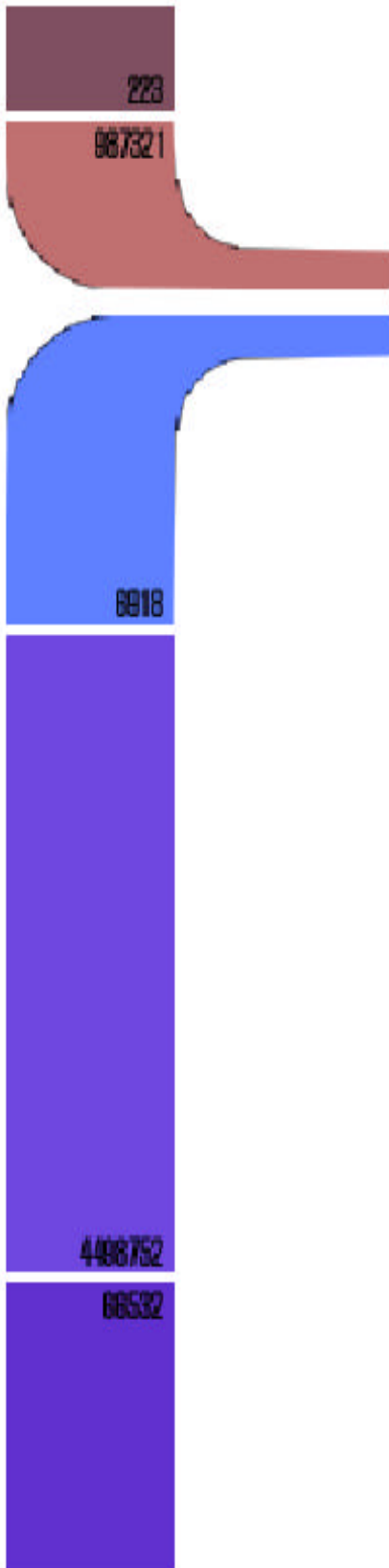


Star Trek - Voyager -



Roleplaying Game

Introduction



Lt. Alrin stood in front of the Main Screen and could not believe what the Conn-Console showed to him.

They had left the Alpha-Quadrant and had been thrown into the Delta-Quadrant through this immense Sub-Space Anomaly.

They had been on an Exploration Mission and now they were lost in the middle of nowhere.

„Report, Lieutenant!“ reminded him the Captain. Alrin stuttered. „Sir, we are...”

„Yes?“ asked the Commanding Officer of the Chisana. Alrin waited a second after he found his speech again and then turned towards the Captain.

„Sir, we were thrown into the Delta-Quadrant. Our exact location is still unknown, but we are approximately 60000 light years from Federation territory.

Only silence followed on the bridge, then the Captain gave orders. „Lieutenant, is there any sign of this anomaly?“

Alrin touched several of the keys on his console and sought for the requested data. But the Sensors did not show a sign of the anomaly, nothing.

„No, Sir, nothing!“ Alrin replied after some moments. „It vanished.“

„Senior Staff Meeting in ten minutes, I want to have some suggestions.“ The Captain ordered and rose from his seat.

„Commander, you have the bridge. I’m in my room.“ he said and left the bridge.

Hopefully there would be a solution he thought, when he sat down at his desk and began to study the situation.

An Undiscovered Country

Welcome to a grand adventure. In that Game you will play the crew of a starship lost in space.

Whether it is a Federation ship or any other is not important, what counts is that your ship is far away from home, a Voyager on its way back. The idea of the Game is based upon *Star Trek Voyager*, where a Federation Starship was dragged into the Delta-Quadrant by a being calling itself the Caretaker. Now you yourself can take the role of a Crew in an unknown region of space, battling the Borg, Hirogen or any other threat.

An entire Quadrant full of adventures awaits you. Boldly go, where no man has gone before!



The Rules

The Rules are in most parts the Icon System Rules owned by Last Unicorn Games. To fit to the situation of being lost in the Delta-Quadrant some slight modifications might occur, which will be stated in the text. As the rest of the rules remain the same, they will not be explained in this text, took them of one of the Core Games.

What you need to play

To play this Game you need only one of the Core Rulebooks of Last Unicorn Games, as mentioned above. You need some sheet of paper as well, for notes and character sheets, some dices and a lot of fantasy.

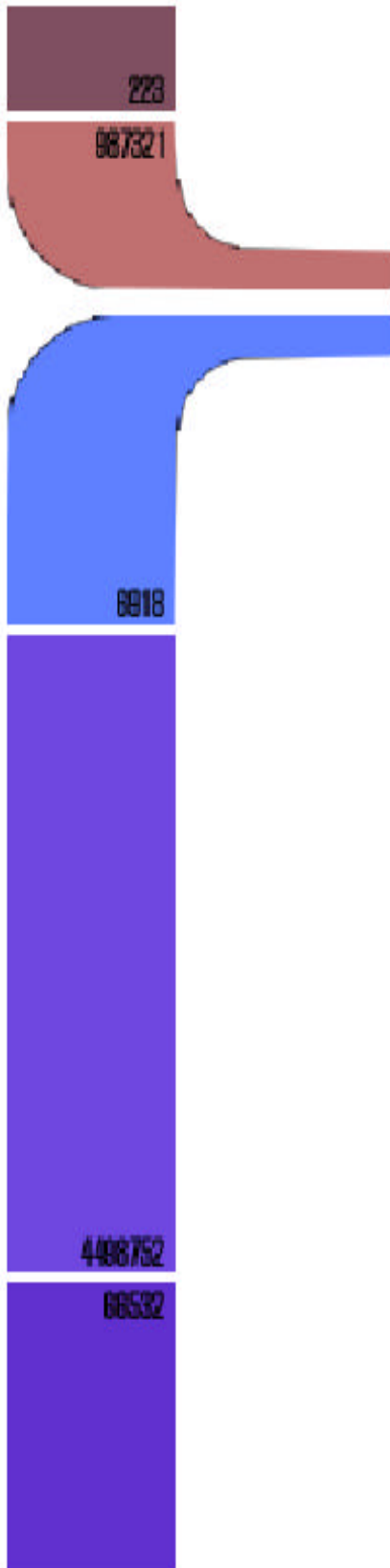
Changes

There are some changes to the standard rules to simulate the more isolated situation of the characters' ship. E.g. there are now a bit different Promotion Rules, as the standard rule would let the characters advance to fast according to the distance of Starfleet Command.

The Delta-Quadrant

You will find stats for the most important and common species in the Delta Quadrant, including the Hirogen and the Kazons. There are also the ships you know from *Star Trek Voyager*.

Chapter I: The Delta Quadrant



The Chisana had been in the Delta-Quadrant for months now. Although they still had a lot of light years to pass on their way home, they already had seen much of this quadrant. They had met a Race called Kazon and even some Borg.

They had passed by several star empires, some friendly, some aggressive and there was no end to it to be expected in the near future. This Quadrant was full of live.

Lt. Alrin plotted a course and engaged the warp drive of the shuttle. Soon he would meet the Chisana at the rendezvous coordinates. He had inspected a sub-space anomaly, while his ship had taken part in some negotiations.

This anomaly seemed to lead to a dimension where the whole space was somehow fluid. It would not bring them home, but it still was interesting.

This would not be the last interesting anomaly Alrin assumed when he closed his eyes to find some rest on the flight to the Chisana, certainly not.

Locations and Species

The Delta-Quadrant is at least as lively as the Alpha-Quadrant. It is full of Star Empires, Alliances and Species, which wish to explore or conquer the Galaxy.

It is full of interesting Regions, where people warn from, or where one can find strange phenomena - or both.

Kazon

The Kazon are an aggressive species in the center of the Delta Quadrant. Their territory is several light years wide and includes many systems. The Kazon are interested in new technology to support their invasions of minor races, although they attack themselves frequently.

This is the reason why one can hardly talk of the Kazon territory rather of several territories. Their society is subdivided into clans, which attack each other and battle for domination of their species.

The Kazon territory is around 70000 light years away from Federation Space.

Vidians

The Vidians are a not less aggressive species than the Kazon, although they are far more intelligent and lay traps for passing by ships. Their territory gets smaller and smaller as their species is dying of a disease,



which cannot be healed.

In former times the Vidians were a friendly species of scientist who explored the galaxy. But when they were infected by the „Phage“ they turned to be a vicious people, which rob body parts of travelers to use them for their own purpose. As a consequence they improved their medical skills even beyond Federation standard.

The Vidian territory is next to the Kazons but they have only rare contact.

The Kazon fear the Vidians for their raids for organs and the Vidians fear the Kazon's aggression. Both territories have more or less the same size.



Haakonians

Only few is known about the Haakonians. They are a more or less very advanced species specialized on High Tech warfare and so extend their territory. They fought a war with the Talaxians.

Talaxians

The Talaxians are a friendly species owning several star systems near the Kazon territory. Although they are first of all traders they are quite powerful and managed to hold back the Kazons. Their technology is a bit less advanced than Federation Standard.

Borg

The Borg territory spreads over a large area throughout the Delta-Quadrant. The nearby species fear them and leave their planets to prevent further assimilation. The Borg Territory has one passage, which seems to be left empty by them, something like a „North-West-Passage“ on Earth. Rumors say that

there a species is placed which the Borg call Species 8472.

Nekrit Expanse

The Nekrit Expanse is an area without any interesting locations or places of note. It is located some 50000 light years from earth.

Malon

The Malons are species with technology slightly less modern than Starfleet standard. They spread over a large area around 40000 light years from Earth. Their ships spread even more, as they have to carry their waste out of Melon space into distant regions.

They are moderately aggressive and have access to excellent weapons systems.

Ocampa

The Ocampa are a humanoid species that have spread sparsely in the delta-Quadrant. They only reach an age of nine years in average, although some specimens are known to be around 20 years of age. The Ocampa are telepaths and have a great potential for other psionic abilities.

The Void

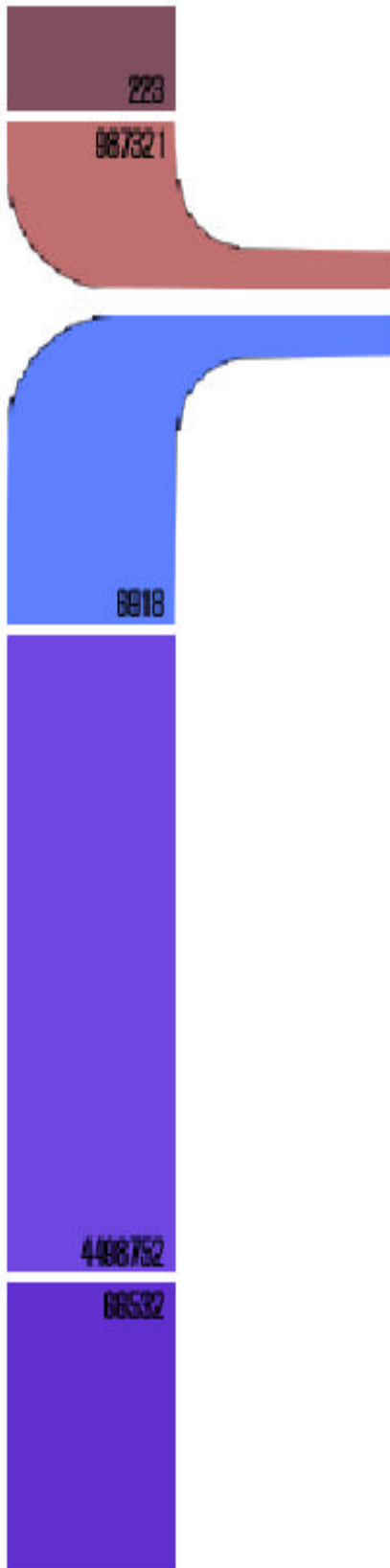
The Void has an expansion of 2500 light years and is an area where no solar systems are located. Due to the Malon waste a high amount of theta radiation occurs here. Rumors say an invisible species inhabits this area.

There are much more other species that originate in the Delta-Quadrant, but are not well known through the whole Quadrant, so that they do not appear here.

Location

The Delta-Quadrant lies directly above the Beta-Quadrant and its center lies around 50,000 light years from earth, making it far to distant from Federation territory for exploration. Only basic research was possible with the help of long-range sensors arrays and so some nebulas and other major stellar phenomena were already discovered.

Chapter II: Character Creation



Lt. Alrin watched the person, which stood in front of him. Only some minutes ago he had transported on their ship now curiously investigating all instruments and computers in the small room.

The being was quite humanoid and had a green skin. No nose could be seen, only some kind of skin bag where he intensely breathed through, making a hissing sound.

„Interesting“ he said, „interesting.“ Then he hectically rushed around the Transporter console and looked at the instruments.

„What did you say, to whom do you belong?“ he asked, but still not looking at the young officer.

„The United Federation of Planets, Sir.“ Alrin said. „It’s located in a distant area of this galaxy.“ he added.

Now the being raised his head, slowly nodding.

„I know - I think.“ Alrin looked skeptically at the alien.

„Do you know a ship called, erm... Woojager?“ it asked. „Never heard of it, why?“ Alrin answered honestly.

„It belonged to the Federation, as you do.“

„Bridge to Lt. Alrin. Lt. what about our guest?“ the Captain asked via the communicator. Alrin did not answer. He was stunned. Another Federation ship out here?

A second call of his name made him answer. „Sir, we are on our way and I think I have interesting news about this area of space, or at least the ships here.“

He showed the stranger to follow him and hurried to the next Turbolift. That would become interesting, another Starfleet vessel out here!

The First Idea

First of all you need an idea, a concept for your character. You have to decide if you want to play a Starfleet Officer or a member of any other military. If not you have to create a civilian, from Alpha, Beta or Delta Quadrant. You can play a merchant, a diplomat, a scientist or a criminal. The only thing you need is to have an idea how you and the Narrator can get the character on the ship you will use.

