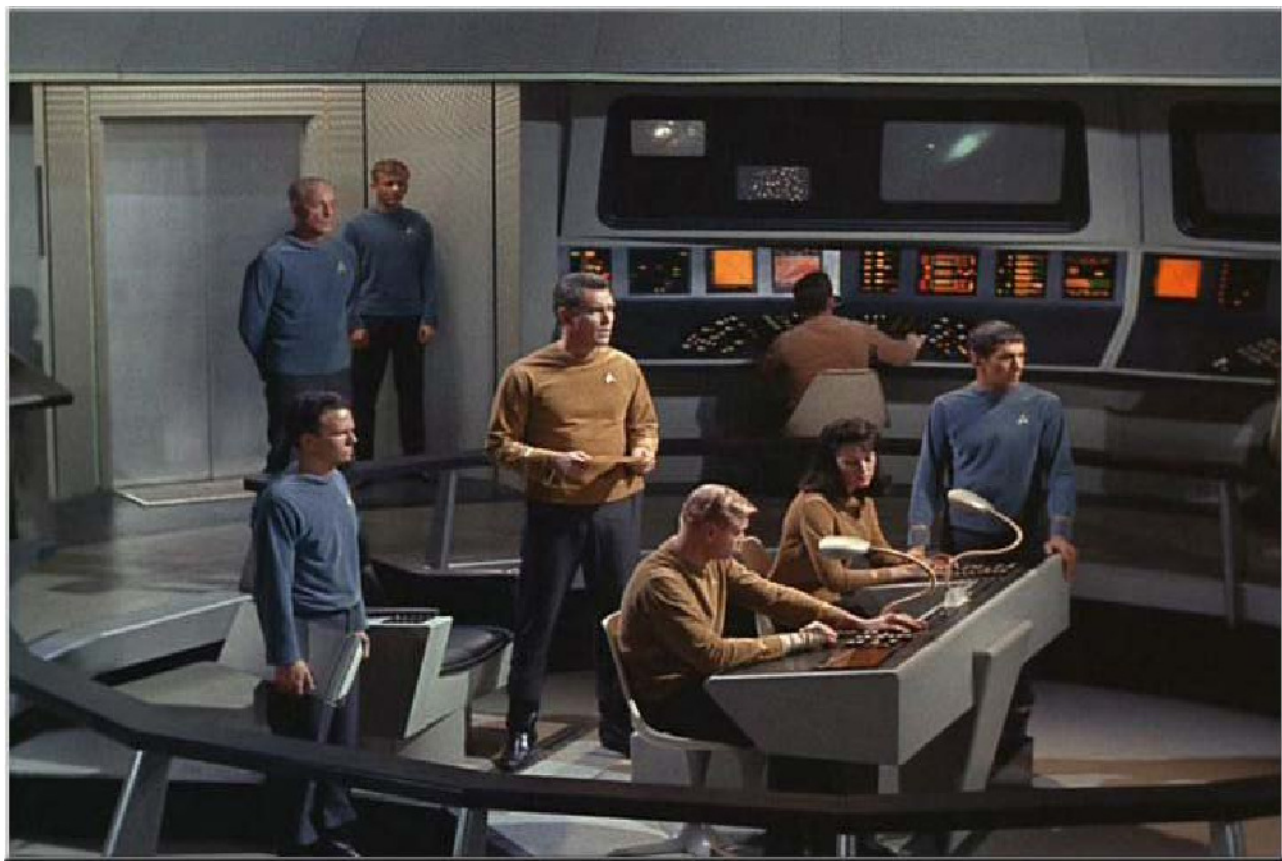
Personality

His command style is quite loose and informal, a result of years on the frontier. He has a rather dry, and occasionally inappropriate sense of humour, but is comfortable with his position and his abilities. He treats his subordinates with respect, and generally leaves them to do their job with minimal supervision. He detests the concept of war, but accepts that it is sometimes needed to defend the peace.

Future

Being the first ship of its class, the Constitution required a major refit upon returning from its second mission, so Captain Wesley accepted a posting to the newly completed USS Lexington. He commanded that ship for thirteen years, finally accepting a promotion to Commodore in 2260. He resigned his commission after the Daystrom Incident in 2268, and accepted the Governorship of Mantilles, a remote colony world he himself had discovered twenty years earlier. In 2275 he became a member of the Federation Council, and was a Presidential candidate in 2280. When he failed of election, he retired from public life.

Character Creation



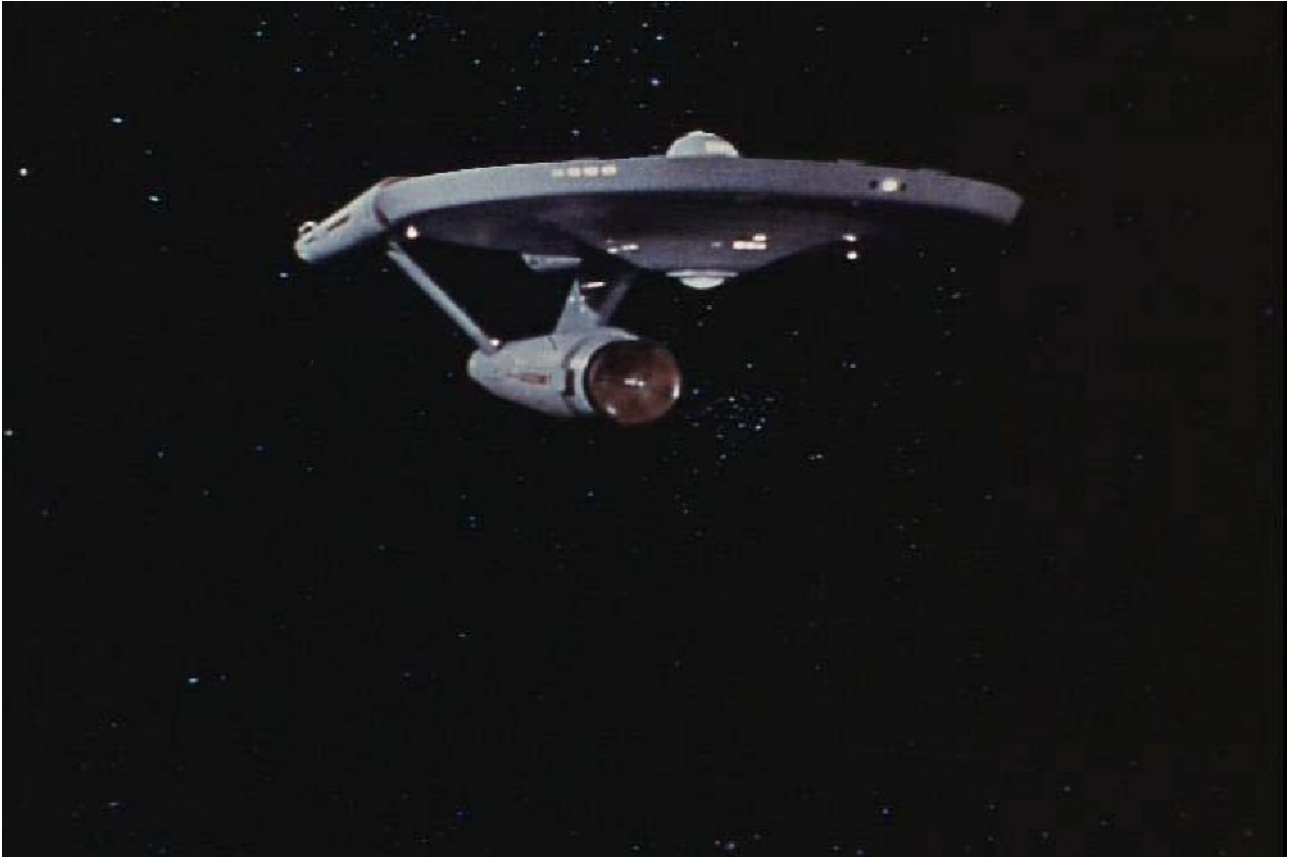
The rules for character creation as given in the TOS core rulebook work perfectly well for the era covered in 'A Time For Heroes', with only a few minor adjustments. One major point concerns nonhumans in Starfleet. Although they are present, they are in reduced numbers – less than 3% of the fleet is nonhuman. Although there are no restrictions on races joining Starfleet, this should be borne in mind when thinking about the character's background. (Although naturally the Axanar cannot be taken, as they are not yet members of the Federation.) The only restriction is rank; there are no nonhuman Captains in Starfleet, and few Commanders. Although this can be ignored, it is suggested that this not be done without good reason.

