

Star Trek: The Lost Episodes

I worked for a time as a "pool writer" for Last Unicorn Games on their ***Star Trek RPG*** lines. They put out some nice products (I'm particularly fond of the time travel sourcebook ***All Our Yesterdays***). Unfortunately, Last Unicorn ran into various problems that held up the publication of a number of projects. They were eventually bought by Wizards of the Coast and lost the ***Star Trek*** license to Decipher shortly thereafter.

Wizards decided not to publish the remaining products Last Unicorn had completed, so the rights reverted back to the writers. I'm posting my material so fans of the ***Star Trek*** game can have a chance to read and use it, if they like. Please note that these are my final, unedited drafts and this material wasn't approved by Paramount, so it can't be considered "official". Otherwise, enjoy. If you like it, feel free to drop me an e-mail and let me know.

Steve Kenson

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Chapter 5: The Cardassian Military

The military existed at the heart of Cardassian life for centuries, and at the center of conflicts involving the Cardassian Union in recent years, such as the war with the Federation and the devastating Dominion War with the rest of the Alpha Quadrant. These events called the military's domination of Cardassian life into question in recent years. With the end of the Dominion War, the role of the military in the future of Cardassia is one of the greatest questions looming over the leadership of the Union.

The Cardassian Central Command

Technically, the Central Command is the formal name of the leadership of the Cardassian military, but in practice the term has come to refer to the entire military. For centuries, Central Command effectively ruled the Cardassian Union, placing supreme power in the hands of the military commanders. The Union's resources were devoted to the continued support and maintenance of Cardassia's military might, with all other concerns secondary. The Central Command protected the Union and made Cardassians a force to be reckoned with in the Alpha Quadrant.

For the most part, authority in Central Command was split evenly among the heads of the military Orders. In practice, the leaders of the older Orders held more power through the extent of their *vesala* and the power of their reputations. Considerable political infighting took place between the military leaders as they struggled to decide how to allocate Cardassia's thin resources among their Orders. In times of crisis, however, the Central Command quickly unified against any outside threat. Some officers of the Central Command served on the Detapa Council, but the Council held little real power in comparison to the military leadership.

The alliance with the Dominion, and later the Breen, weakened Central Command's control over the Cardassian Union. Since the end of the war, Central Command retains considerable influence over most aspects of Cardassian life. It remains to be seen if the military will regain the power it once held. Narrators running a *Deep Space Nine* game before the end of the Dominion War can use the information here to challenge the Crew with the full range of Cardassian military might. During the war, Central Command suffered heavy losses, but it still remains one of the most formidable militaries in the Alpha Quadrant.

Cardassian High Command

The true leadership of the military is the Cardassian High Command, although this term is rarely used by Cardassians. "Central Command" often refers to both the military and its leadership. The High Command consists of the commanders of the Orders, a council that dictates policy for the military and much of the Cardassian Union. At the height of their power, the officers of the High Command were the *de facto* rulers of the Cardassian

Union. Now they share their power (somewhat uneasily) with the Detapa Council and the Obsidian Order.

The High Command has always been rife with political maneuvering and infighting, as different officers push their personal agendas for the Central Command and the Union as a whole. During the Dominion War, the guls and jaguls of Central Command united against their common enemies. Since the war's end, political maneuvering for positions of power resumed. With the fate of the Cardassian government up in the air, there are many opportunities for officers bold enough to seize them.

The Orders

The Cardassian military is divided into *Orders*, each of which serves or patrols a specific region of space and includes both space and militia troops assigned to that region. A soldier's Order is one of the most important factors in identifying him and his duties, and most Cardassian officers use their Order as part of their title, such as "Gul Jasad, Seventh Order." The highest ranked Orders are the oldest and most prominent, wielding the greatest influence in Cardassian affairs, and holding correspondingly greater responsibilities. This section describes the most prominent Orders and their areas of responsibility in the Union.

Vital Statistics

The Cardassian Central Command consists of millions of troops and officers, supplied with hundreds of ships. Each Order has between 500,000 and a million personnel, and there are well over a dozen Orders throughout the entire Cardassian Union. Of an Order's personnel, approximately one-percent (5,000-10,000) are Gul-level officers, generally starship and unit commanders. Approximately five percent (25,000-50,000) are Glinn-level officers, serving as adjuncts to the guls and commanders of smaller units. Each battalion within the Order, numbering between 50,000 and 200,000 personnel, is commanded by a jagul. A supreme jagul officer commands each Order, and holds a position in the Central Command.

Although Cardassia's military forces appear vast, the millions in the ranks of Central Command are still small compared to the trillions of individuals in the Cardassian Union. There is also a considerable turnover in the lower-ranks of the Central Command, as troops conscripted for mandatory military service leave for civilian life, with new recruits entering the ranks and a few choosing to move up the ladder through promotion and continued service. The restriction of military service to Cardassians only also limits the Central Command's numbers.

First Order

The First Order is the most distinguished of all, but it has lost some of the glory of its past in recent years. Stationed throughout the coreward sectors, the First Order serves to protect vital worlds of the Union. They hearken back to the Cardassian ideal of the military as

protectors of the Union and the Cardassian people, and maintain a certain romantic attitude towards their duties.

With Cardassia Prime located so close to the border of the Union, the First Order has many opportunities to distinguish itself in battle, most often against the forces of the Klingon Empire in various border disputes and during the Klingon invasion of Cardassia. First Order soldiers are none too fond of Klingons, and some have Klingon *d'ktahgs* and other ornaments as trophies of their kills.