Actually the setting of the lost ship is a great opportunity to bring together completely different groups of characters. In *Star Trek Voyager* you have the Maquis and Starfleet working together to get home, but it is as easy to combine Starfleet and Romulans or a Ferengi Merchant Vessel with Klingon Soldiers. These differences hold great capabilities



for adventures and role-playing sessions. After you decided what type of character you want to play, you have to pick certain overlays and packages to reach you aim and after that bring your character to life with a description and with good role-playing.

The creation process is the same like in any other Game of Star Trek using the Icon system, so you can do this with the help of the Core-Rulebooks. But there are some new Overlays and Species Templates, which you will find here in this chapter.

Just pick one of these Templates and Overlays or one of the others in the Core-Rulebooks or Supplements.

The rest of the character creation process remains the same as in the Core-Rulebooks.

Talaxian Template



Attributes

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

Skills

Space Science (choose Specialisation) 2 (3)
Culture (Talaxian) 2 (3)
History (Talaxian) 1 (2)
Language Talaxian 2
World Knowledge (Talax) 1 (2)
Fast Talk 2

Typical Advantages/ Disadvantages

Curious +1
Intolerant -1: Haakonians

The Talaxians are a humanoid species, which originate from the planet Talax. They built up a small community including several planetary systems and a potential military. They have a well-trained fleet with small but quick ships and are proud of their capabilities. Leaving the military without permission is punished with death penalty.

The Talaxians are also good traders and especially good spacers.

The Haakonians are the archenemies of the Talaxians. They were in war for several years and heavy casualties on both sides are the result of this. The most disastrous event of the war was the bombardment of Talax' moon, Rinax. A bio-weapon killed three thousand people and left many more wounded and crippled.

Ocampa Template

Attributes

Fitness 1 [4]
Coordination 2 [5]
Intellect 3 [5]
Presence 2 [5]
Empathy +1
Psi 2 [6]

Skills

Planetary Science (choose Specialisation) 2 (3)
Culture (Ocampa) 2 (3)
History (Ocampa) 1 (2)
Language Ocampa 2
World Knowledge (Ocampa) 1 (2)
Projective Telepathy 1



Receptive Telepathy 1

Typical Advantages/ Disadvantages

Species Enemy -3: Kazons

The Ocampa are a strongly psionic species who live on a remote planet. They are slim humanoids that only live nine years, although there seem to be techniques, which make a longer live span possible. Most of the time the Ocampa live under the surface of their homeworld, which was destroyed by a being called Caretaker. It then provided them with energy and anything else then needed, which made the Kazons jealous at them. As a consequence they kill the Ocampa and hate them as they live a far more comfortable live. But there are also independent settlements in space where Ocampa live, which left the planet in their youth.

Hologram Template



Attributes

Fitness 2 [5]
Coordination 3 [5]
Intellect 3 [5]
Presence 2 [5]
Empathy -2
Psi 0 [0]

Skills

Culture (Creator's) 2 (3)
History (Creator's) 1 (2)
Language (Creator's) 2
World Knowledge (Creator's) 1 (2)
Computer (Research) 2 (3)
Knowledge: Field of Work 2

Typical Advantages/ Disadvantages

Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Telepathic Resistance +4: Computer Brain (cannot be read by psi)
Compulsion -2: Follow Programming
Restricted -4: Restricted to Holographic Emitters
Diminished Social Status -1: Computer Program

Holograms are computer programs, which gain personality and existence due to holographic technologies. They are created to fulfil certain tasks (should be represented by the Overlay) and follow their programming fanatically. As a consequence of their holographic nature they have certain disadvantages and restrictions as well as certain merits. First of all they have no physical restrictions caused by their anatomy, they think faster and have access to a large amount of data, most often the ship's computer (or on whatever facility they are on). But a large disadvantage is that they are restricted to holographic system, i.e. they cannot exist in an environment where no holographic system is available. Additionally they have to follow a certain programming, e.g. heal patients, which may restrict the player in his decisions. Last but not least holograms are most often not treated like equal beings but simply working tools, which can be dealt without respect.

Holograms may fill out any posts, which is desired. On the *Voyager* the Doctor is the Emergency Medical Hologram, a substitute for the Chief Medical Officer. There may be Emergency Engineering Holograms on other ships, or Tactical Programs and perhaps even Emergency Command Holograms (although this is highly unlikely, because to command a ship more is needed than a computer). There may be ships, which are manned only with holograms as some kind of unmanned probe or other species, which use computers only in form of holograms.

Damage on Holograms

As Holograms are no normal beings, damage is treated in a slightly other way. Although they are only Computer Programs, they can be harmed by e.g. phaser beams, cause the energy of the weapon can cause malfunctions or alterations in the programming, which have to be at least repaired, or may even result in the destruction of the hologram's matrix. However Holograms are more resistant to damage of any form and so gain an additional *Stunned* and *Wounded* Health Level. But as they are only computer programs there are also other methods of killing or destroying a hologram.

E.g. destroying the holographic system hinders the hologram to appear and may even result in its destruction if it is no longer stored in the facilities databank. Additionally one can hack into the computer databank to alter or even delete the program. The difficulty for that varies, as it is obviously easier to hack into the *Trade Administration Auxiliary Hologram* of a mere merchant vessel than to alter the *EMH* of a Starfleet Vessel. As the program is real large, the Narrator may set a certain amount of damage for each round of manipulation, as if a weapon would hit the character. This damage has to be repaired. Or the Narrator may decrease certain attributes or skills to reflect permanent damage.

Healing of Damage

Of course Holograms cannot be treated with normal hyposprays or other medical tools. However there are technical methods to repair a hologram. That normally makes an engineer the hologram's doctor. To repair a hologram just use the ordinary healing table from the Core-Rulebooks and use the skill Computer (Programming).

For Natural Healing use the Holograms Intellect Attribute to reflect the Holograms Self-Diagnosis Programs.

New Disadvantage: Restricted -4

This new Disadvantage is basically the complete opposite of the Disadvantage *Exile -4*. *Restricted* means that a character is forced to stay in a certain area or place and cannot move outside it by threat of death. This cannot only count for Holograms, but e.g. also for prisoners or characters who are forced to live in certain environments by their species' traits or by a sickness.

Character Advancement

Although Holograms are only computers they still can develop their skills and abilities. They can learn from their mistakes and get experience and so can spend experience points like any other character. Engineers, who could increase their intellect or their piloting abilities for example, can also modify them. However this still costs Experience Points, because you cannot increase a skill on which the computer has no data and for example the program has to get familiar with an increased strength. But it is difficult for them to learn skills, which are not related to their overlay or template. As a consequence it costs 1 Experience Point more than listed if an engineer does not program it.

Others cost one Experience Point less if it is programmed by an Engineer, which takes as much hours as the score of the skill or attribute. The programmer has to have access to the according information to program it.

Scout Overlay

The Scout is a spacer who flies through space and explores star systems and planets. He is a trained pilot and can survive on planets on his own. Some of them work for certain governments or militaries others work independently. But normally all of them tend to work alone and so prefer to be their own leaders.

Administration (Logistics) 1 (2)

Diplomacy (First Contact) 1 (2)

Computer (Research) 2 (3)

Energy Weapon (choose Specialisation) 1 (2)

Engineering, Material (Personal Equipment) 1 (2)

Engineering, Systems (choose Specialisation) 1 (2)

Engineering, Propulsion (choose Specialisation) 1 (2)
First Aid (choose Specialisation) 1 (2)
Personal Equipment (choose Specialisation) 2 (3)
Planetside Survival (choose Specialisation) 2 (3)
Shipboard Systems (choose Specialisation) 2 (3)
Space Science (choose Specialisation) 1 (2)
Planetary Science (choose Specialisation) 1 (2)
Dodge 1

Trader Overlay

The Trader is an expert in trading goods and some kind of diplomat. He knows star systems and flies starships to sell and buy goods. He knows the tricks of the trade and has contacts to sell his goods and perhaps even a ship. He has to know other people to gain most possible success in selling goods.

Administration (Logistics) 2 (3)
Diplomacy (Commercial Treaties) 1 (2)
Persuasion (Debate) 1 (2)
Computer (Research) 1 (2)
Shipboard Systems (choose Specialisation) 2 (3)
Social Science (choose Specialisation) 1 (2)
Charm (Influence) 2 (3)
Craft (choose Specialisation) 1 (2)
Culture (One Trading Partner) 1 (2)
Fast Talk 2
Knowledge: Choose Type of Cargo 1
Language: One Trading Partner's Language 1
Merchant (choose Specialisation) 2 (3)

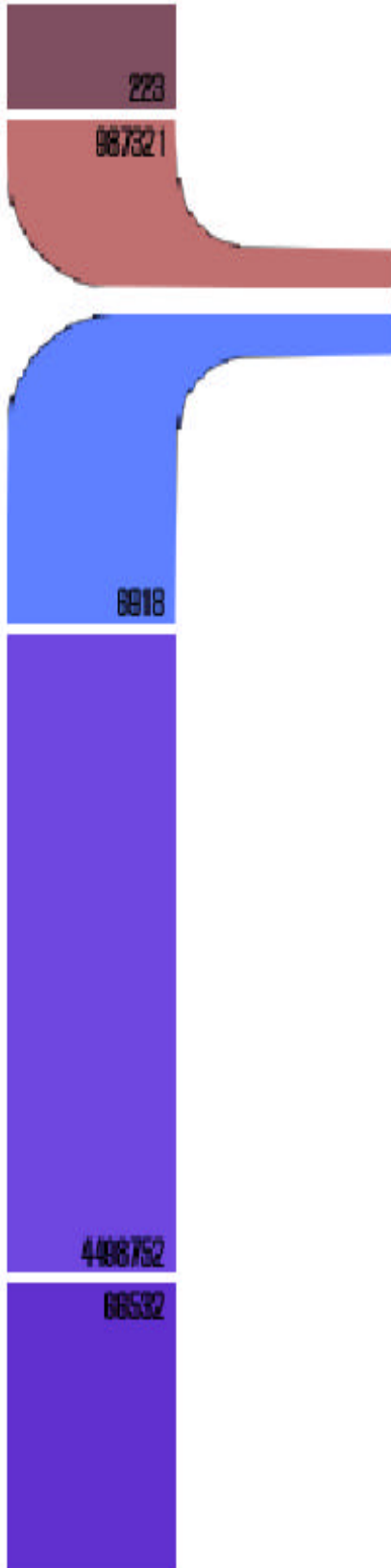
Strategist Overlay

The Strategist is normally only found on starbases, where he coordinates ship movements and is the liaison with the head of the fleet, or even leads off-base missions on a ship. But one can also find them as contact partners of new alien races, with the task to evaluate the new species. With the same duty one can find them on remote exploration ships where they have to evaluate possible threats for their community or state. In Starfleet such an Officer belongs to the Command Branch or perhaps even Starfleet Intelligence, which is similar in other militaries.

Administration (Logistics) 1 (2)
Athletics (choose Specialisation) 1 (2)
Command (choose Specialisation) 1 (2)
Dodge 1
Energy Weapons (Phaser) 1 (2)
History (Federation) 1 (2)
Language Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialisation) 1 (2)
Starship Tactics (choose two Specialisations) 2 (3) and (3)
Shipboard Systems (Tactical) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Planetside Survival (choose Specialisation) 1 (2)
Strategic Operations (choose two Specialisations) 2 (3) and (3)
Espionage (Traffic Analysis) 1 (2)
Promotion +1

Chapter III: A Voyage Home

- The Delta Quadrant Campaign -



Captain Foster sat on his chair in the Briefing Room of his ship, for weeks now they had collected information about the Federation ship they had learned of, the Voyager. Surprisingly they got information about another ship, the Equinox. But both of them had passed this region years ago, so there was hardly a possibility to contact them. He looked around to his senior staff.

"Any suggestions what to do and how to contact this ships?" His Chief of Engineer looked up. "I have an idea, Sir." said the Bolian. "We could use this communications network we discovered to send a message through it. It is constructed throughout the whole of the quadrant."

"Very well, Lieutenant. That sounds good. How much time will it take to prepare it?" Captain Foster asked curiously. "That depends. But its certain that I could use some help of Lt. Commander Caris." He looked to the Science Officer of the ship. Captain Foster nodded. "Make it so." All Officers left the room, except of Foster. He turned around and watched the stars passing by like bright lines. Somewhere out there were two different ships, which had one in common with the Chisana. They were Starfleet Ships.

Playing in the Delta-Quadrant

There are different reasons why to play in the Delta-Quadrant. First of all it's a challenge for any crew to be that far from home. There is no support of a navy, everything is unknown and reinforcements are not available in case of emergency. But beside these disadvantages there are also some merits.

The players and the crew will be pioneers and they will face challenges no one has faced before. There are new scientific explorations, new phenomena and new races to meet.

Last but not least it offers the Narrator far more freedom in designing episodes and new species. You are not bound to the political situation of the other games and can create a region of space completely as you like it. With new conflicts, wars, alliances and anything you want to.

Type of Crew

When designing a series comparable to *Star Trek Voyager* you have to think about what crew you want to have. In *Star Trek Voyager* you have a Starfleet crew with Maquis members. Although a Starfleet crew is probably the easiest option its not the only one. You can also have a Romulan crew or a group of independent



traders. The choice of crew naturally influences your campaign essentially. While a Starfleet crew will explore and help people in need a Romulan crew will force its way through the quadrant not accepting any opponent as equal. A Klingon Crew will certainly not leave any battle behind.

As seen in *Star Trek Voyager* you can also mix a crew which certainly makes it far more interesting to roleplay and to create personal conflicts. You could combine a Starfleet crew with a Romulan crew and the like.



However there might arise severe problems. E.g. a Romulan Captain would need a good reason not to kill or at least arrest a member of Starfleet. You have to find a balance and a setting, which provides interesting conflicts as well as plausibility.