There are also some different choices for Skill Specialisations. Naturally, the skill Energy Weapon (Phaser) should be replaced with Energy Weapon (Laser) as the hand phaser has not yet been introduced. Many more Starship Tactics skills are available in this period; Andorian, Kzinti, Orion, Axanari, and Tholian, as well as Romulan and Klingon. It is suggested that wherever racial specializations for this skill are given, the player should have the option of choosing different types than those given, to provide balance.

Another important point to bear in mind is that Starfleet in this period has been conducting many military operations, far more than in the 2260s. Therefore, more characters will have specializations focusing on combat during the period, and more will have carried out Frontier Patrols, and Hostile Frontier Defence Missions (Klingon boundaries, the Axanar War, the Tholian disputes, the Third Kzin War). There are also rather more opportunities for Famous Incidents; you are advised to be creative here, but discuss it with your Narrator. Take a look at the character backgrounds, and try and work them in to your background. Perhaps your Lt. Commander was on the Jupiter with Lt. Cmdr. Kirk, or was on Captain Wesley's first mission. Maybe he was even fortunate to serve on the Enterprise under Captain April or Pike, or on the Constitution. These details make the setting.

(One last note: many of the NPCs provided were not created according to the template rules, or lack certain basic skills taught at the Academy. This is intentional. In the first case, many senior officers required special tailoring to match what is known of them. In the second case, some of the careers of the older officers predate the Academy, and were taught through different methods.)

Section III: Starships



Constitution Class Heavy Cruiser



History

The Constitution Class arose from a need to replace the aging Baton Rouge Class with a more advanced starship model. The recent discovery of Time Warp Drive had rendered previous models obsolete, and opened the door to hitherto unheard-of speeds. Warp 8 was for the first time regarded as a serious possibility. The Constitution Class were first designed in the mid-2230s, and the first model was produced in record time, with the Constitution just beating out the Enterprise, both launched in 2245. Predictably, it has proven extremely effective, as great a revolution as the launch of the Baton Rouge itself.

As the first starship capable of exceeding Warp 5, it has already found its services in great demand throughout the Federation, and has illustrated superiority over equivalent craft of other interstellar powers.

As of 2252, five models have been produced; Constitution, Enterprise, Republic, Farragut and Constellation, with the Yorktown scheduled for launch by the end of the year. Fourteen have been ordered in total so far, and none destroyed in combat. A request for funding for an additional six ships has already been put forward; but under the current political climate is unlikely to be approved.

Hull Characteristics

Size: 6
Resistance: 3
Structural Points: 120

Sensor Systems

Long-Range Sensors: +1/12 light years [6 Pow/rd]
Lateral Sensors: +1.1 light year [4 Pow/rd]
Navigational Sensors: +1 [5 Pow/rd]
Sensors Skill: 4

Weapons Systems

Type VI Phaser
Range: 10 / 30,000/100,000/300,000
Arc: Forward (120 degrees)
Accuracy: 5 / 6 / 7 / 11
Damage: 12
Power: [14]

Defensive Systems

Starfleet Deflector: 40 / 60 [40 Pow/rd]

Operations Characteristics

Crew/Passengers/Evac: 203/ 235/1,300 [7 Pow/rd]
Computers: 4 [2 Pow/rd]
Transporters: 1 [7 Pow/rd]
Tractor Beams: 1 fv, 1av [2 Pow/rating/rd]

Propulsion and Power Characteristics

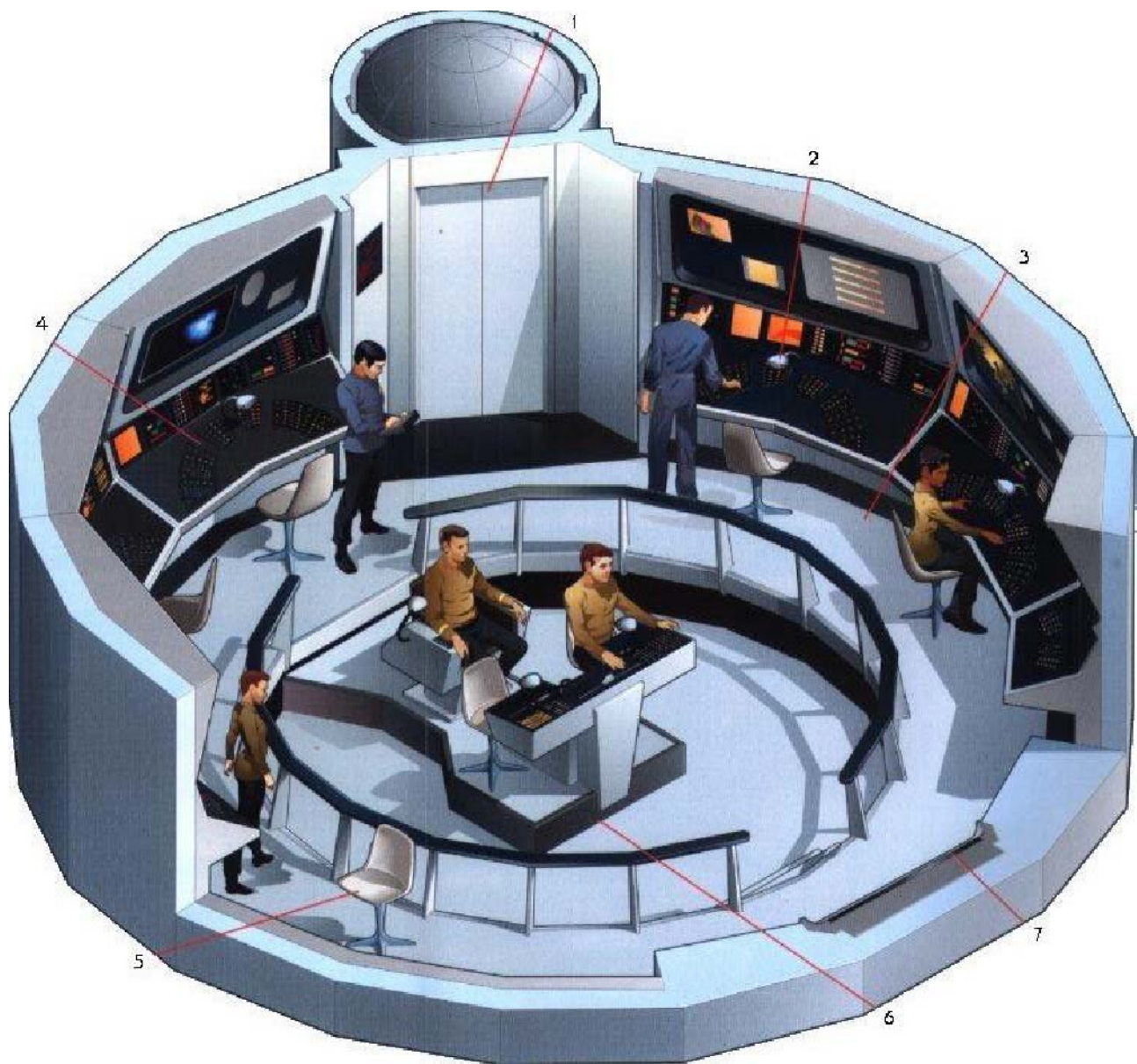
Warp System: 4.0 / 6.0 / 7.5 [2/warp factor]
Impulse System: .5c / .75c [5/7 Pow/rd]
Power: 135

Photon Torpedoes

Number: 75
Launchers: 1 forward
Spread: 3
Arc: Forward (120 degrees)
Power: [6]
Range: 15 / 300,000/1,000,000
Damage: 18

Constitution-Class Interiors

Bridge



1. Turbolift.
2. Flight Engineering Station.
3. Defence and Weapons Station.
4. Science Stations. Data Interpretation/Computer Control to the Left, Sensor Control on the right.
5. Communications Station.
6. Command Module. Captain's Chair at rear, Navigation on left and Helm on right.
7. Viewscreen.

The Bridge of the new Constitution-Class is perhaps one of the most advanced ever designed. All primary systems are now controlled on the Bridge, making the first truly centralized command deck. The Captain's Chair is designed to pivot, so that he can more readily examine any station or Viewscreen, or address any crewman. All consoles are independently tied in with the ship's intercommunication system for the first time, allowing individual officers to address the ship to provide specialist information regarding a particular area of expertise. The Viewscreen has a better resolution than ever before, and has the additional advantage of being able to display relevant information on screen, drawn from the ship computers.

Constitution-Class Interiors

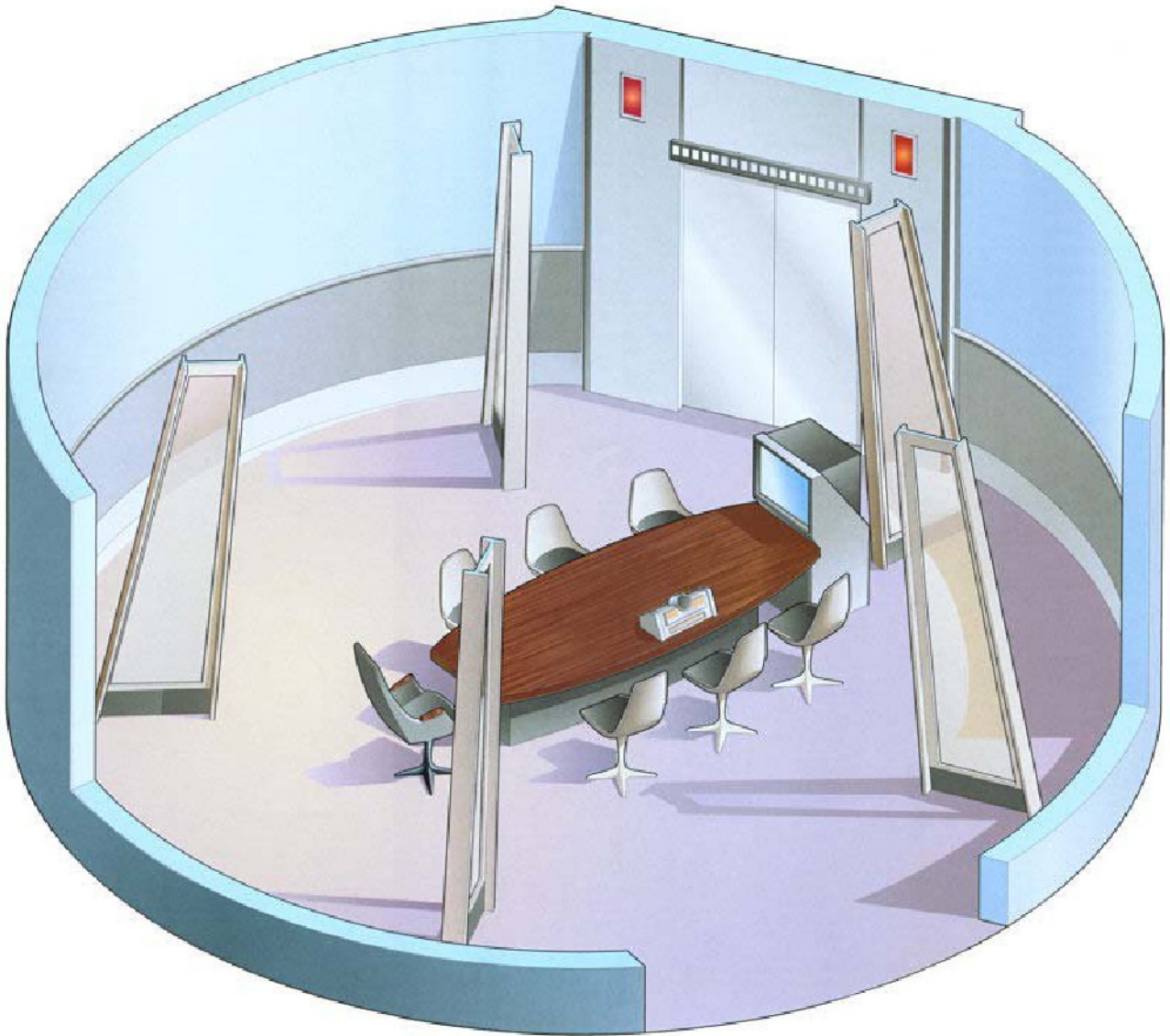
Captain's Quarters



Again a new innovation in the new Constitution-Class vessels is the provision of individual quarters for all senior officers, not just the Captain. (These quarters can be taken as representative of Officer's Quarters on Constitution-Class ships). It is designed to double as both quarters and office space – the desk in the far corner is designed for optimum efficiency. There is an easy chair in the corner for relaxation that is essentially a copy of the Captain's Chair found on the bridge. The bed is a pressure-adjusted mattress for maximum comfort; on this model it is shown without sheets. Fine environmental controls are provided next to the bed, to allow for total control of room temperature, pressure, gravity and lighting. Adjustments are possible for conditions ranging from the frigid surface of Andor to the burning L'Langon Desert of Vulcan. Space is provided for personal possessions in shelves along the wall, and in the three-sided cupboard in the centre of the room. The monitor in the room is able to project any image in the computer banks for purposes of relaxation; it is also connected with the ship intercommunication system to enable the Captain to be contacted quickly in an emergency.

Constitution-Class Interiors

Briefing Room



An innovation in the new Constitution-Class vessels is the provision of a dedicated Briefing Room, for purposes of mission planning and command discussions. The table is designed to provide space for the Captain at the head of the table, his yeoman, and the five senior Department Heads. The Viewscreen at the foot of the table is not only capable of providing specific images drawn from the memory banks of the Ship's Computer, but is also connected to the intercommunication system, allowing the command officers to remain in touch with the Bridge and other critical areas. The control panel on the desk is to be operated by the Captain's Yeoman, and provides not only the access to the computer, but also environmental controls for the room. On the USS Constitution, this room is located on Deck 2, aft; on every other model of the Constitution-Class it is located on Deck 5, forward.