Alternately you could also a crew of Delta-Quadrant species that are stranded in the Alpha- or Beta-Quadrant. Last but not least you could decide to make the characters Junior Officers of *Voyager* itself or replace other crewmembers in an alternate timeline.

Type of Ship

Of course there are different types of ships you can provide for your crew and the characters.

Small Ships: Small ships normally have limited resources and combat abilities. They are perhaps slower than larger vessels but are stealthier. When your characters are on a small ship the NPCs get more important because their number is reduced. You can make them familiar with most of the crew, which can lead to more dramatic situations and a better motivation to rescue individual crewmembers instead of just killing the 'Ensign of the Week'. The *Equinox* would be such a ship.

Large Ships: Large ships are intended to work independently for a long period

anyway and so the above mentioned challenged is less prominent than on smaller vessels. But such a vessel would provide a better combat profile and the crew would be larger, given the characters more resources. But additionally the whole is more anonymous and the characters will not care for dying crewmembers and perhaps soon will overestimate themselves because of their ship's capabilities. To counterbalance that you will have to create threats that will be extremely dangerous and have advanced technology so that it really threatens the characters' ship. That will become boring soon if you just develop the 'Overwhelming Species of the Week' each episode. That will not occur on smaller ships, because even weak threats may endanger the characters' ship if they are weak themselves. The *Prometheus* would be such a ship.

Medium Ships: Medium ships are a mixture between small and large ships. The crew amount is limited as well as the resources but still the characters have not to fear any alien they meet. The *Voyager* would be such a vessel.

Actually you may decide not to use only one ship. Perhaps a whole Task Force is thrown into the Delta-Quadrant. This would give the characters a large amount of resources but still there can be familiarity if they themselves are on a smaller vessel. Additionally that could create conflicts among the Commanding Officers of the different ships on what to do, or who should lead the group of ships.

The Story

When you start to think about a *Star Trek Voyager* Campaign you have to consider different points of the story and plot of the whole series.

How to get into Delta-Quadrant ?

First of all you have to create a reason why your crew gets into the Delta-Quadrant. It could be a sub-space anomaly, a new malfunctioning engine-prototype, or like in *Voyager* a being



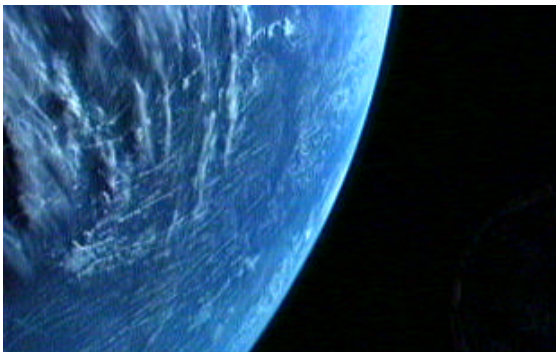
with superpowers. Most important is that it's only a one-way ticket. If the characters manage to use it again your whole series will be ruined so you have to find a reason why it only works once. As it normally is an accident this should not be too difficult, because accidents are difficult to repeat.

Motivation

After your characters reached the Delta-Quadrant you have to find a motivation. In *Voyager* this is easy because Captain Janeway orders the ship to fly home and on its way conduct scientific exploration. But if you use for example a trader ship, why should they want to take decades of travel to return home, if they can make profit in the Delta-Quadrant as well? Another motivation might be fleeing an enemy and hoping to reach home territory to prevent the destruction of the ship. Or your ship might try to find a wormhole or something that can lead it home.

Character Development

The desperate situation of being lost in unknown territory is a possibility to grow together and become close friends. The emergency forces one to accept partners and friends that you normally would not do. This is an excellent potential for role-playing as the Narrator can confront the characters and players with conflicts without the possibility to escape it. Additionally you can bring up the question what prize the characters are willing to pay to return home. Do they want to spend their whole life on the ship just to see the Alpha-Quadrant



again? Are they able to ignore and leave behind their principles like the crew of

the *U.S.S. Equinox*? These developments can lead to great role-play either and will fill the characters with live.

The End

When designing your series you also have to consider what ending you want. When will your ship return home? Will it take the full time or will the characters

be able to find a shortcut? Are they not reaching home at all, being destroyed or giving up before?

If the characters find a shorter way home, the whole thing might not be much more than a long tour of duty. So the characters will still have a career or other future plans. You have to decide if you want your characters participate in another series back in Alpha-Quadrant or not.

Another option would be to have them pass the full period, which will change the end drastically. Probably the characters will not live much longer and at last reaching home might be their last wish. But what if they recognize that the past decades have changed home in a way that makes themselves strangers?

The third method would be that the characters never reach home. They could find a new home, which would be a happy end. Or they could be forced to settle a planet if their ship is destroyed. Or they can be killed in a dramatic show-down, which would end the series but could make the characters heroes.

Rewards

The problem in the Delta-Quadrant is that you cannot reward characters in the same ways like in another *Star Trek* series. Of course you can grant the Experience Points like in the other Games, but e.g. you cannot transfer them to a better ship, as the characters will obviously lack one, unless you send





more than one ship into the Delta-Quadrant. Additionally you cannot



promote them as fast as in other series, cause of the lack of transfer. If you would do so, you would soon have a ship full of

Commanders. Normally Starfleet Command has to approve the promotion. But as in the Delta-Quadrant contact with Starfleet Command is more than seldom, the Captain of a ship has to promote the crew on his own behalf and so more reluctantly. As a consequence you will find here a changed promotion rule, based upon the rules in the *Star Trek: The Next Generation RPG Player's Guide*, i.e. the costs for the appropriate ranks are the same like in this book. But the Requirements are increased:

Lieutenant (j.g.): 2 Skill Renown; 2 (4) in primary department skill

Lieutenant: 5 Skill Renown; 3 Skill levels in primary departmental skill, 2 skill levels in another

Lt. Commander: Renown, 20 of it in Starfleet Aspects; 3 (4) in the primary department skill, 2 Skill levels in two other, 1 Skill level in the primary departmental skill of another department

Commander: 60 Renown, 45 of it in Starfleet Aspects; 4 Skill levels in primary departmental skill, 3 Skill levels in another, 2 Skill levels in 2 other, 1 Skill level in the primary departmental skills of two other departments

Captain: 80 Renown, 65 of it in Starfleet Aspects; like Corebook, 3 Skill levels in primary departmental Skill of another department, 2 Skill levels in another one

Rear Admiral (l.h.): 100 Renown, 80 of it in Starfleet Aspects; like Corebook, 3 Skill levels in departmental Skills of two other departments

Rear Admiral (u.h.): 120 Renown, 95 of it in Starfleet Aspects

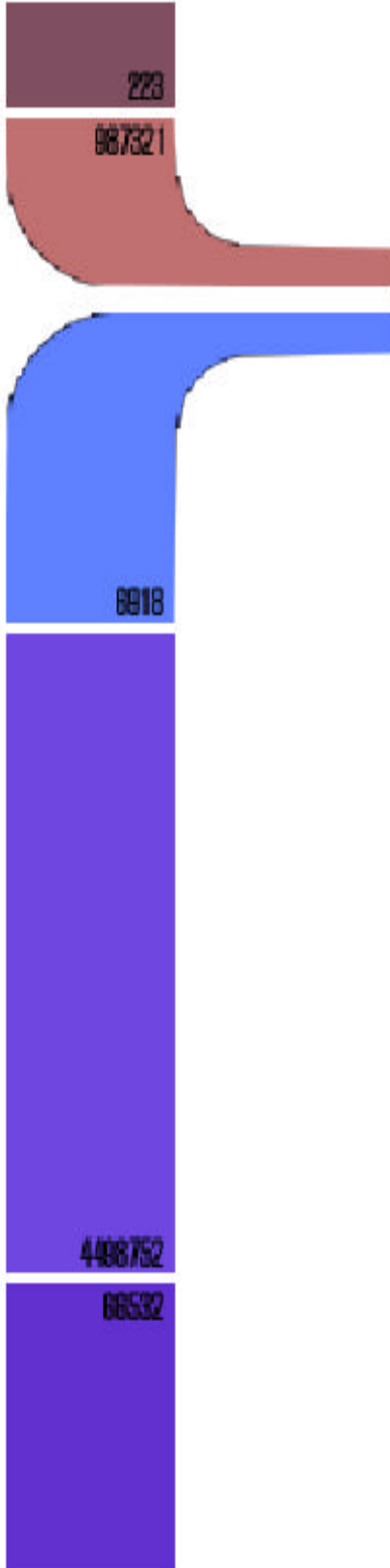
Vice Admiral: 135 Renown, 115 of it in Starfleet Aspects

Admiral: 150 Renown, 125 of it in Starfleet Aspects

Fleet Admiral: 180 Renown, 160 of it in Starfleet Aspects *

* normally no one can be promoted to this rank, as this is the highest one and there would be nobody to promote somebody to this rank, except the Federation President

Chapter IV: The U.S.S. Voyager



Captain Foster was in his Ready Room reviewing the data he and his crew had gathered about the two Federation ships they learned of.

A large amount of the data originated of their own database and stated both ships as vanished in 2371. The Equinox was a Nova-Class vessel. The Voyager was the second ship of the Intrepid-Class. Her first mission had been to track down a missing Maquis ship – she never returned from this mission. Now they learned from different persons that these Maquiscrew became members of Voyager's crew and that they now tried to get home together. Hopefully they would be able to locate and contact them, Foster thought while further reviewing the data.

The Ship

The *U.S.S. Voyager* is an *Intrepid*-Class vessel, an Exploratory Cruiser, with a length of 345 meters and a crew of around 150 persons. It's commanded by Captain Kathryn Janeway and is one of the most modern ships in the fleet.

Ship's History

The *U.S.S. Voyager* was launched in 2371 under the Command of Captain Kathryn Janeway. Shortly after she reached DS9 and took last preparations for its first mission: Tracking down a missing Maquis vessel with *Voyager's* Tactical Officer onboard. At Stardate 48315.6 the encounter with a space anomaly within the Badlands threw *Voyager* into the Delta-Quadrant. Confronted with a being calling itself the Caretaker, *Voyager* had to work together with the Maquis crew met at the Caretaker's station and was forced to destroy the station to prevent the misuse of the station by the Kazons, which planned to use it against the Ocampa. As several crewmembers had been killed when the ship had entered the Delta-Quadrant, they had to be replaced by the also stranded Maquis members. Additionally Captain Janeway welcomed two new guests onboard, the Ocampa, Kes, and the Talaxian, Neelix. During the following months different enemies, e.g. the Kazons and the Vidians, a species that tried to rob the crew's organs to replace its own, chased *Voyager*.

As if this would not have been enough *Voyager* also had to cope with two traitors, a disguised Cardassian



Agent, Seska, and another of *Voyager's* Engineers. This eventually led to the capture of the Starfleet vessel by Kazon troops, leaving only one Maquis member and the holographic doctor onboard.

On Stardate 50984.3, i.e. the year 2374 the *Voyager* discovered a species simply defined as 8472. It was far superior even to the Borg. As a consequence Captain Janeway built an Alliance with the Borg collective, which meant help to defeat Species 8472 for a secure passage through Borg territory. When the Borg collective betrayed *Voyager* she was forced to keep the Borg liaison, Seven of Nine, onboard.

At Stardate 51008 the Ocampa, Kes, made through a transformation due to her psionic skills and throw *Voyager* 9500 lightyears nearer to Federation territory.

Some weeks later, at Stardate 51501.4, *Voyager* made first contact with the Hirogen, a hunter species, which nearly led to the destruction of the ship.

In 2375 *Voyager* encountered a wormhole that made it possible to travel through an area of space, which prevented sensor readings of any kind. They encountered a species called the Malons that threat the inhabitants of the region with death by filling the area with radiation waste. *Voyager* saved the species by destroying the wormhole after using it to leave the area.

In late 2376 *Voyager* made contact with the U.S.S. *Equinox*, under the Command of Captain Rudolph Ransom. They discovered that they performed mass murder of a species, native to another dimension, to improve their Warp Drive. *Voyager* was able to track down the *Equinox* and to appease the species after Ransom stole the ship's Field Generator.

At Stardate 54014.4 *Voyager* received a distress call of a group of Borg. They had created a dreamland where they were able to live as individuals during their regeneration phase. Janeway was able to prevent the destruction of these Borg inhabiting Unimatrix Zero, after being assimilated by the Borg.

A year later, in 2378 a shuttle, piloted by Admiral Janeway, obviously coming from the future, contacted *Voyager*. She

instructed her younger self to return to a mass of wormholes that was encountered earlier by *Voyager* but protected by Borg. She provided the ship with armor and weaponry from the future that made it possible to pass the Borg unharmed. However younger Janeway convinced the Admiral to destroy the construction of the Borg, installed to the wormholes and so Admiral Janeway was assimilated together with a virus that led to the destruction of the Borg facility.

But *Voyager* made it safely through the hub and after a seven years journey reached Earth, welcomed by a fleet of Starfleet vessels commanded by Admiral Paris. It arrived home at Stardate 54973.4, finally.

Locations

Voyager holds several locations, which are necessary to keep the ship functioning and to provide the crew with the needed room and space for recreation.

Bridge

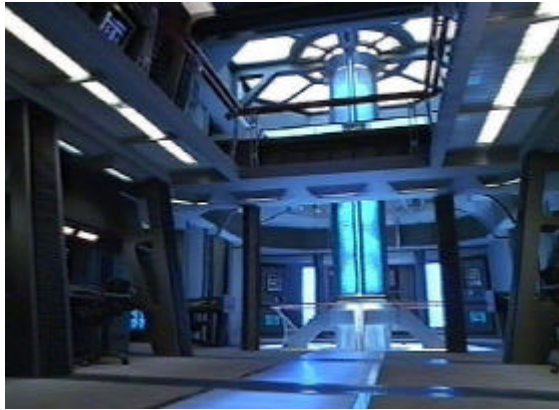


The Bridge is the main operations center of the ship. The Command section, holding two seats for the Captain and XO, is located in the middle of the Bridge. In front of it you find the Conn-Console, which is the helm of the ship. In the background there are several auxiliary station that are used to survey *Voyager's* operations and status.