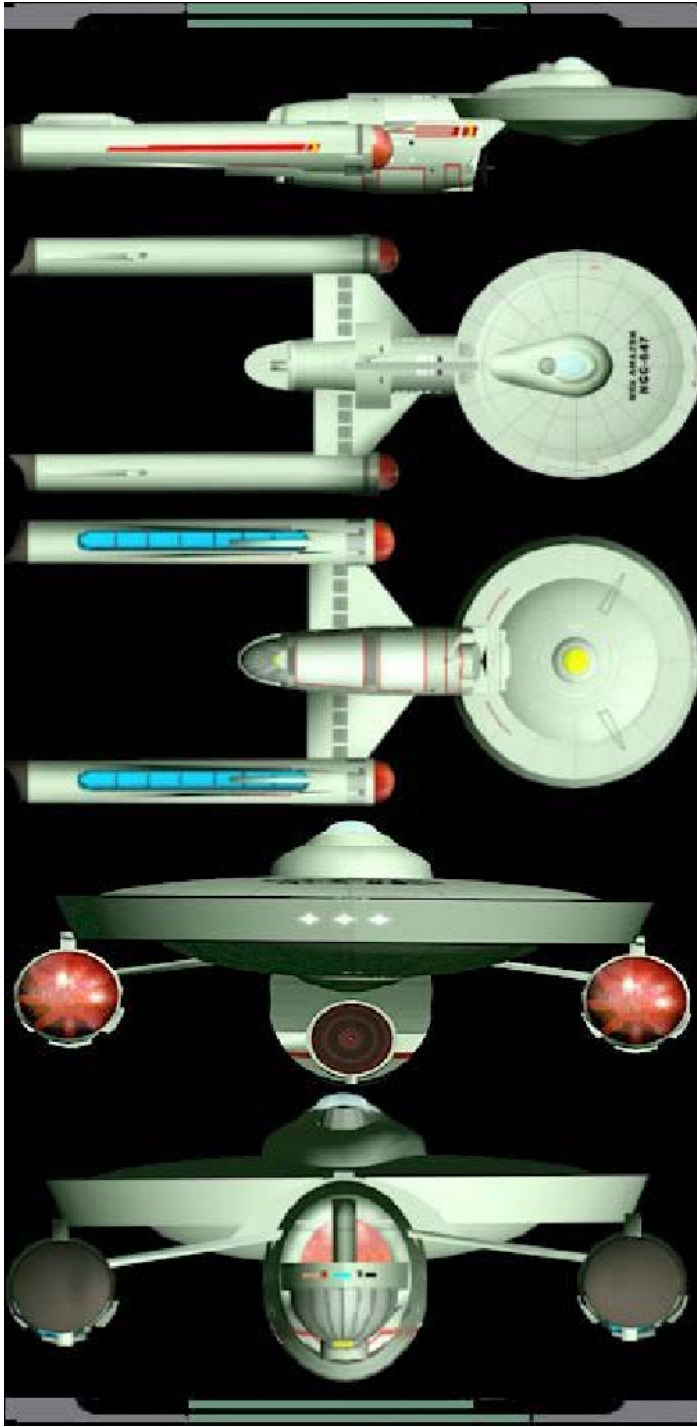
Constitution-Class Interiors

Transporter Room



Transporter rooms of roughly this design can be found now on every Starfleet vessel; but this is specifically the Main Transporter Room of a Constitution-Class vessel. The major power requirements demanded of a Transporter mean that only those ships specifically outfitted for emergency operations carry more than one transporter room; therefore it is designed to be as versatile as possible. The control station is to the near side of the room, operated by two engineering crewmen. (Integration controls are to the left, Maintenance and Sensor display is to the right.) The transporter chamber is on the far side, with the six dematerializer beams shown. For best signal, it is recommended that the crewmen stand under the beam, as shown on the diagram; failure to do so reduces the safety factor considerably. For non-organic matter, this is far less critical, and a total mass of up to six tons of a capacity filling the chamber can be safely transported. The panel on the wall is tied into the intercommunication, and can show images from the sensor systems; this is to allow last minute observation of a selected landing site.

Baton Rouge Class Light Cruiser



History

The Baton Rouge Class was originally designed in the 2190s as a successor for the Daedalus class of vessels, then already a decade past their planned retirement. The design concept was for a Heavy Cruiser, incorporating all of the new advances in space travel, including the Third Generation Warp Drive, which made Warp 5 possible. The first model was delivered in 2210, and the class would serve with distinction for over fifty years.

Twenty-Nine models were built, of which ten have been destroyed in engagements all over the Federation. With the delivery of the Constitution Class, the Baton Rouge was downgraded to 'Light Cruiser', but has been kept in service. The current plan is to keep the Baton Rouge on active duty until the completion of the Constitution fleet; this will take it ten years past its planned obsolescence. Recent developments have made the vessel considerably behind the times, so replacement is more urgent than ever.

Statistics

Hull Characteristics

Size: 5
Resistance: 3
Structural Points: 80

Operations Characteristics

Crew/Pass/Evac: 234/400/1,250
Computers: 3 [1 Pow/rd]
Transporters: 1 [8 Pow/rd]
Tractor Beams: 1 fv [2 Pow/rating/rd]

Propulsion and Power Characteristics

Warp System: 3.0 / 4.0 / 5.0 [2/warp factor]
Impulse System: .4c / .65c [4/6 Pow/rd]
Power: 110

Sensor Systems

Long-Range: +1/10 light-years [6 Pow/rd]
Lateral: +1/½ light-year [4 Pow/rd]
Navigational: +1 [5 Pow/rd]
Sensors Skill: 3

Weapons Systems

Type IV Phaser
Range: 10/15,000/60,000/200,000
Arc: Forward (120 Degrees)
Accuracy: 5 / 7 / 9 / 11
Damage: 14
Power: [16]

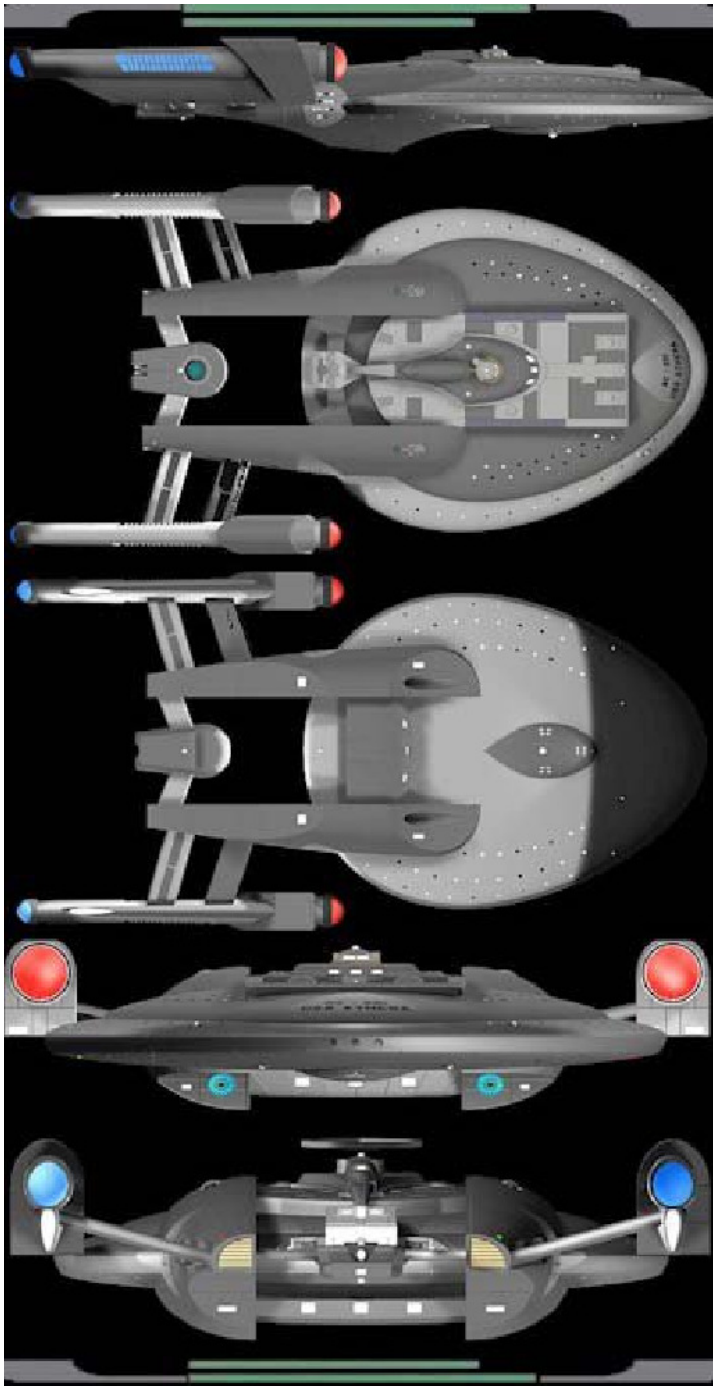
Photon Torpedoes

Number: 50
Launchers: 1 fv
Arc: Forward (120 degrees)
Range: 12 / 200,000/800,000
Accuracy: 5 / 6 / 8
Damage: 16
Power: [6]
Weapons Skill: 3

Defensive Systems

Starfleet Deflector Shield
Protection: 35 / 50 [40 Pow/shield/rd]

Athena Class Scout



History

The Athena Class Scout is one of the oldest ships still in service, having first been designed in the early 2180s to replace the NX craft of the first wave of exploration, and as a supplement to the Daedelus class vessels. The concept was of a multi-role vessel, capable of acting as a scientific research ship and as a forward combat scout; the result was something of a compromise. However, it was fairly successful in its role, and forty models were commissioned. The first was delivered in 2199, the last in 2211.