On the left background one finds the Tactical Station, on the right is the Operations Console. Next to the door to Captain Janeway's Ready Room is the Engineering Station on the left side. On the right side one can find the door to the Briefing Room and the Science Station.

Main Engineering



Main Engineering is the technical heart of the ship. It holds the Warp Core and all equipment to maintain it.

It has two decks, which can be accessed via a lift or a ladder, both at the end of the room. The lift is on the right side, the ladder on the left.

There are several working stations that are used to control all ship's functions and can be modified to access all ship's functions so that Main Engineering serves as Emergency Bridge.

Mess Hall



The Mess Hall is the Crew's meeting Room, used to eat and to assemble the crew. It is also equipped with a galley so

that the crew is not limited to the Food Replicators on both ends of the room. On the right side there is a large viewport directed to the ship's front, on the left is the galley.

Sickbay



Sickbay is the medical center of the ship. It consists of three rooms. The main room is equipped with three biobeds and one operation bed. The second room is the Chief Medical Officer's Office, an oval room with doors to both other rooms. The third room is a small lab and a maintenance area for the EMH. The whole of Sickbay is equipped with holographic emitters that are needed to create the *Emergency Medical Hologram* a computer program used in case the Chief Medical Officer is unavailable.

There are several other locations, e.g. the Holodecks used for the crew's recreation. There are different labs and of course crew quarters, but the most important are described above.

The Crew

The crew of the *Voyager* consists of around 150 persons; most of them are enlisted personnel. The ship is commanded by Captain Kathryn Janeway and second in command is Lt. Commander Chakotay. Around one quarter of the crew are former Maquis members, like Chakotay himself.



Captain Kathryn Janeway

Kathryn Janeway is the daughter of two scientists. Her father, Admiral Edward Janeway was a member of Starfleet and

an Astro-physical. Her mother, Gretchen Janeway, was a Mathematical.

She joined Starfleet and was promoted quickly.

Most important was her mission as Science Officer onboard the



U.S.S. Al-Batani under the command of Admiral Paris. In 2371 she gained command of the *U.S.S. Voyager* and stranded in the Delta-Quadrant during her first mission.

Janeway is a curious and peaceful explorer, which does not mean that she is not ready to use force in case of emergency. She strictly sticks to Starfleet's rules. She is intelligent and friendly. Her closest friend is Lt. Commander Tuvok, who often gives her advice and listens if she needs somebody to talk to.

Attributes

Fitness 2
Coordination 3
Intellect 4
Presence 5

Empathy +1
Willpower +1

Psi 0

Skills

Administration (Starship) 3 (5)
(Logistics) (4)
Athletics (Jumping) 2 (3)
Charm (Influence) 1 (3)
Command (Starship) 4 (5)

Computer (Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Negotiation) 2 (4)
Dodge 1
Energy Weapons (Phaser) 1 (3)
(Phaser Rifle) (3)
History (Federation) 1 (2)
(Human) (2)
Intimidation (Bluster) 1 (4)
Language Federation Standard 3
Law (Starfleet Regulations) 4 (5)
(Federation Law) (5)
Personal Equipment (Tricorder) 2 (3)
Persuasion (Debate) 2 (3)
Planetary Science (Geology) 1 (2)
Physical Science (Mathematics) 1 (3)
Shipboard Systems (Sensors) 2 (3)
(Command) (3)
Starship Tactics (Federation) 3 (5)
(Borg) (5)
Space Science (Astrophysics) 2 (3)
(Astronomy) (3)
Systems Engineering (Computer) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 1 (2)

Advantages/ Disadvantages

Ally (Tuvok) +1
Contact (Admiral Paris) +3
Curious +1
Department Head (CO) +2
Promotion (Captain) +10
Shrewd +1
Code of Honor (Starfleet) -4
Pacifism (Self-Defense) -3

Courage: 6

Renown: 65

Aggression 2, Discipline 14, Initiative 10,
Openness 20, Skill 18

Wound Levels: 2/2/2/2/2/2/0

Lt. Commander Chakotay

Chakotay is an Indian Human, born on Earth but grown up on Dorvan V. At the beginning of his life he was not interested in the Indian way his father wanted to teach him so he joined Starfleet at age of 15 in 2350. But when Dorvan V became part of Cardassian



territory he changed his mind and even became member of the Maquis.



and regained his old Starfleet rank of Lt. Commander.

Chakotay is a friendly and bold man who longs for justice. He is absolutely loyal to Janeway and even supports her if he is not of her opinion. He was made XO of *Voyager* in 2371

Attributes

Fitness 3
Vitality +1
Coordination 4
Intellect 3
Perception +1
Presence 3
Willpower +1
Psi 0

Skills

Administration (Starship) 3 (4)
Athletics (Running) 3 (4)
Charm (Influence) 2 (3)
Command (Starship) 3 (5)
(Combat Leadership) (5)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
(Indian) (3)
Diplomacy (Negotiation) 1 (2)
Dodge 2
Energy Weapons (Phaser) 2 (4)
(Phaser Rifle) (3)
History (Human) 1 (2)
(Federation) (2)
(Indian) (3)
Knowledge: Indian Traditions 3
Language Federation Standard 3
Cardassian 1
Indian 2
Law (Starfleet Regulations) 3 (4)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Mathematics) 1 (2)

Planetary Tactics (Guerilla Warfare) 1 (3)
Planetside Survival (Forest) 1 (2)
Shipboard Systems (Conn) 2 (4)
(Command) (4)
Space Science (Astrophysics) 1 (2)
Starship Tactics (Federation) 2 (4)
(Cardassian) (4)
Stealth (Stealthy Movements) 1 (2)
Streetwise (Maquis) 2 (3)
Systems Engineering (Computer) 1 (3)
Unarmed Combat (Boxing) 1 (4)
(Starfleet M.A.) (2)
Vehicle Operations (Shuttle) 1 (3)
World Knowledge (Dorvan V) 1 (2)

Advantages/ Disadvantages

Bold +1
Department Head (XO) +2
Promotion (Lt. Commander) +6
Code of Honor (Defender) -3
Obligation (Maquis) -3
Shady Background (Maquis Member) -3

Courage: 6

Renown: 44

Aggression 6, Discipline 8, Initiative 12, Openness 8, Skill 10

Wound Levels: 4/4/4/4/4/4/0

Lt. Commander Tuvok

Tuvok is the ships Second Officer, Chief of Security and Tactical Officer. He was born in 2264 on Vulcan and is married to T'Pol since 2304. He attended Starfleet Academy from 2389 to 2393 and performed his first mission onboard the *U.S.S. Excelsior* during the Destruction of Qo'noS' moon. But soon after he left Starfleet because he felt uncomfortable with Humans. Later he recognized his mistake and rejoined the organization where he met Cpt. Janeway of whom he became a close friend, after





he served at Starfleet Academy as instructor.

He had the mission to infiltrate the Maquis when the ship of Chakotay was lost in the Delta-Quadrant. When *Voyager* followed them he retook his post on *Voyager*.

Although Tuvok is the ship's Security Officer he still is not violent. He is curious and very intelligent which he shows to everyone. He is convinced of the Vulcan way of life and the superiority of logic. Unknown to him he was mentally programmed by a Bajoran Vedek, a member of the Maquis, to be used as his tool. But he himself is a master of mind and an expert of psionics. In his freetime he hatches plants.

Attributes

Fitness 4
 Strength +1
 Vitality +1
 Coordination 3
 Dexterity +1
 Intellect 4
 Logic +2
 Presence 2
 Psi 2
 Range -1

Skills

Administration (Starship) 2 (3)
 Athletics (Running) 2 (3)
 Command (Starship) 2 (3)
 (Combat Leadership) (4)
 (Military Training) (3)
 Computer (Research) 2 (3)
 Culture (Vulcan) 2 (3)
 Demolition (Shipboard Demolition) 1 (2)
 Dodge 2
 Energy Weapons (Phaser) 4 (5)
 Espionage (Cryptography) 1 (2)
 Gaming (Kel-Toh) 2 (5)
 History (Vulcan) 1 (2)
 (Federation) (2)
 Intimidation (Bluster) 1 (2)
 Khot Kathla 2
 Language Vulcan 3

Federation Standard 2
 Law (Starfleet Regulations) 2 (4)
 Life Science (Botany) 1 (3)
 Mind Meld 4
 Personel Equipment (Tricorder) 1 (3)
 Persuasion (Debate) 1 (3)
 Planetary Tactics (Small Unit) 1 (3)
 Planetside Survival (Desert) 1 (2)
 Rha Tel 2
 Security (Security Systems) 4 (5)
 (Security Procedures) (5)
 Shantip 1
 Shipboard Systems (Tactical) 3 (5)
 (Sensors) (4)
 Social Science (Anthropology) 1 (3)
 Space Science (Astrophysics) 1 (2)
 Starship Tactics (Starfleet) 2 (3)
 Stealth (Stealthy Movement) 1 (2)
 Streetwise (Maquis) 1 (2)
 Systems Engineering (Security) 1 (2)
 Unarmed Combat (Ponn Ifla) 3 (4)
 (Nerve Pinch) (5)
 (Starfleet M.A.) (4)
 Vehicle Operations (Shuttle) 1 (2)
 World Knowledge (Vulcan) 1 (2)

Advantages/ Disadvantages

Ally (Cpt. Janeway) +3
 Curious +1
 Department Head (Security) +2
 Promotion (Lt. Commander) +6
 Multitasking +2
 Arrogant -1
 Code of Honor (Starfleet) -4
 Code of Honor (Vulcan) -3
 Hides Emotions -2
 Suppressed Memory (influenced by Bajoran Vedek) -2

Courage: 5

Renown: 35

Aggression 2, Discipline 14, Initiative 2, Openness -1, Skill 16

Wound Levels: 5/5/5/5/5/5/5/0

Lt. B' Elana Torres

B'Elana Torres is the daughter of a Klingon mother, Miral, and a Human father, John Torres. She never was that interested in Klingon traditions which did not even change when her father left the



family and her mother returned to Qo'noS. She joined Starfleet, but left the Academy only in her second year. She



then soon found her 'family' when she joined the Maquis to fight the injustice and the arrogant Cardassians. She belonged to Chakotay's crew when his

ship was dragged into the Delta-Quadrant. After *Voyager* arrived there too, she became Chief of Engineering, although she first disliked Janeway. At Stardate 54089 she married Lt. Thomas Eugene Paris.

Attributes

Fitness 3
 Strength +1
 Vitality +2
 Coordination 3
 Intellect 3
 Presence 2
 Psi 0

Skills

Administration (Logistics) 1 (2)
 Athletics (Running) 1 (2)
 Computer (Modeling) 3 (4)
 (Programming) (5)
 Culture (Klingon) 2 (3)
 (Human) (3)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 History (Klingon) 1 (2)
 (Federation) (2)
 Intimidation (Bluster) 2 (3)
 Language Klingon 2
 Federation Standard 2
 Law (Starfleet Regulations) 1 (2)
 Material Engineering (Spaceframe) 2 (3)
 Personal Equipment (Tricorder) 1 (2)
 Physical Science (Comp. Science) 1 (2)

Planetside Survival (Mountain) 1 (2)
 Primitive Weaponry (D'k Tahg) 2 (3)
 Propulsion Eng. (Warp Drive) 2 (5)
 Security (Security Systems) 1 (2)
 Shipboard Systems (Transporter) 2 (3)
 (Mission Ops) (3)
 Space Science (Warp Field Theory) 1 (3)
 Streetwise (Maquis) 1 (2)
 Systems Eng. (Tactical Systems) 3 (4)
 (Transporter) (5)
 Unarmed Combat (Univ. Maneuv.) 2 (3)
 Vehicle Operations (Shuttle) 1 (2)
 (Work Bee) (2)
 World Knowledge (Qo'noS) 1 (2)

Advantages/ Disadvantages

Bold +1
 Department Head (Engineering) +2
 Engineering Aptitude +3
 High Pain Threshold +2
 Innovative +1
 Mixed Species Heritage +6
 Organ Redundancy (Brak'lul) +2
 Promotion (Lt.) +4
 Romantic Attachment (Tom Paris) -3
 Code of Honor (Defender) -3
 Impulsive -1
 Intolerant (Cardassians) -2

Courage: 5

Renown: 24

Aggression 6, Discipline 2, Initiative 5, Openness 1, Skill 10

Wound Levels: 5/5/5/5/5/5/5/5/0

Lt. (j.g.) Tom Paris

Thomas Eugene Paris is the son of Admiral Paris, former CO of Captain Kathryn Janeway.



Although or perhaps because he was educated strictly to Starfleet ideals by his father he was expelled from

Starfleet when he faked a report to hide his failure, causing a dead. So he joined the Maquis and met



Chakotay but was caught by Starfleet personnel shortly after. He spent some time in a penal colony on New Zealand, but was freed by Cpt. Janeway. He should help her track down the missing Maquis ships as he was a member of the Maquis before and knew Chakotay.

When the helmsman of *Voyager*, Lt. Stadi, was killed he was made the new Chief of Flight Control onboard the Starfleet Vessel. First he was rebellious but eager to take this second chance. But still he fears that his past could destroy his new life. He was once reduced in rank to Ensign when he broke the Prime Directive, but a year later in 2377 was again promoted. The same year he married Lt. Torres.

He is a bold man and his freetime spends he with games like Billiard or flying starships on the holodeck. He has special knowledge about the 20th Century of Earth history. His best friend is Harry Kim.