With the advent of the Third Generation Warp Drive, it had been thought that the ships would have to be removed from service, but it proved possible to refit the warp engines to the new model. This extended their service life dramatically; the class had originally been intended to be decommissioned in the 2240s, but is now to be retained well into the 2270s.

The class is now more of a general workhorse than an exploration ship, serving as couriers and reverting to the scientific role, as they are seriously underarmed for 23rd-century warfare. The class has proved adaptable, however, and four craft have received special modifications to testbed new technologies, such as the Time Warp drive.

Specifications

Hull Characteristics

Size: 3
Resistance: 2
Structural Points: 35

Operations Characteristics

Crew/Pass/Evac: 25 / 35 / 150
Computers: 1 [1 Pow/rd]
Transporters: 1 [8 Pow/rd]

Propulsion and Power Characteristics

Warp System: 2.0 / 3.5 / 4.5 [2/Warp Factor]
Impulse System: .35c / .6c [3/6 Pow/rd]
Power: 60

Sensor Systems

Long-Range: +1/8 light-years [6 Pow/rd]
Lateral: +1/2 light-years [4 Pow/rd]
Navigational: +1
Sensors Skill: 4

Weapon Systems

Tesla-class Laser Cannon

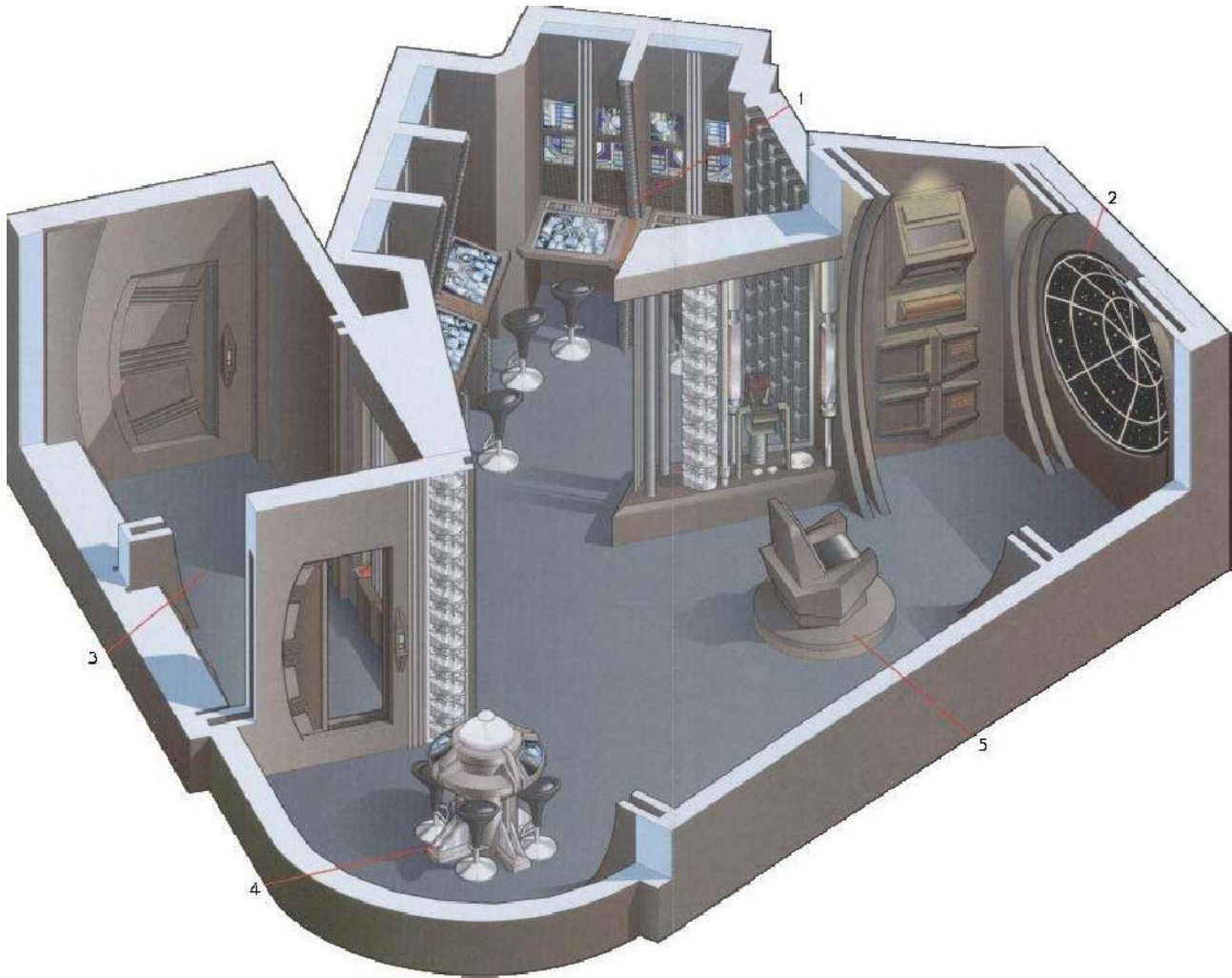
Range: 6 / 8,000 / 40,000 / 100,000
Arc: Forward (60 degrees)
Accuracy: 5 / 6 / 8 / 11
Damage: 10
Power: [10]
Weapon Skill: 3

Defensive Systems

Starfleet Deflector Shield

Protection: 20/30 [24 Pow/shield/rd]

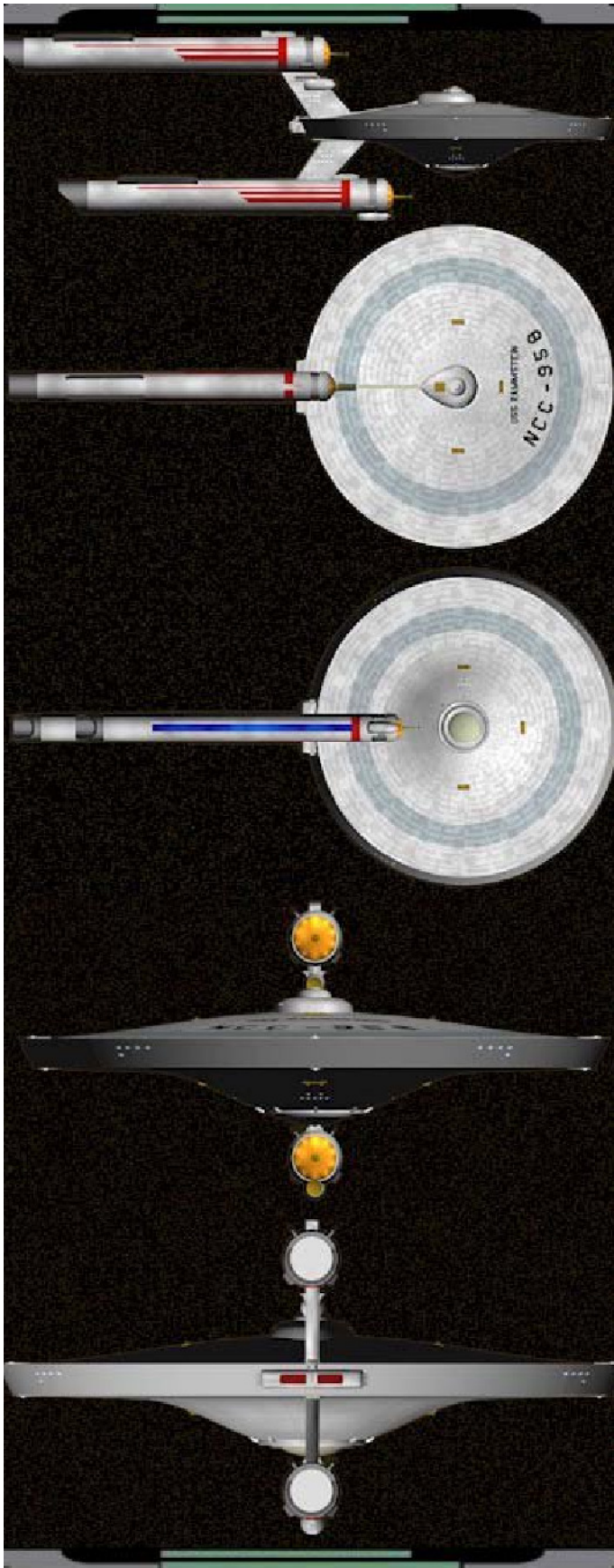
Athena-Class Bridge



1. Command Stations. From left to right; Helm/Navigation, Defence Control, Astrogation/Science, Communications.
2. Viewscreen / Sensor Display Monitor.
3. Access to Turbolift / Emergency Equipment Cache.
4. Specialist Scientific Monitors.
5. Captain's Chair