Attributes

Fitness 3
 Coordination 3
 Dexterity +1
 Intellect 3
 Presence 4
 Empathy +1
 Psi 0

Skills

Administration (Starship) 2 (3)
 Athletics (Running) 3 (4)
 Bargain (Marketplace Hagling) 1 (2)
 Command (Starship) 2 (3)
 Computer (Research) 1 (2)
 Culture (Human) 2 (3)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 Espionage (Forgery) 1 (2)
 Fast Talk 2
 First Aid (Wound/Combat Trauma) 2 (3)
 Gaming (Billiard) 2 (5)
 History (Human) 1 (4)
 (Federation) (2)

Knowledge: 20th Century 3

Language Federation Standard 3
 Material Engineering (Spaceframe) 1 (3)
 Medical Science (General Medicine) 1 (2)
 Personal Equipment (Tricorder) 1 (2)
 Propulsion Eng. (Warp Drive) 1 (3)
 Physical Science (Mathematics) 1 (2)
 Planetside Survival (Desert) 1 (2)
 Shipboard Systems (Conn) 3 (5)
 Starship Tactics (Federation) 2 (3)
 Systems Engineering (Conn) 2 (4)
 Vehicle Operations (Shuttle) 3 (5)
 World Knowledge (Earth) 1 (2)

Advantages/ Disadvantages

Ally (Harry Kim) +2
 Bold +1
 Department Head (Flight Control) +2
 Promotion (Lt. j.g.) +2
 Romantic Attachment (Lt. Torres) -3
 Shady Background (rebellious) -2

Courage: 5

Renown: 27

Aggression 4, Discipline 3, Initiative 8,
 Openness 6, Skill 6

Wound Levels: 3/3/3/3/3/3/0

Ensign Harry Kim

Harry Kim was born in 2349 on Earth and attended Starfleet Academy from 2367 to 2371. He was one of the best and became editor of the newspaper of the Academy. He also plays clarinet. The *Voyager* was his first post and due to his inexperience Captain Janeway became something like a Patron for him. But he more and more grew up, e.g. demanding more authority and hoping for a promotion. He is a friendly person and best friend of Tom Paris. He had several relationships in his past but all ended shortly after they began. His fiancée Libby remained





at home. He is very intelligent and a good engineer and Starfleet Officer.

Attributes

Fitness 3
Coordination 3
Intellect 4
Presence 3
Willpower +1
Psi 0

Skills

Administration (Starship) 2 (4)
Artistic Expression (Clarinet) 1 (4)
Athletics (Running) 3 (4)
Command (Starship) 1 (3)
Computer (Programming) 2 (3)
Culture (Human) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
History (Human) 1 (2)
(Federation) (2)
Language Federation Standard 3
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Physics) 1 (2)
Planetside Survival (Forest) 1 (2)
Shipboard Systems (Mission Ops) 3 (4)
(Com.) (4)
(Sensors) (4)
Space Science (Astrophysics) 1 (3)
Systems Eng. (Computer Systems) 2 (3)
Unarmed Combat (Starfleet M.A.) 2 (3)
World Knowledge (Earth) 1 (2)

Advantages/ Disadvantages

Ally (Tom Paris) +2
Dep. Head (Chief of Operations) +2
Patron (Cpt. Janeway) +2
Compulsion (get more authority) -1

Courage: 5

Renown: 25

Aggression 2, Discipline 4, Initiative 5,
Openness 6, Skill 8

Wound Levels: 3/3/3/3/3/3/0

The Doctor, EMH

When *Voyager's* Medical Officer died along with the nurse, the Emergency Medical Hologram was activated. Normally not intended for long-term use he was now active for more than seven years. He is equipped with a huge medical database. At the beginning he was quite impolite and arrogant this simply changed to self-



confidence and friendship with the crew. He is respected and trusted.

In his freetime The Doctor performs several activities. He plays golf and sings, together with Seven of Nine, whom he taught much. But he also draws pictures, takes holographic photos and makes modifications to his program. He is an excellent medical and will do anything to save life, regardless if it's a member of *Voyager's* crew or an enemy. His dream is it to become the Emergency Command Hologram of the ship. Doctor Luis Zimmerman on Jupiter Station programmed the EMH.

Attributes

Fitness 2
Coordination 3
Reaction +1
Intellect 4
Logic +1
Presence 2
Psi 0

Skills

Artistic Expression (Painting) 2 (3)
(Singing) (4)
Athletics (Running) 1 (2)
(Golf) (2)



Charm (Influence) 1 (3)
 Computer (Modeling) 3 (4)
 Culture (Human) 2 (3)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 First Aid (Wound/ Combat Trauma) 4 (5)
 History (Human) 1 (2)
 (Federation) (2)
 Knowledge Borg Technology 2
 Knowledge Medical Treatments 2
 Language Federation Standard 3
 Law (Starfleet Regulations) 1 (2)
 Life Science (Bioengineering) 3 (4)
 (Exobiology) (4)
 Medical Science (General Medicine) 5 (6)
 Personal Equipm. (Med. Tricorder) 2 (5)
 Physical Science (Chemistry) 2 (3)
 Shipboard Systems (Med. System) 2 (4)
 Sys. Eng. (Holographic Systems) 1 (3)
 Vehicle Operations (Shuttle) 1 (2)
 World Knowledge (Earth) 1 (2)

Advantages/ Disadvantages

Ally (Seven of Nine) +1
 Ambidexterity +1
 Bold +1
 Dep. Head (Chief Medical Officer) +2
 Eidetic Memory +3
 Multitasking +2
 Telepathic Resistance +4
 Code of Honor (Hippocratic Oath) -3
 Compulsion (Programming) -2
 Compulsion (show skills) -1
 Pacifism (Self Defense) -3
 Restricted (Holographic Systems) -4
 Romantic Attachment (Seven of Nine) -1

Courage: 4

Renown: 29

Aggression -2, Discipline 4, Initiative 5,
 Openness 8, Skill 10

Wound Levels: 2/2/2/2/2/2/2/2/0

Neelix

Neelix is a Talaxian and native to the Delta-Quadrant. He met *Voyager* near the Caretaker's station and soon became member of the crew as resource for information and cook. Later he became also Morale Officer, as the ship lacked a

Counselor. He does his job extremely well. No matter how bad the mood and how difficult the problem Neelix always manages to encourage people and to brighten them up. He



is very friendly and finds always the right words when he speaks to others and although the crew often jokes about his meals, he

also is a good cook.

At the beginning he was in love with Kes, but later they were only close friends, so he stayed on *Voyager* when she left it.

He is afraid of emptiness and nothing. Because of his diplomatic skills, Cpt. Janeway made Neelix Federation Ambassador.

Attributes

Fitness 2
 Coordination 3
 Intellect 3
 Presence 5
 Empathy +1
 Psi 0

Skills

Artistic Expression (Cooking) 2 (4)
 Administration (Logistics) 2 (3)
 Charm (Influence) 1 (3)
 Computer (Research) 1 (2)
 Craft (Cooking Equipment) 1 (2)
 Culture (Talaxian) 2 (3)
 (Kazon) (3)
 Diplomacy (Commercial Treaties) 2 (3)
 (Federation Law) (4)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 Fast Talk 4
 First Aid (Wound Combat Trauma) 1 (2)
 History (Talaxian) 1 (2)



Knowledge Junk 2
 Language Talaxian 2
 Federation Standard 2
 Kazon 1
 Ocampa 1

Law (Starfleet Regulations) 1 (2)
 (Federation Law) (2)
 Merchant (Junk) 2 (3)
 Personal Equipment (Tricorder) 1 (2)
 Persuasion (Debate) 3 (4)
 (Counseling) (4)
 Propulsion Eng. (Warp Drive) 1 (2)
 Shipboard Systems (Conn) 2 (3)
 Social Science (Anthropology) 1 (2)
 Sp. Science (Stellar Cartography) 2 (3)
 Streetwise (Delta Quadrant) 1 (4)
 Systems Engineering (Sensors) 1 (2)
 World Knowledge (Talax) 2 (3)

Advantages/ Disadvantages

Ally (Kes) +2
 Curious +1
 Shrewd +1
 Intolerant (Haakonians) -1
 Pacifism (Self Defense) -3
 Phobia (severe Nihiliphobia) -4

Courage: 4

Renown: 26

Aggression -4, Discipline 2, Initiative 2,
 Openness 10, Skill 8

Wound Levels: 2/2/2/2/2/2/0

Kes

Kes joined *Voyager's* together with her friend Neelix. She is a friendly and very intelligent person. She is attractive and still quite young, as she was born in 2370. While she was aboard *Voyager* she served as nurse and was responsible for the botanic garden. She often advised the doctor in social matters and was a psionic trainee of Tuvok, as she showed great talent for that. In 2374 she left *Voyager* when she



transformed into some kind of omnipotent lifeform as a result of her psionic talent.

Attributes

Fitness 2
 Coordination 2
 Intellect 4
 Presence 3
 Empathy +2
 Psi 3

Skills

Charm (Influence) 2 (4)
 Computer (Research) 1 (2)
 Culture (Ocampa) 2 (3)
 Dodge 1
 Energy Weapon (Phaser) 1 (2)
 First Aid (Wound/ Combat Trauma) 1 (3)
 History (Ocampa) 1 (2)
 Language Ocampa 2
 Federation Standard 2
 Life Science (Botany) 1 (3)
 Medical Science (General Medicine) 1 (2)
 Personal Equipm. (Med. Tricorder) 1 (2)
 Persuasion (Counseling) 1 (3)
 Projective Telepathy 3
 Receptive Telepathy 3
 Shipboard Sys. (Med. Systems) 1 (2)
 Telekinesis 3
 Thermokinesis 2
 Visions 1
 World Knowledge (Ocampa) 1 (2)

Advantages/ Disadvantages

Ally (Neelix) +2
 Curious +1
 Patron (Cpt. Janeway) +2
 Patron (Tuvok) +2
 Psionically Gifted +4
 Sexy +2
 Pacifism (Non-Violence) -5
 Species Enemy (Kazon) -3

Courage: 3

Renown: 17

Aggression -4, Discipline 1, Initiative 2,
 Openness 8, Skill 2

Wound Levels: 2/2/2/2/2/2/0



Seven of Nine

Seven of Nine was born on Tendara as Annika Hansen. She was assimilated by the Borg when her parents were on a survey mission to study them, when still was a child. Most of her life she spent with the Borg Collective, which made it difficult for her to return



to Human society. She has great scientific and technical skills as well as knowledge about the Borg Collective. Most of her implants were taken from her body when the crew of the Voyager rescued her in 2374.

Now she is a valuable member of the crew and the Doctor teaches her everything she has to know about Human behavior. Captain Janeway is her patron and helps her to develop her individuality.

Most of her time she spends in Astrometrics, where she conducts scientific surveys. She has nearly no freetime activities, although she is an excellent singer. The Borg Queen still hunts her.

Attributes

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

Skills

Administration (Logistics) 2 (3)
Athletics (Running) 2 (3)

Computer (Modeling) 3 (4)
Culture (Borg) 2 (4)
(Human) (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
Espionage (Cryptography) 1 (2)
History (Borg) 1 (2)
(Federation) (2)
Knowledge Borg Collective 2
Language Federation Standard 2
Borg 2
Law (Starfleet Regulations) 1 (2)
Life Science (Bioengineering) 1 (2)
Material Engineering (Spaceframe) 1 (2)
Personal Equipment (Tricorder) 1 (2)
(Implants) (3)
Planetary Tactics (Borg) 1 (2)
Planetside Survival (Jungel) 1 (2)
Propulsion Eng. (Transwarp) 2 (3)
Security (Security Systems) 2 (3)
Shipboard Systems (Sensors) 2 (3)
Space Science (Astrophysics) 3 (5)
(Borg Conduits) (5)
Starship Tactics (Borg) 1 (2)
Systems Eng. (Computer Systems) 3 (4)
Physical Science (Physics) 3 (4)
Unarmed Combat (As. Tubules) 1 (2)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Borg Cube) 1 (2)

Advantages/ Disadvantages

Alien Upbringing (Borg) +1
Eidetic Memory (Borg Implants) +3
Engineering Aptitude +3
Excellent Metabolism (Borg Implants) +1
Excellent Sight (Borg Implants) +1
Multitasking +2
Patron (Cpt. Janeway) +2
Patron (the Doctor) +1
Sexy +2
Toughness (Nano-Probes) +2
Hides Emotions -2
Marked Man (Borg) -3
Sworn Enemy (Borg) -2

Courage: 5

Renown: 20

Aggression 4, Discipline 8, Initiative 1,
Openness -1, Skill 6

Wound Levels: 3/3/3/3/3/3/3/0



Antagonists

Besides the *Voyager's* crew there are some other persons that are important and return in several episodes of the series.

Seska

Seska is a former member of Chakotay's Maquis crew and was and an engineer onboard *Voyager*. She even had a love relationship with Chakotay. It eventually turned out that she is no Bajoran but a Cardassian Agent with the mission to infiltrate the Maquis. She betrayed *Voyager* several times and allied herself with the Kazon.