This bridge was a development of the earlier Daedalus-Class Explorers, and retains many of the same features. Having the Captain facing the sensor screen was felt to be a critical factor, and his yeoman would usually be operating the Viewscreen from the control panel to his left, that also operates Bridge Environmental Control. Fewer of the control systems are found on the Bridge than in current designs; there are no Bridge Engineering telltales, nor is there any weaponry control. The consoles in what is popularly known as the 'Crew Pit' cover those systems that it was felt were most important for the mission of the Scout class. Unusually, helm and navigation are tied into the same console; however most ship navigation functions are handled from Astrogation Control. The unusual shape of the bridge is due to the fact that the upper dome was required to many of the ships' sensors, and the control room had to be fitted into the remaining space.

Hunter Class Corvette



History

The Hunter Class was designed in the late 2200s to fill a specific need – that of a fast attack cruiser. The Second Kzinti War had been fought largely with the old, obsolete craft of the mid-22nd century, and they had proved insufficient for defence. The new Baton Rouge Cruisers would form the base of a fleet, but smaller numbers were required; and the Hunter was born.

The first model was delivered in 2219, and saw service almost immediately in the Blue Moon War against the Andorian separatists, where it performed with distinction. A total of forty models were ordered; of which twenty-one still survive.

Like the Baton Rouge Class, recent improvements in Warp Drive have made these craft obsolete, and experiments at conversion have not been promising. The replacement 'Miranda' class is set to be delivered by 2265, at which point the Hunters will be removed from service.

Statistics

Hull Characteristics

Size: 3
Resistance: 3
Structural Points: 50

Operations Characteristics

Crew/Pass/Evac: 60 / 50 / 450 [4 Pow/rd]
Computers: 2 [2 Pow/rd]
Transporters: 1 [8 Pow/rd]
Tractor Beams: 1 fv [2 Pow/rating/rd]

Propulsion and Power Characteristics

Warp System: 2.5 / 4.0 / 5.0 [2/warp factor]
Impulse System: .4c / .7c [4 / 7 Pow/rd]
Power: 100

Sensor Systems

Long-Range: +1/10 light-years [6 Pow/rd]
Lateral: +1/½ light-years [4 Pow/rd]
Navigational: +1 [5 Pow/rd]
Sensors Skill: 4

Weapons Systems

Type V Phaser

Range: 10/20,000/80,000/250,000
Arc: Forward (120 degrees)
Accuracy: 5 / 6 / 8
Damage: 11
Power: [15]

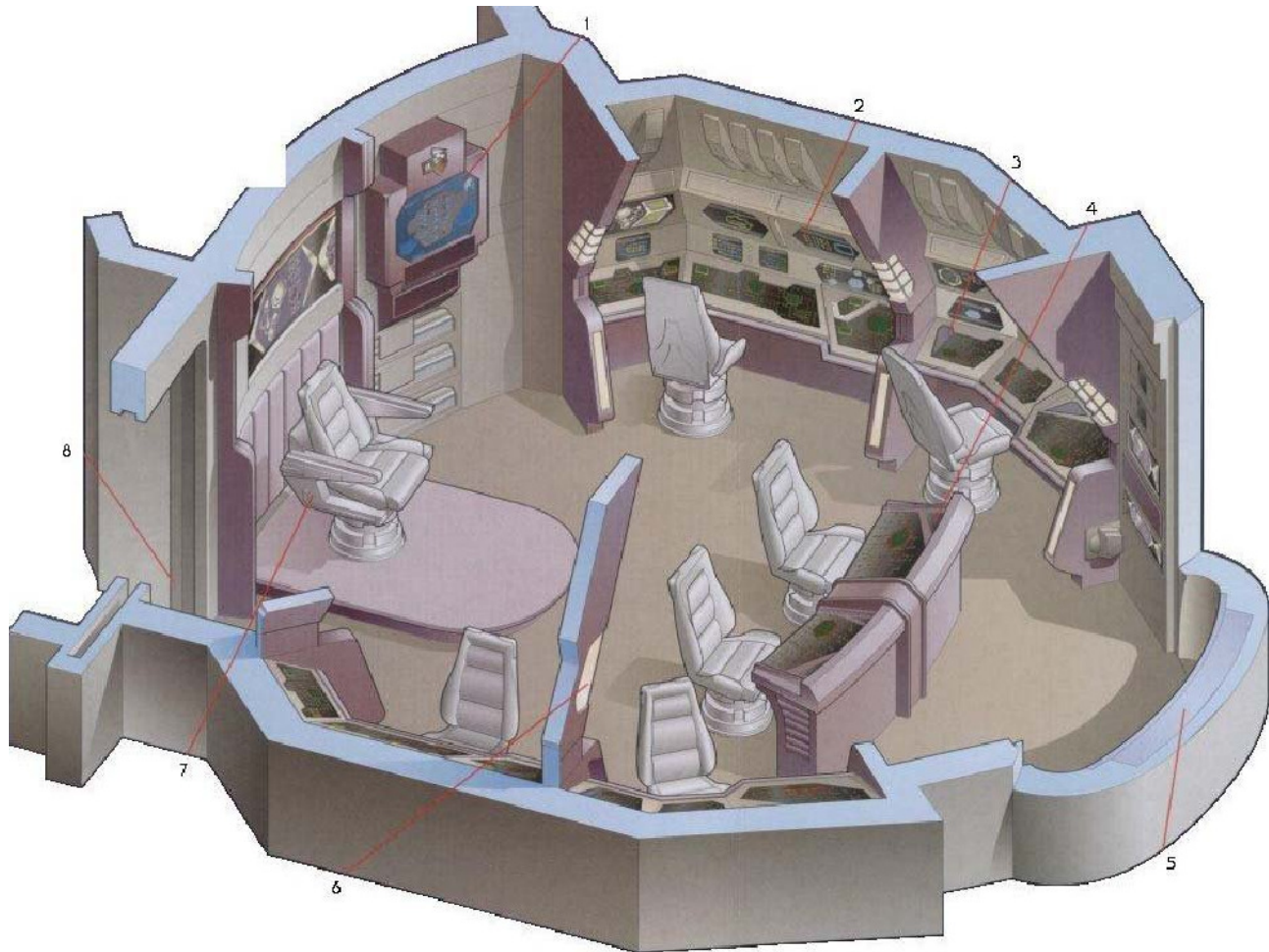
Photon Torpedoes

Number: 20
Launchers: 1 fv
Arc: Forward (80 degrees)
Range: 12/100,000/500,000
Accuracy: 5 / 6 / 8 / 11
Damage: 16
Power: [6]
Weapons Skill: 4

Defensive Systems

Starfleet Deflector Shield
Protection: 30 / 45 [30 Pow/shield/rd]

Hunter-Class Bridge



1. Damage Control Monitor.
2. Defence Subsystems Control.
3. Weapons and Tactical Control.
4. Flight Control Systems. Navigation on left, Helm on right.
5. Viewscreen.
6. Secondary Control Stations. Astrogation/Science on left, Communications on right.
7. Captain's Chair
8. Turbolift and Emergency Access.