Attributes

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

Skills

Athletics (Running) 2 (3)
 Behavior Modification (Resistance) 1 (2)
 Charm (Seduction) 1 (3)
 Computer (Data Alteration) 1 (2)
 Culture (Cardassian) 2 (3)
 Disguise (Bajoran) 1 (2)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 Espionage (Covert Communication) 1 (2)
 Fast Talk 1
 History (Cardassian) 1 (2)
 Intimidation (Torture) 2 (3)
 Language Cardassian 2
 Federation 2
 Bajoran 1
 Kazon 1

Law (Cardassian Law) 1 (2)
 Life Science (Genetics) 1 (2)
 Material Eng. (Personal Equipm.) 1 (2)
 Personal Equipment (Tricorder) 1 (2)
 Persuasion (Oratory) 1 (2)
 Propulsion Eng. (Warp Drive) 1 (2)
 Search 1
 Security (Security Systems) 2 (3)
 Shipboard Systems (Transporter) 2 (3)
 Stealth (Hide) 1 (2)
 Systems Engineering (Com.) 2 (3)
 (Transporter) (3)
 Unarmed Combat (Universal Man.) 1 (2)
 Vehicle Operations (Shuttle) 1 (2)
 World Knowledge (Cardassia) 1 (2)

Advantages/ Disadvantages

Eidetic Memory +3
 High Pain Threshold +2
 Innovative +1
 Arrogant -1
 Impulsive -1
 Medical Problem (can be poisoned with Cobalt diselenide) -1
 Shady Background (Card. Agent) -4
 Species Enemy (Bajoran) -4

Courage: 4

Renown: 15

Aggression 6, Discipline 2, Initiative 2, Openness -1, Skill 4

Wound Levels: 3/3/3/3/3/3/0

Culluh

Culluh is the leader of the Kazon-Nistrim and probably one of the best warriors of this tribe. Although lacking an education comparable to Starfleet training he is able to protect his crew and grant them survival. Culluh is an aggressive man willing to do anything necessary to secure his





power. He does not tolerate failure and wants to increase his power wherever possible.

Attributes

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

Skills

Administration (Logistics) 1 (2)
 Athletics (Running) 2 (3)
 Computer (Research) 1 (2)
 Command (Starship) 2 (5)
 Culture (Kazon) 2 (3)
 Dodge 2
 Energy Weapons (Disruptor) 2 (5)
 History (Kazon) 1 (2)
 Intimidation (Torture) 2 (3)
 Language Kazon 3
 Law (Kazon Law) 1 (3)
 Personal Equipm. (Communicator) 1 (2)
 Persuasion (Debate) 1 (2)
 Planetary Tactics (Small Unit) 1 (3)
 Primitive Weaponary (Knife) 1 (3)
 Shipboard Systems (Tactical) 3 (4)
 Starship Tactics (Kazon) 2 (4)
 Unarmed Combat (Universal Man.) 3 (4)
 Vehicle Operations (Shuttle) 1 (2)
 World Knowledge (Ocampo) 1 (2)

Advantages/ Disadvantages

High Pain Threshold +2
 Political Rank (Nistrim Leader) +3
 Toughness +2
 Argumentative -1
 Arrogant -1
 Impulsive -1
 Obsessive Tendencies -3
 Power Hungry -2

Courage: 5
Renown: 23

Aggression 10, Discipline -2, Initiative 5, Openness -3, Skill 3

Wound Levels: 7/7/7/7/7/7/0

Rudolph Ransom

Captain Rudolph Ransom is the Commanding Officer of the *U.S.S. Equinox*, a *Nova-Class* vessel also taken into the Delta-Quadrant in 2371. He is a scientist and some kind of stereotype of Federation Captain – with one exception. He betrayed the Federation ideals by genocide to improve the Warp Drive's efficiency and so decrease the distance to Earth drastically. He also was willing to sacrifice *Voyager* to save his crew and stole the ship's Field Generator. But later he regretted what he had done and sacrificed his life to save *Voyager* and to stop the rest of his mutinied crew.



Attributes

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

Skills

Administration (Starship) 3 (4)
 Athletics (Running) 2 (4)
 Command (Starship) 4 (5)
 Computer (Research) 1 (2)
 Culture (Human) 2 (3)
 Dodge 1
 Energy Weapons (Phaser) 1 (3)
 History (Human) 1 (2)
 (Federation) (2)
 Language Federation Standard 3
 Law (Starfleet Regulations) 4 (5)

Personal Equipment (Tricorder) 1 (2)
Physical Science (Physics) 1 (2)
Planetside Survival (Forest) 1 (2)
Propulsion Eng. (Warp Drive) 1 (2)
Starship Tactics (Federation) 3 (4)
Shipboard Systems (Tactical) 1 (3)
(Conn) (3)
Space Science (Astrophysics) 2 (3)
Systems Eng. (Computer Sys.) 1 (2)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Earth) 1 (2)

Advantages/ Disadvantages

Department Head (CO) +1
Promotion (Captain) +10
Dark Secret (committed genocide) -3
Obsessive Tendencies -3

Courage: 5

Renown: 62

Aggression 16, Discipline 8, Initiative 12,
Openness 10, Skill 16

Wound Levels: 3 / 3 / 3 / 3 / 3 / 3 / 0

Borg Queen

The Borg Queen is probably the most powerful enemy the *U.S.S. Voyager* ever encountered. She controls the famous Borg Collective that spreads over the whole Delta-Quadrant. She has the knowledge of all Borg drones and is the only controlling one. She “brings order to chaos”. The Borg Queen is very intelligent but often underestimates the motivation of those she wants to be assimilated. Its not possible to kill her, because she always reappears. Thinking destroying the ship would destroy her is thinking “too three-dimensional”.



Attributes

Fitness 3
Vitality +1
Coordination 2
Intellect 5
Logic +1
Presence 1
Empathy -1
Psi 0

Skills

Administration (Borg Collective) 4 (5)
 Command (Borg) 5 (6)
 Computer (Borg) 3 (4)
 Culture (Borg) 2 (6)
 History (Borg Collective) 1 (5)
 Knowledge Borg Hive Mind 5
 Language Borg 3
 Law (Borg Order) 2 (5)
 Medical Science (Assimilation) 1 (5)
 Personal Equipment (Implants) 2 (4)
 Planetary Tactics (Small Unit) 4 (5)
 Shipboard Systems (Command) 3 (4)
 Starship Tactics (Borg) 4 (5)
 Strategic Operations (Invasion) 4 (5)
 Streetwise (Delta-Quadrant) 1 (4)
 World Knowledge (Unmatrix 001) 2 (5)

Advantages/ Disadvantages

Eidetic Memory +3
 Excellent Metabolism (Nano Probes) +1
 Excellent Sight +1
 Mathematical Ability +3
 Medical Remedy (Borg Modifications) +3
 Multitasking +2
 Political Rank (Queen of Borg) +10
 Toughness (Nano Probes) +2
 Arrogant -1
 Fanatic (Bring Order to Chaos) -2
 Intolerant (all except Borg) -3
 Obsessive Tendencies -3
 Physically Imp. (Borg Modifications) -3
 Power Hungry -2

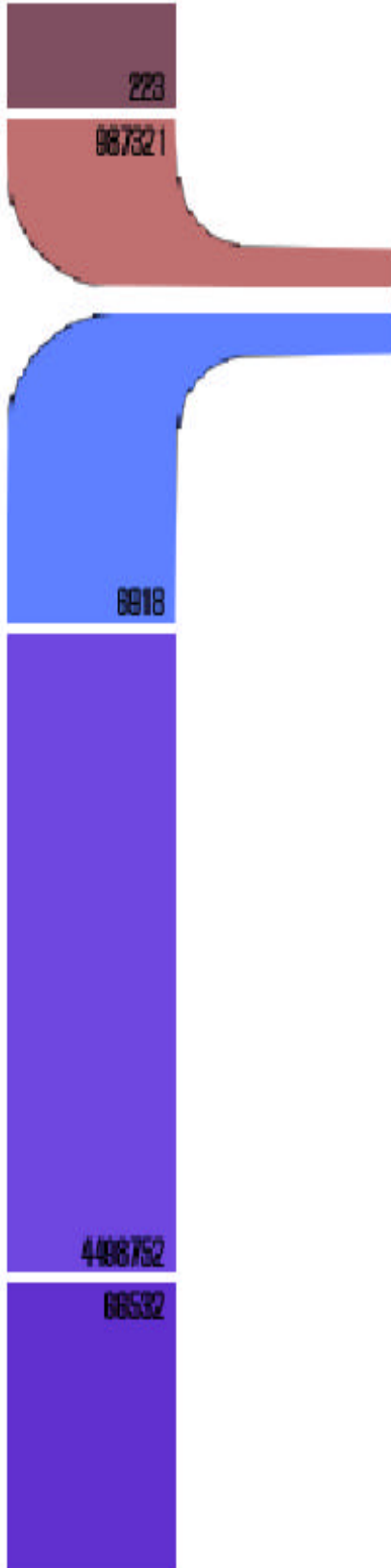
Courage: 6

Renown: 85

Aggression 20, Discipline 20,
Initiative -10, Openness -20, Skill 15

Wound Levels: 6 / 6 / 6 / 6 / 6 / 6 / 0

Chapter V: Starships



Captain Foster and Lt. Carlson set in the Briefing Room for a tactical review. They were evaluating the ships they had encountered in the past to create valuable tactics for defense. First there were the powerful ships of the Vidians, which were far superior to his own ships, the Chisana. They seemed to have no weakness.

Then there were the Hirogen ships. Part of them was very large and powerful and so again superior to the Starfleet vessel, but some smaller types were used for small raids and hunts and so the Chisana could match them.

The same counted for the Kazon ships. The Kazon fighters were far too small to pose a threat but the large carriers had an immense size and weaponry.

And of course, the Borg ships. There were many different types and most of them were too overwhelming.

Captain Foster looked at the PADD in front of him when the ship shook itself. Immediately the Red Alert sirens began and the Captain touched his communicator:

"Report!" "Lt. Alrin here, Sir." came the answer from the Bridge. "We are attacked by a Hirogen ship. They say we violated their hunting grounds. Shields are down to 30 percent." "I am on my way." Said Captain Foster while shaking his head. Why should they hunt here? His Tactical Officer followed him when he left the Ready Room.

Starships

In this chapter you will find the description of ships one can find in the Delta-Quadrant. They belong to different species, including the Federation and the Borg.

Federation Ships

Intrepid Class Starship:

Class and Type: *Intrepid*-Class Exploratory Cruiser

Commissioning Date: 2370

Hull Characteristics

Size: 6 (344m long, 15 decks)

Resistance: 4

Structural Points: 120



Operations Characteristics

Crew / Passengers/Evac: 150/250/550

[6 pwr/rd]

Computers: 4

[4pwr/rd]

Transporters: 2 pers., 4 cargo, 1 emerg.

[4pwr/rd]

Tractor Beams: 1fd, 1av

[2/rating used]

Propulsion and Power

Characteristics

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

[2/warp factor]

Impulse System: .8c/.96c

[8/10 pwr/rd]

Power: 160

Sensor Systems:

Long-Range Sensors: +2 / 17 lightyears

[6pwr/rd]

Lateral Sensors: +2/ 1 lightyear

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Type X Phaser:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 4/5/7/10

Damage: 20

Power: [20]

Type II Photon Torpedoes:

Number: 100

Launchers: 2 ad, 2 fv

Spread: 6

Arc: Forward or aft, but are self-guided

Range: 15/300000/1000000/3500000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 60/80

Power: [60]

Description: The Intrepid-Class is a small Exploratory-Vessel. It has excellent sensors and its computers are improved by *gelpacks*, which make them faster. Additionally this type of ship is able to land on planets. It is one of the most



advanced ships of Starfleet, although not as large as e.g. the *Sovereign*-Class.

Noteworthy Vessels/ Service

Records/ Encounters: *U.S.S. Intrepid*, prototype; *U.S.S. Voyager*, vanished in Demilitarised Zone, Badlands (2371);

Also in service: *U.S.S. Bellerophon*.

Nova-Class Starship

Class and Type: Nova-Class Scout

Commissioning Date: 2370

Hull Characteristics

Size: 4 (140m long, 8 decks)

Resistance: 3

Structural Points: 80

Operations Characteristics

Crew / Passengers/ Evac: 80/ 25/ 200

[5 pwr/rd]

Computers: 3

[3 pwr/rd]

Transporters: 2 pers., 1 cargo, 1 emerg.

[2 pwr/rd]

Tractor Beams: 1 ad, 1fv

[2/ rating used]

Propulsion and Power Characteristics

Warp System: 5.0/ 7.4/ 8.0 (12 hours)

[2/ warp factor]

Impulse System: .6c/ .8c

[6/ 8 pwr/rd]

Power: 120

Sensor Systems:

Long-Range Sensors: +2 / 17 lightyears

[6 pwr/rd]

Lateral Sensors: +2/ 1.5 lightyear

[4 pwr/rd]

Navigational Sensors: +2

[5 pwr/rd]

Sensors Skill: 4



Weapons Systems

Type VI Phaser:

Range: 10/ 30000/ 100000/ 300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 12

Power: [12]

Type II Photon Torpedoes

Number: 25

Launchers: 1 ad, 1fd

Spread: 3

Arc: Forward or aft, but are self-guided

Range: 15/ 300000/ 1000000/ 3500000

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [5]

Weapons Skill: 3

Defensive Systems:

Starfleet Deflector Shield

Protection: 40/ 55

Power: [40]

Description: The *Nova*-Class is a small, lightly armed Scout with the primary mission of planetary survey. It will substitute the aging *Oberth*-Class in the near future. The class lacks resources or equipment for long-term missions. It can also land on planets.



Noteworthy Vessels/ Service

Records/ Encounters: *U.S.S. Nova*, prototype; *U.S.S. Equinox*, vanished in 2370; *U.S.S. Lovell*.

Prometheus-Class Starship

Class and Type: *Prometheus*-Class Fast Cruiser

Commissioning Date: 2374

Hull Characteristics

Size: 6 (415m long, 18 decks)

Resistance: 5

Structural Points: 120

Operations Characteristics

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

[7 pwr/rd]

Computers: 6

[6 pwr/rd]

Transporters: 6 pers., 3 cargo, 3 emerg.