The bridge of the Hunter-Class was designed to take into account many of the problems reported on the Athena-Class vessels, and to solve them wherever possible. They succeeded; and created a bridge that is still a model for advanced starships today. Although there is no Flight Engineering Station, there is a monitor for displaying ship damage; considered critical information in combat situations. The bridge functions were selected in accordance with the planned missions of the Hunter-Class; therefore additional weight is given to defence and weaponry systems. One weakness of the design was the potential isolation. Although there is a ladder leading down to Deck 2, space requirements forced it to be placed next to the Turbolift shaft. Further, some later models replaced the ladder with a backup computer linkage. The unusual shape of the bridge is again due to the presence of additional equipment in the topside blister; but in this case it was the upper navigational deflector array, which also serves to provide extra protection to the Bridge. The colour scheme was the result of a psychological study regarding the use of colour in confined environments; this study was later disputed and most models have been altered to fit current Starfleet protocols.

Section IV: A Final Word



Narrator's Notes

Although to a very great extent the invaluable information in the TOS core rulebook and the TOS Narrator's Toolkit still applies to this era, there are some specific considerations that apply to this period, and they will briefly be explored here.

Canon or Non-Canon

In terms of canon, this era presents some unique problems. It is just before the Original Series, yet in that series there were remarkably few references to this period. Indeed, there are remarkably few references to this period in any established Trek canon, so a Narrator has a good deal to work with. In terms of minor details, it is probably best to simply gloss over any problems, rather than do the exhaustive research required. In terms of major issues, then you are handicapped. You know that there will not be a Romulan attack until 2266, that there will be no Klingon War in the 2250s, and that the Enterprise will survive. This is partly why additional enemies have been added in the shape of the Andorian Separatists, the Kzinti Hegemony, the Tholian Assembly and the Orion Pirates. There is so little covering these groups that you can be free to do whatever you want, and stay within canon.

Or, you can make the distinction and choose to waver away from canon. (Hey, if Enterprise can do it, then so can you!) If you want a Klingon War or a Romulan offensive, then fine. But make it clear to your players that this will not follow established Star Trek continuity. This can be done either by simply telling them, or by making it obvious. (Perhaps the Enterprise under Pike is destroyed by the first wave of a Romulan sneak attack!) Don't do it gratuitously. If you wish to make changes, then do it because you like the setting sufficient to do them, not just for the sake of it. If you plan to stay within canon, then it is best to plan ahead as far as possible.

Meeting Famous NPCs

In this supplement are a large number of NPCs of various types, as many as could be squeezed in. They are there for three purposes. The first is to introduce elements of the history of the setting, from a personal angle. The second is to provide players a selection of sample characters, to give them ideas and inspiration. The third is for you to meet them! They might well get a kick out of rubbing shoulders with Lieutenant Kirk (perhaps the 'stack of books with legs' taught one of them at the Academy) or young Lieutenant Spock (give them a real shock when he smiles at them!) Or, there are a variety of sample ship captains – Decker, Wesley, Pike, Mendez, Thelin. As long as you keep them alive, feel free to use them.

One good tip when introducing them is to watch the episode they are in beforehand a couple of times, and pay close attention to mannerisms and speech patterns. You probably won't be able to do an impersonation of the actor, but you might be able to copy enough of these elements to give a definite impression. Before running a campaign of this type, you should definitely watch 'The Cage' two or three times, to more fully understand the setting.

You're in the Navy Now!

One thing I certainly noticed about the early era is that it seemed to be more military in tone, less relaxed, than in the Original Series itself. This can be attributed by the wars the Federation had experienced, which would certainly have made for a more naval feeling. You should try and promote this in the game – encourage formal address instead of informality, and pay more attention to regulations. The Prime Directive is taken somewhat more seriously in this period also, so pay attention to it. Captain Smithson's experience is fresh in the minds of most fleet officers. As well as 'The Cage', the movie 'Forbidden Planet' would be useful to watch, to again get a feel for the tone of the setting.

Discouraging Abuse of Information

One good point about this era is that a good deal of the technobabble technology has not yet been introduced. Read the 'Technological Advancements' essay – this is the state of the art. Players should have to do more work to find an answer, with the more limited means at their command. Only one transporter on board means that the shuttlecraft will get much more use. Subspace Communications are slower, and it will take days for a message to get back to Starfleet Command, so it is harder to pass the buck than in future generations. The players will represent the Federation to the unknown, and do not fail to hurt them if they mess up. (The Axanar War is a prime example of such misunderstandings.)

Something that has ruined many a Star Trek campaign is the players knowing more than the Narrator. In this setting, that is unlikely, and you can dismiss many elements with a simple, 'Not Invented Yet'. Certainly, do not allow them to use anything from TNG, DS9, VOY or ENT, and be wary about letting them use tactics from the Original Series. Remember these rules, and stick to them. On that note, however, you must stick to the same restrictions. Remember the period, and stick to it. Don't send them up against Romulan Warbirds or Borg Cubes (hmmm...the Borg attacking in the 2250s...might be interesting.) Use older craft, and make sure the players have a fair chance. If that civilian cargo ship is going at Warp 6, there had better be an excellent reason for it! (The Warp restrictions are important to remember in this setting. Warp 5 is fast!)

Ship Assignments

The natural thought when running a campaign in this period is to give the players a Constitution-class Starship. Well, that could be a little difficult. We know that three of them are assigned already, which only leaves two left for the PCs. Further, giving so much power to the PCs right at the start of a campaign is often a bad idea. Remember, the book advises that players should not start out higher than Lt. Cmdr. Work with that. Choose the highest ranked player, and establish that he has his hand-picked group of officers for ship command. This, in canon, is often the case. Kirk picked Mitchell as his XO on three assignments, and April selected George Kirk as his XO, who in turn requested Mendez as his XO. The PCs could be old Academy friends, on the threshold of achieving the dream of a ship of their own. Perhaps this is imminent, with them now on a large ship, a Baton Rouge or a Constitution, and they can try for that last promotion. Or perhaps they have already made it.

The prime ship choice for a starting group of players has to be the Athena-class Scout. It is small enough that the crew will not have overmuch power or backup, but will have to rely on their wits, it can be commanded by a Lieutenant Commander, and the crew is small. As an old craft, Starfleet is less likely to look over the shoulders of the commanders, and will give them assignments in out-of-the-way pockets of space, a perfect recipe for adventure. They can work their way up the ladder, perhaps getting a Constitution-class near the end of the campaign. The Athena has the additional advantage that certain types have been modified as experimental vessels, trying new technologies. Perhaps the Time Warp drive was tried, and can provide greater speed, or perhaps the Federation is testing primitive cloaking technology. (We know that the Federation has tried it in the past from 'Balance of Terror', why not on the PCs ship?) With such a small crew complement, it is also likely that the PCs will be able to learn their crew. (I would not suggest that you draw up 30 complete NPCs, although it is certainly possible, but at least note down names, ranks and specialties. Remember that only one-sixth of the crew will be officer grade, and that number will be reduced on bigger ships.)

As for the other ships, the Baton Rouge-class is an old ship, and a precursor to the Constitution-class. Again, it might make a good assignment for the PCs – though they would know that their ship is likely going to be retired after their mission. The Hunter-class is perhaps a bit too focused to combat missions. Fine if you want to run that type of campaign, but otherwise reserve such vessels for backup. (It might be a good idea to write up some details on one such ship, to use if the players call for it). And we have already discussed the Constitution-class. Don't be afraid to bring in such ships, though. It can give the players a real kick to meet the crew of the Enterprise, and you should not deny them this chance.

Campaign Types

This section will simply provide a few possible ideas for series set in this time period, in briefly sketched out format. Take these and flesh them out before using them, using the guidelines from the main TOS rulebook.