[7 pwr/rd]

Tractor Beams: 1 ad, 1fv, 1fd

[2/ rating used]

Propulsion and Power

Characteristics

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

[2/ warp factor]

Impulse System: .78c/ .98c

[8/ 10 pwr/rd]

Power: 180

Sensor Systems:

Long-Range Sensors: +2 / 17 lightyears

[6 pwr/rd]

Lateral Sensors: +2/ 1 lightyear

[4 pwr/rd]

Navigational Sensors: +3

[5 pwr/rd]

Sensors Skill: 5

Weapons Systems

Type X Phaser:

Range: 10/ 30000/ 100000/ 300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [20]

Type II Photon Torpedoes

Number: 275

Launchers: 1 ad, 1fv

Spread: 10

Arc: Forward or aft, but are self-guided

Range: 15/ 300000/ 1000000/ 3500000

Accuracy: 4/ 5/ 7/ 10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems:

Starfleet Deflector Shield

Protection: 60/ 80

Power: [60]

Description: The *Prometheus*-Class is a prototype able to divide up into a multi vector attack mode. The Engineering Hull



Impulse System: .76c/.96c

[8/ 10pwr/rd]

Power: 105

Sensor Systems:

Long-Range Sensors: +1 / 10 lightyears

[6pwr/rd]

Lateral Sensors: +1/ 1 lightyear

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Sensors Skill: 3

Weapons Systems

Type VI Phaser:

Range: 10/ 30000/ 100000/ 300000

Arc: all (720 degrees)

Accuracy: 3/ 4/ 6/ 9

Damage: 12

Power: [12]

Defensive Systems:

Starfleet Deflector Shield

Protection: 32/ 45

Power: [32]



Description: Named after its wingshape the *Delta Flyer* is the construction of Tom Paris and is the main vessel for away missions of the *U.S.S. Voyager*. It is constructed to withstand heavy pressure and is very fast. It consists primarily of two parts: The cockpit, with seats for four persons and the aft section with a bunk, a replicator and scientific equipment. When the Borg destroyed the first version in 2377, a second one was constructed shortly after.

Borg Ships

Borg Cube

Class and Type: Borg Cube

Commissioning Date: unknown

Hull Characteristics

Size: 16 (around 3500m long)

Resistance: 10

Structural Points: 3200

Operations Characteristics

Crew: 64000

[9 pwr/rd]

Computers: 20 estimated

[20 pwr/rd]

Transporters: 20 personnel, 10 cargo, 10 emergency

[25 pwr/rd]

Tractor Beams: 2 on each side

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 7.0/8.0/9.99999

[2/warp factor]

Impulse System: .8c/.95c

[8/9pwr/rd]

Power: 950

Sensor Systems:

Long-Range Sensors: +2 / 18 lightyears

[6pwr/rd]

Lateral Sensors: +2/ 2 lightyears

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasmabeams:

Range: 10/30000/100000/300000

Arc: all (720 degrees) (on each side four)

Accuracy: 4/ 5/ 7/ 10

Damage: 24

Power: [24]

Weapons Skill: 5

Defensive Systems:

Borg Deflector Shield

Protection: 120/ 160

Power: [120]



Description: The Borg Cube is the largest ever seen Borg ship. It once destroyed 39 Federation ships at Wolf 359 and nearly destroyed Earth. In 2373 another one attacked Earth but could be destroyed thanks to the action of the *U.S.S. Enterprise – E*.

On a Borg Cube are all necessary systems to assimilate whole nations, breeding children and repairing the ship and the drones. Although the Borg Cube at Wolf 359 had no shields, the Borg seem to have adapted as the *U.S.S. Voyager* encountered Borg ships with shields.

Borg Assault Cube

Class and Type: Borg Assault Cube

Commissioning Date: unknown

Hull Characteristics

Size: 12 (1400m long)

Resistance: 6

Structural Points: 240

Operations Characteristics

Crew / Passengers: unknown

[unknown pwr/rd]

Computers: 5 estimated

[5 pwr/rd]

Transporters: 4 personnel, 4 cargo, 2 emergency

[5 pwr/rd]

Tractor Beams: 2 on each side

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 7.0/8.0/9.99999

[2/warp factor]

Impulse System: .8c/.96c

[8/ 10pwr/rd]

Power: 500

Sensor Systems:

Long-Range Sensors: +1 / 14 lightyears

[6pwr/rd]

Lateral Sensors: +1/ 1 lightyears

[4pwr/rd]

Navigational Sensors: +1

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasmabeams: Range:

10/30000/100000/300000

Arc: all (720 degrees) (on each side two)

Accuracy: 3/ 4/ 6/ 9

Damage: 21

Power: [21]

Weapons Skill: 5

Defensive Systems:

Borg Deflector Shield

Protection: 80/ 115

Power: [80]



Description: The Borg Assault Cube is a smaller version of the ordinary cube. It lacks many of its larger cousins facilities but is faster and still heavily armed. It enables the Borg to strike fast and hard.

Borg Sphere

Class and Type: Borg Sphere

Commissioning Date: unknown

Hull Characteristics

Size: 6 (360m long)

Resistance: 5

Structural Points: 120



Operations Characteristics

Crew: 11000

[8 pwr/rd]

Computers: 4 estimated

[4 pwr/rd]

Transporters: 2 pers., 2 cargo, 2 emerg.

[3 pwr/rd]

Tractor Beams: 4 on equator

[2/rating used]

Propulsion and Power Characteristics

Warp System: 2.0/5.0/9.99999

[2/warp factor]

Impulse System: .5c/.75c

[5/ 7pwr/rd]

Power: 150

Sensor Systems:

Long-Range Sensors: +1 / 14 lightyears

[6pwr/rd]

Lateral Sensors: +1/ 1 lightyears

[4pwr/rd]

Navigational Sensors: +1

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasma beams:

Range: 10/30000/100000/300000

Arc: all (720 degrees) (on each side one)

Accuracy: 4/ 5/ 7/ 10

Damage: 16

Power: [16]

Weapons Skill: 4

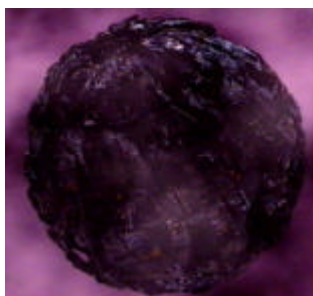
Defensive Systems:

Borg Deflector Shield

Protection: 50/ 75

Power: [50]

Description: The Borg Sphere is often used as escape pod for the cubes or as small scout. It is one of the smallest



ships but still holds a mass of drones and all necessary equipment for assimilation.

Species 8472

Attack Ship

Class and Type: Attack Ship

Commissioning Date: unknown

Hull Characteristics

Size: 4 (90m long)

Resistance: 4

Structural Points: 80

Operations Characteristics

Crew/ Passengers/ Evac: 1/ 50/ 500

[5 pwr/rd]

Computers: 3

[3 pwr/rd]

Transporters: none

Tractor Beams: 1 aft, 1 forward

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.0/9.8

[2/warp factor]

Impulse System: .85c/.98c

[8/ 10pwr/rd]

Power: 600

Sensor Systems:

Long-Range Sensors: +1 / 14 lightyears

[6pwr/rd]

Lateral Sensors: +1/ 1 lightyears

[4pwr/rd]

Navigational Sensors: +1

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Lightning beam:

Range: 10/30000/100000/300000

Arc: forward (540 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: special (see text)

Power: [400]

Weapons Skill: 5

Defensive Systems:

Deflector Shield

Protection: 45/ 60

Power: [45]

Description: The Attack Ship of Species 8472 is a strange construction. It is built out of organic material making it possible to regenerate and heal (4d6 Structural Points per round). The primary weapon of the ship is very dangerous. Its



damage is enough to destroy a Borg Cube due to its special technique. Several of the ships combined together are able to destroy a whole planet.



Weapons Systems

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

Defensive Systems:

Kazon Deflector Shield
Protection: 30/ 45
Power: [30]

Description: The Kazon Fighter is a small and not very impressive ship. However as they most of the time operate in groups they can pose a threat if underestimated.

Kazon Ships

Kazon Fighter

Class and Type: Fighter

Commissioning Date: unknown

Hull Characteristics

Size: 3 (65m long, 8 decks)

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew/ Passengers/ Evac: 20/ 10/ 100

[4 pwr/rd]

Computers: 2

[2 pwr/rd]

Transporters: none

Tractor Beams: 1 aft, 1 forward

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 5.0/8.0/9.2 (12 h)

[2/warp factor]

Impulse System: .65c/.85c

[6/ 8pwr/rd]

Power: 110

Sensor Systems:

Long-Range Sensors: +0 / 12 lightyears

[6pwr/rd]

Lateral Sensors: +0/ 1 lightyears

[4pwr/rd]

Navigational Sensors: +1

[5pwr/rd]

Sensors Skill: 3



Kazon Carrier

Class and Type: Carrier

Commissioning Date: unknown

Hull Characteristics

Size: 12 (1500m long)

Resistance: 5

Structural Points: 240

Operations Characteristics

Crew/ Pass./ Evac: 3200/ 100/ 8000

[7 pwr/rd]

Computers: 5

[5 pwr/rd]

Transporters: none

Tractor Beams: 2 aft, 2 forward

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 5.5/8.6/9.4 (12 h)

[2/warp factor]



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

Power: 280

Sensor Systems:

Long-Range Sensors: +1 / 16 lightyears
[6pwr/rd]

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

Navigational Sensors: +1
[5pwr/rd]

Sensors Skill: 3

Weapons Systems

Disruptors:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 22

Power: [22]

Weapons Skill: 4

Defensive Systems:

Kazon Deflector Shield

Protection: 95/ 125

Power: [95]

Description: The Kazon Carrier is a giant ship but looks quite similar to the fighter only its middle part is relatively longer. It carries several Kazon Fighters and its crew as well as repair facilities to maintain the ships.

Vidiian Ships

Vidiian Cruiser

Class and Type: Vidiian Cruiser

Commissioning Date: unknown

Hull Characteristics

Size: 9 (760m long)

Resistance: 4

Structural Points: 180

Operations Characteristics

Crew/ Pass./ Evac: 850/ 500/ 4000

[7 pwr/rd]

Computers: 6

[6 pwr/rd]

Transporters: 4 pers., 4 cargo., 2 emerg.

[5 pwr/ rd]

Tractor Beams: 2 ad, 4 fv

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 6.0/9.0/9.5 (12 h)
[2/warp factor]

Impulse System: .7c/.92c
[7/ 9pwr/rd]

Power: 180

Sensor Systems:

Long-Range Sensors: +2 / 17 lightyears
[6pwr/rd]

Lateral Sensors: +2/ 1 lightyears
[4pwr/rd]

Navigational Sensors: +2
[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Phasercannons:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 21

Power: [21]

Weapons Skill: 5

Defensive Systems:

Borg Deflector Shield

Protection: 75/ 100

Power: [75]



Description: The Vidiian Cruiser is a large ship and very dangerous. It normally hides in nebulas and then ambushes traveling ships with the help of its superior weapon systems. It holds sophisticated medical facilities to operate and retract organs of captured victims to transplant them to Vidiians.

Hirogen Ships

Hirogen Hunting Fighter

Class and Type: Light Cruiser

Commissioning Date: unknown

Hull Characteristics

Size: 5 (260m long)



Resistance: 5

Structural Points: 100

Operations Characteristics

Crew/ Pass./ Evac: 10/ 200/ 600

[6 pwr/rd]

Computers: 4

[4 pwr/rd]

Transporters: 2 pers., 1 cargo, 1 emerg.

Tractor Beams: 3 ad, 3 fv

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 6.2/9.2/9.8 (12 h)

[2/warp factor]

Impulse System: .75c/.96c

[7/ 10pwr/rd]

Power: 160

Sensor Systems:

Long-Range Sensors: +3 / 14 lightyears

[6pwr/rd]

Lateral Sensors: +3/ 1 lightyears

[4pwr/rd]

Navigational Sensors: +2

[5pwr/rd]

Sensors Skill: 5

Weapons Systems

Disruptors:

Range: 10/30000/100000/300000

Arc: all (720 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 18

Power: [18]

Weapons Skill: 5

Defensive Systems:

Borg Deflector Shield

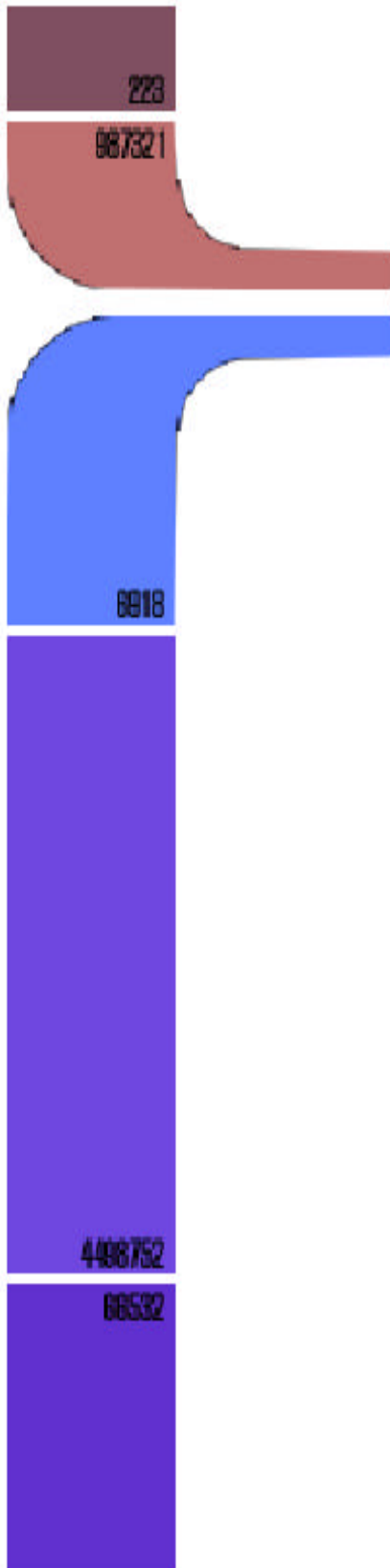
Protection: 45/ 60

Power: [45]



Description: The Hirogen Fighter is a small ship but heavily armed. It is quick and maneuverable. Although the Hirogen hunters prefer to hunt on their own these ships are often encountered in small groups to chase the desired prey.

Chapter VI: Alien Species



The Hirogen Alpha stood in front of the viewscreen. There was a new prey. A small ship with Federation signs. But it was not the Voyager, it was another one. The Federation ship Voyager had a very potent crew and they were a very challenging prey. There were other species that were far less mighty than they, for example the weak Kazon. Not only that they had inefficient ships but they were far too aggressive and did not use any sort of tactic. They were an easy prey. But e.g. the Borg or Species 8472 were very potent and dangerous. A single hunter ship was hardly a match for them.

But the Federation crew's were cunning and tricky which made a hunt on them interesting. The Alpha was curious what it was about this ship. It was a different type of ship but the same type of crew. The Alpha was curious how capable they were. He looked to one of his crewman. "Fire on the ship and then tell them that they violated our hunting grounds." The Hirogen wanted to see how the Alpha, or Captain, would react to this provocation – perhaps this would lead to an interesting hunt.

Aliens

In this section you will find the most important alien species native to the delta-Quadrant, including the Caretaker and the Borg.

Kazon

Homeworld

It is not known where or even if the Kazon have one common homeworld. However the different sects have different planets they settle on, e.g. the Kazon-Nistrim settled on Ocampo.

Home Region or Sovereign Territory

The different sects have different sizes of territory, depending on their power. But as they often struggle and fight about it, it is difficult to set borders. Their whole area occupied by Kazon extends over several thousand lightyears.

Suggested Attributes and Edge Ranges

Fitness 3 [6]

Vitality +1



Coordination 2 [5]
Intellect 2 [5]
Logic -1
Presence 2 [5]
Empathy -1
Psi 0 [5]

Typical Advantages/ Disadvantages

High Pain Threshold +2, Toughness +2

Special or Unique Skills

Most Kazons are very good but brutal warriors. They normally have good combat skills but something like Starship Tactics or Strategic Operations. Its more Energy Weapons or Primitive Weaponary.



Size

Kazons tend to be slightly larger and heavier than the average human.

Traits Common to The Species

The Kazons are strong humanoids with a bony forehead and some kind of massive hair.

Description

Once a slave race the Kazons throw off their oppressors and took over their ships and technology. Due to their past and difficult living conditions they are very aggressive and unfriendly even among themselves. Survival and rule of the fittest is their essential moral. Their race is divided up into different sects that not seldom fight each other for resources, domination or other minor reasons. Only on rare occasions they work together and if it's the case then they plan to fight an even more potent enemy, which offers high rewards in case of victory. The tribal leaders, called *Maje* lead through intimidation of their

subordinates and with the help of brutal force, killing those questioning their leadership.

There are eighteen sects, among them are the Nistrim, the Relora, the Oglamar, the Mostral and the Ogla.

Kazon children are raised by the whole tribe and do not wear names until they earn them. Earning a name means venturing on a quest with some serious challenge, which has to be faced and passed to gain a name. Death is the other alternative. Those who return without finishing their quest are outcasts and expelled from the tribe.

Kazon technology is far inferior to Federation one e.g. they do not know transporter technology. But crowded together they still can pose a major threat to any enemy.

Vidiians

Homeworld

Nothing is known about the Vidiian Homeworld, except that its probably called Vidiia and that its population suffers from an illness called phage.

Home Region or Sovereign Territory

The Vidiian territory is spread over several star systems and probably superior to the Kazon. They have many colonies beside their homeworld to live on.

Suggested Attribute and Edge Range

Fitness 2 [6]
Vitality +1
Coordination 2 [5]
Intellect 3 [5]
Presence 1[5]
Psi 0

Typical Advantages/ Disadvantages

Medical Problem -2
Physically Impaired (Phage) -3
Fanatic (find organ replacements) -2





Special or Unique Skills

In former times the Vidiians were explorers, scientist and artist but now they are primarily medics. Their medical technology and knowledge is far superior the knowledge of any other species including the Federation. They also tend to be good warrior as they often prepare ambushes to make ship raids for gaining new organs.

Size

Vidiians have approximately human size and weight.

Traits Common to The Species

Vidiians normally look like an odd assembling of different skin parts and organs. However in their youth there are still Vidiians who look healthy. They have a bone plate on their forehead but else look like a human. Dark hair is common.

Description

Two thousand years ago the Vidiians were a very advanced and sophisticated species. But they were not only technologically advanced but also cultural. And then they were infected with the Phage. The Phage is an illness with destroys step by step all cells of the infected body. Although it does not do its harm from birth on, most Vidiians become ill already in childhood. Those are separated from the others and may not have contact with non-ill people.

To save their people the Vidiians concentrate primarily on medical research, hoping one day they will find a cure for their scourge. In the meantime they travel space in search for new organs. Although they prefer to take this organs from dead people they do no hesitate to rob living beings of their body parts in case of emergency.

Society and culture of the Vidiians have suffered from these circumstances. Most races only know the Vidiians as aggressive monsters who hide behind stellar phenomena and then strike to get their prey.

Species 8472

Homeworld

There is no homeworld of Species 8472.

Home Region or Sovereign Territory

Species 8472 originates in another dimension, the fluidic space, where space is not empty but a fluidic substance.

Suggested Attribute and Edge Range

Fitness 4 [6]

Vitality +2

Coordination 2 [5]

Intellect 2 [5]

Presence 1 [5]

Psi 3 [6]

Range +1

Typical Advantages/ Diasadvantages

Excellent Metabolism +1

Toughness +2

Rapid Healing +1

Species Enemy (Borg) -5

Intolerant (all except Species 8472) -2

Special or Unique Abilities

Species 8472 is a species of very talented psionics, especially telepaths. They can project visions to other beings over large distances and most of the they time communicate with psionics.

Additionally they are very resistant to damage. They are genetically very advanced and as a consequence posses a very potent immune system, attacking and destroying everything entering their body, that includes Borg Nano-Probes. This is also their most dangerous weapon. When hitting a target they leave a few their cells in the victim's bloodstream. The cells immediately begin to attack the victim's cells and destroy him from within.

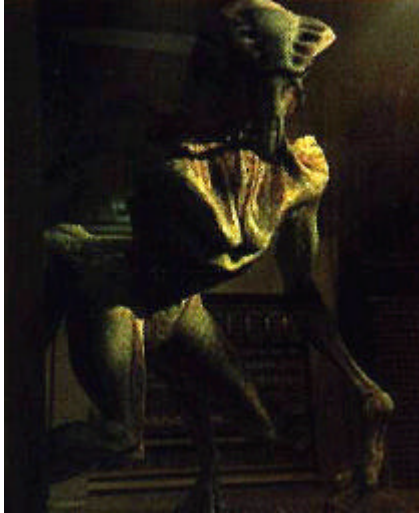
Special or Unique Skills

Species 8472 are excellent warriors and scientists. They have very advanced technology, e.g. their organic ships.



Size

Members of Species 8472 are more than 2 meters high and weigh more than 200 pounds.



Traits Common to The Species

Most remarkable is that Species 8472 has three legs. Their arms are very long and their heads have a roughly triangular shape. They are very bony and seem

to have at least partly an exoskeleton.

Description

Only little is known about Species 8472. they belong to the fluidic space, another dimension where all space is filled with a fluidic substance. When the Borg accidentally got to know about that they planned to assimilate Species 8472 (a designation used by the Borg). The plan failed and instead Species 8472 stroke back and invaded part of Borg territory. However they retreated when Federation technology gave the Borg an advantage. Although they have intimidating ships (one is able to destroy a Borg Cube and combined they can destroy a whole planet), they are normally not interested in conquering, probably because they are the only species in the fluidic space and never had to fight for resources. There is a hierarchy in Species 8472's leaderships but nothing besides its existence is known.

Hirogen

Howorld

Although the Hirogen most probably have a homeworld where they evolved, they seem to have left it

centuries ago as they are a nomadic race.

Home Region or Sovereign Territory

The Hirogen occupy a large region in space, as they are nomads. Additionally they posses a communication network that reaches up to the border of the Alpha-Quadrant.

Suggested Attribute and Edge Range

Fitness 4

Strength +1

Coordination 2 [5]

Intellect 2 [5]

Logic -1

Presence 2 [5]

Willpower +1

Psi 0 [5]

Typical Advantages/ Disadvantages

High Pain Threshold +2

Toughness +2

Weapons Master +2/ +4

Intolerant (all except Hirogen) -3

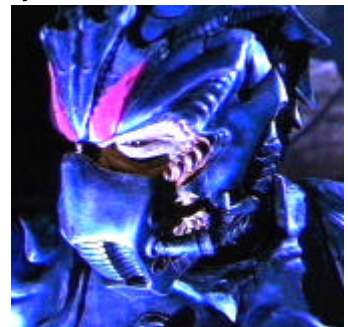
Compulsion (Hunting) -2

Special or Unique Skills

The Hirogen are hunters and as a consequence are good warriors. But they do not use only force but also cunningness to overwhelm their prey. They are good tacticians and are quite innovative in creating new challenges.

Additionally they are good

engineers, as they have to create advanced technology to secure their superiority.



Size

Hirogen are very tall and muscular. They are around 2.2 meters tall, although smaller ones were seen. It is possible that only their armor makes them that large.

Traits Common to The Species

Although Hirogen are humanoids they have a reptile-like skin and eyes.



They are very strong and massive making them powerful foes in combat. Additionally the Hirogen hunters wear massive armors, which protect them and make them even more intimidating.

Description

The Hirogen are a nomadic race traveling through space in search for a challenging prey. The prey that proves to be a daring task is hunted and eventually killed to create or attain trophies of it.

Most Hirogen ships operate independently from others and are lead by an "Alpha" and a "Beta". But in case of very powerful prey it is no shame to call for the help of another nearby Hirogen ship. When the *U.S.S. Voyager* destroyed the communication network the Hirogen used they made the Hirogen their enemy. However later they got *Voyager's* holographic technology and were now able to create prey they wanted to hunt without actually killing innocent people.

But still those Hirogen who are no hunters are discriminated and regarded as weak even if they are those technicians who keep their weapons and ship operational to make hunting possible.

Borg

Homeworld

Actually there is no homeworld as the Borg Collective consists of several species.

Home Region or Sovereign Territory

The Borg Collective's territory is a large amount of systems spread all over the Delta-Quadrant and nearly touching Beta-Quadrant.

Suggested Attribute and Edge Range

As the Borg consist of different species, which were assimilated there are no typical attributes or edges.

Typical Advantages/ Disadvantages

Through Assimilation the Borg Drones gain several advantages, which you can find in the box below.

Special or Unique Abilities

Most important is the Borgs' Hive Mind, which enables them to communicate and share all thoughts and skills. To achieve this Hive Mind people are assimilated, which means that their thoughts and minds are added to the collective. Additionally they are equipped with features, which enable the drones to perform certain tasks, e.g. repairing ship systems or operating new drones and the like.

Special or Unique Skills

The fascinating thing is that each drone has access to each skill or ability of another drone. However there are still specialized drones which perform certain task, but if necessary they can access the knowledge of the Hive Mind and have the skills they might need additionally.

Size

The Borg assimilated members of different species that makes an average size useless.

Traits Common to The Species

All Borg are equipped with a cybernetic suit serving as armor and protection. Additionally they often have limbs replaced with tools.

Description

The Borg Collective is a mass of drones lead by the so-called Borg Queen. When they began their existence or how they came to be is unknown. Their aim is to reach perfection and order.

To achieve this goal they assimilate other species. Assimilation means that the skills and knowledge of a person is add to the Hive Mind's Conscious. As a





consequence the Borg Collective's technology is highly advanced. Assimilation is reached with the help of Nano-Probes, microscopic machines that immediately attach to the backbone and create new probes and implants. The drones also heal damage with the help of the drones.

The Borg also assimilate children which are then raised in so called Breeding Chambers.

One cannot expect mercy or any other emotion from a Borg because the Collective Mind of the Borg suppresses individual feelings and thoughts.

Being Assimilated

The assimilation process is started by the Nano-Probes, which enter the victim's bloodstream, and is continued by other drones that add equipment to the body of the new drone and amputate limbs to make room for tools. Each drone is used for a specific task, although this task can change during the live of the drone.

Creating Drones

To create a drone just pick the victim's attributes (and leave all skills behind, as they are suppressed by the Hive Mind). Then add a new Overlay according to the drone's planned function. E.g. a Security drone would get the Security Overlay. But you have to change the Specialisation to Borg related ones. Additionally leave out Dodge and Law so that the Drone get the skill *Knowledge (Hive Mind) 2*, which enables it to access skills of the Borg Collective. Then leave out Vehicle Ops and give ht drone *Unarmed Combat (Assimilation tubules) 1 (2)*. Additionally the new drone loses all advantages and disadvantages that are not related to biological traits of its species, like e.g. *Organ Redundancy*. Then add the following:

Eidetic Memory +3
Excellent Metabolism (Nano-Probes)+1
Enhanced Vision +2
Excellent Size +1

Medical Remedy (Borg Modifications)+2
Multitasking +2
Toughness (Nano-Probes) +2
Physically Imp. (Borg Modifications) -2

And then adjust the attributes in the following way:

Fitness +1

Coordination +0

Dexterity -1

Intellect +1

Logic +1

Presence -1

Empathy -2

To heal the damage caused by assimilation it is necessary to pass several Medical Science test. This also counts for the operations needed to perform the assimilation.

Note: This writing is based upon my work and experience with my own Delta-Quadrant Campaign.

Disclaimer: *Star Trek* and all its elements and logos are property of Paramount. The *Star Trek Roleplaying Game* is owned by Decipher, and was formerly owned and created by Lastunicorn Games. This work is strictly non-profit.

Created by Volker Maiwald

**Visit the Far Realms Roleplaying Games
Archives at www.farrealms.de !**