- ❖ The Klingon incursions. Although there is no war on the border, rogue ships are often found crossing into the Federation. The crew can be dispatched to hunt down one particularly ruthless enemy over a long period, as he travels from planet to planet. While they are tracking him, they get involved in other adventures on route. (Perhaps this rebel is named Kor, with his first officer a rogue named Kruge).
- ❖ The Axanar. Keeping the peace in this region is going to be difficult. The overthrown government is still around, and will have to be dealt with. An interesting campaign could be worked into tracking them, and trying to suppress the formation of a resistance force. This might be a good campaign for a Hunter-Class Corvette.
- ❖ The opening up of the Rigel Sector. This campaign arc would give your players a good chance to meet up with the Enterprise, also operating in that region. The Orion Pirates are a menace, and this campaign is basically focused around pirate hunting, locating and clearing out nests of the enemy, with a lot of undercover work and tight ship actions. Of course, it probably won't be that simple...
- ❖ The Andorian terrorists are the nearest thing this period has to a Maquis, and should be treated in a similar way. Lots of anti-terrorism possibilities here, against a ruthless foe with many friends. The Crew should be hunting down hidden bases, and trying to bring the rebels in for trial, whilst not antagonizing the Andorian civilian government. A good mix of combat and diplomacy is advisable here.
- ❖ The Fourth Kzinti War. At some point, a war is going to start between the Federation and the Kzinti Hegemony. Perhaps, like the Jupiter, your Crew is caught behind the front lines, and may seek to emulate the heroes of that conflict. There is also the question of the enemy's weapons – where are they coming from, and how can they be stopped. And while the major fleet elements of Starfleet are occupied, what is taking place on the other fronts. This is a good story arc to drop into a campaign, and something that you can do almost anything with.
- ❖ Exploration. To boldly split infinitives where no-one has split them before. Just because it is a cliché does not mean it shouldn't be done, indeed in many ways this is the manner in which the setting works best. Give the players a tall ship, and a star to sail her to. In this period, it likely will be a small ship, and this perhaps serves the concept best.

Writer's Notes

Keen observers will note that a great deal of liberty has been taken at various points with parts of Star Trek canon, especially Enterprise. Although certain elements of this show have been taken into account (specifically the Andorian-Vulcan disputes), much as necessarily been ignored. The basic canon that has been taken into account is that of the Original Series, specifically that described in 'The Cage' and 'Where No Man Has Gone Before'. Care has been taken not to violate anything presented in TNG, DS9 and Voyager, but since Enterprise violates a great deal of established canon anyway, I took the decision to largely ignore it. (I suspect that this work can be fitted in with very little alteration, however.)

Elements that I have detailed that I suspect are at variance with canon are those relating to the early history of Starfleet and the Federation, the ships used in the early 22nd century, and the beginning of Starfleet Academy. The elements that do break with canon are the ages of three characters in particular; Kirk, Spock and Mitchell. Spock's was altered simply because it was the only way his career would fit in the time allotted – I needed a couple of extra years! The ages of Kirk and Mitchell have been altered simply because I wanted to put them in the book – and giving each an extra year made this possible (and made their backgrounds rather more credible, as well). The timing and nature of the Axanar War has also been altered slightly, but not conflicting with any series canon. I have used the sources available to me to try and keep things as close as possible, while still maintaining internal consistency. I have played around with a lot that is generally accepted as opposed to laid down, but only changed where I felt necessary. Major sources I used for the background of this piece are as follows:

The Star Trek Chronology, by Michael and Denise Okuda
The Star Trek Encyclopedia, by Michael and Denise Okuda, and Debbie Mirek
The Making of Star Trek, by Stephen E. Whitfield and Gene Roddenberry
The Star Fleet Technical Manual, by Franz Joseph
The Star Trek Spaceflight Chronology, by Stan and Fred Goldstein
'The Cage', 'Where No Man Has Gone Before', 'The Menagerie' from TOS
'The Counter-Clock Incident' and 'Slaver Weapon', as novelised by Alan Dean Foster
Vulcan's Glory, by D. C. Fontana
The Rift, by Peter David
The Final Reflection, by John M. Ford
Debt of Honour, by Chris Claremont, Adam Hughes and Karl Story
Best of Trek One, Two and Three, edited by Walter Irwin and G. B. Love

Of these, the only three I took as absolute canon were the first three, though I shamelessly lifted ideas from the others. There are numerous problems with the Technical Manual and the Spaceflight Chronology, but they do serve to fill in some tricky gaps. Vulcan's Glory and The Rift are written at least partially from the perspective of the Pike years, and The Final Reflection covers the early 23rd century. (Given that the book states that the account is fictional from the perspective of the universe, I have had no compunction about making alterations as I saw fit.) The Best of Treks have major canon problems, but served to fill in some gaps.

Why did I write this? Because I want to run in this time, before the famous crews of Starfleet and before the universe was so well-known. The Galaxy is a wilder place at this point, and the people more willing and able to take risks. And, it allows the exploration of characters previously undeveloped, such as Robert April, Captain Garrovick, Lieutenant Tyler, and Robert Wesley. The canon has probably be skewed a little, and probably will be in the campaigns run, but what matters first and foremost is a good story – and to hang with later continuity!

The statistics in this book are those of the ICON system, now out of print by Last Unicorn Games. This is because the work came about while I was preparing campaign notes for a campaign using that system, and I do not have the CODA work by Decipher to use for conversion. (Those looking at the NPCs and noticing problems should note that many of the characters had non-conventional entries into Starfleet. I was also forced for reasons of space to omit some of the advantages; Promotion, Famous Incident, Commendation and Department Head should be assumed from the background text.) If anyone would like to prepare them and send them to me, I'd be more than happy to bring out a Second Edition for that system. This book made not be used to make a profit, and Paramount would have forty fits if you did! Feel free to use this book as the background for anything Star Trek related, roleplaying, fanfic, anything. Please get in touch with me regarding any feedback, comments or anything at all, at Methuslah@tongue.fsnet.co.uk

Two further notes; this product makes use of the Kzin, as seen in the episode 'Slaver Weapon'. It would take considerable work to remove them from the setting, but there are notes available on the net to cover them. (Take a look at the LUGTrek Netbook.) This book is not compatible with Steve Long's Ship Recognition Manuals, for the simple reason that I didn't know about them until after I'd finished! Pictures in this book were gathered from around the internet over a long period, or are vidcaps from actual episodes. If anyone else recognizes anything, let me know and I'll be more than happy to provide a credit. (I fear I lost the notebook with the information on origins in.) This book began has a handout for a planned campaign; it has snowballed into something more. I hope you enjoy it. (And if you live in London, England and fancy a pre-TOS game, please get in touch!)



A Time Before Picard...

A Time Before Kirk...

Explore the Star Trek Universe from a never before seen viewpoint. Relive the glory days of the Federation, when every world was new, every alien encounter a First Contact. Meet legendary characters such as Captain Pike, Commodore April, and Garth of Izar. Fight the Klingons (without bumps) and the Kzinti in wars that will determine the fate of the future – with no Organians to bail you out!

Be the first captain of a new Constitution-Class Starship, flying across known space, or skipper an old scout ship on her last legs. Meet with Kirk, Spock and Scotty before they became famous. Try and maintain relations between the struggling members of the Federation, while defending its borders from the unknown terrors that lie ahead.

This supplement is set in 2252, during the second five-year mission of the Enterprise. It contains all the information you will need to run a complete campaign using the ICON system, or any other system come to that! Full details of NPCs such as Captain Pike, Lt. Spock, and the enigmatic Number One. (And learn her name for the first time!) Statistics for the Starfleet ships of the day, including the brand new Constitution-Class, and the aging Baton Rouge-Class Cruiser. Details of the enemies you might encounter, from the Klingons to the Orion Pirates. Information on the early Communicators, and the Hand Lasers. Write up on the structure of Starfleet, the origin of Starbases, and the Continuing Mission of Starfleet into the 2250s. A copy of the ICON rules will be required in order to properly use this supplement, though the majority of the information within is not system-specific.