Apart from their border conflicts with Klingon warriors, soldiers of the First Order saw little action for years. The brief Federation-Cardassian War never truly endangered the core worlds of the Union, so the First Order spent most of it in drills and training exercises. This led to their eclipse by the Second Order, which saw considerable action against the Federation.

The First Order is best known for their Third Battalion, which trains specialized commandos for difficult, often suicidal missions. Their motto is "Death to All," and commandos of the Third Battalion do their very best to make it so. They are renowned for their ruthlessness and their skill in combat.

Project Guardian

Following the signing of the Cardassian-Federation Treaty and the Cardassian withdrawal from Bajor, Central Command was forced to abandon or mothball several facilities along the Federation border and inside the new Demilitarized Zone. Rather than destroy the facilities entirely, Central Command chose to strip them of their useful components, leaving the rest intact in case the Cardassian Union should ever need them again (the resource-poor nature of their homeworld makes Cardassians quite frugal).

In order to protect these facilities from foreign powers, pirates, or others, Central Command chose certain members of the First Order and placed them in cryogenic suspension within the facility. Sensor systems could revive the soldiers to deal with any threats to the security of the facility.

A series of psychotropic drugs enhanced the already fearsome abilities of the commandos. These drugs heightened feelings of xenophobia and caused extreme paranoia in Cardassians, making the soldiers into cunning and efficient killing machines while dealing with non-Cardassian invaders, but did not make them dangerous (or at least did not make them *more* dangerous) to their fellow Cardassians.

Federation personnel encountered Cardassian commandos from the First Order in cryogenic freeze on the abandoned space station Empok Nor. It is a virtual certainty the Cardassian Union has similar soldiers stationed throughout the Union, particularly in border areas like Bajor Sector. After the Dominion War, Central Command lost track of where they station some of these commandos, providing potential threats for Cardassian and Federation personnel alike.

Second Order

The Second Order is widely considered the most influential in the Cardassian Union. It was once led by Gul Dukat, and later by Dukat's protégé Gul Demar. The Second Order exercised considerable power in Central Command and in Cardassian Space.

The Second Order's rise traces back to the start of the Federation/Cardassian conflict. Members of the Second Order made first contact with the Federation, and determined that the Federation Starfleet posed a potential threat to Cardassia. The Second Order also conducted the raid against the Federation outpost at Setlik III, believed to be a staging point for an attack against the Union. Although this proved incorrect, the Second Order considered its actions vindicated by the Federation's aggressive response, and became strong proponents of war against the Federation.

The Second Order also controlled the Bajor system, and oversaw the Bajoran occupation. Gul Dukat was the military prefect of Bajor at that time. The resources mined from Bajor gave the Second Order considerable vesala throughout Central Command.

When Central Command chose to negotiate a peace treaty with the Federation, and withdraw from Bajoran space, officers of the Second Order (including Gul Dukat) strongly protested. The Second Order remained hostile towards the Federation, and agitated for a continued re-arming and preparation for a new offensive against both the Federation and Bajor, particularly after the discovery of the Bajoran wormhole. Other leaders in Central Command remained skeptical about Cardassia's ability to sustain a new conflict, and preferred to bide their time using the peace negotiations while continuing to rebuild the Union's military strength.

The Dominion alliance placed the Second Order back at the top of things in Central Command, although still secondary to the will of the Dominion. Demar's rebellion against the Dominion drew many soldiers of the Second Order with him, and some of these men once again hold positions of power within the Central Command. Demar's leadership and sacrifice changed the character of the Second Order somewhat. It now advocates the rebuilding of Cardassia more strongly than continued aggression against foreign powers like the Federation.

Third Order

The Third Order serves as the rapid response fleet of the Cardassian Union, stationed on bases and outposts at strategic locations throughout Cardassian space. The soldiers and officers of the Third Order are trained to carry out quick hit-and-run strikes against enemy targets, and to provide support to other Orders, reinforcing their position, or providing distractions and covering their flanks to allow them to retreat.

Soldiers of the Third Order saw action in nearly every military conflict undertaken by the Cardassian Union, including the war with the Federation, border conflicts with the Klingon Empire, and the Klingon invasion of Cardassia. Third Order troops helped reinforce the

lines against the Klingon invaders, and allowed vital elements of other Orders, along with members of the Detapa Council, to retreat from the advancing Klingons. The Third Order reputation for "coming to the rescue" of other Orders gave them a certain cachet, as well as a measure of arrogance.

The Third Order suffered heavy casualties during the Dominion War, since they often supported Jem'Hadar forces operating along the front lines. At first proud of their prominent position in the war effort, the soldiers of the Third Order quickly realized the Jem'Hadar and the Dominion thought of them as little more than cannon fodder and secondary support personnel to the true soldiers of the Dominion. This led to a weakening of morale within the Order. Harsh punishments for dereliction of duty only served to strengthen the Order's resentment towards the Dominion.

Some Third Order units turned against the Dominion and supported the Cardassian rebellion movement, although most of the Third Order continued to fight against Federation, Klingon, and Romulan forces until the final invasion of Cardassia, when they turned against the Dominion en masse.

The Third Order remains a rapid-response and support unit, although its resources are considerably depleted. It is in the process of strengthening its ranks, although the Cardassian "regular" units have taken precedence in the rebuilding effort, a sore point for members of the Order.

Fourth Order

The Fourth Order patrols and protects the space near Cardassia Prime itself, including, when needed, the Bajor system. They suffered some of the heaviest losses during the Dominion War, although not at the hands of their enemies.

Along with the Second and Third Orders, the Fourth Order saw the most action in and around Bajor, both during and after the Bajoran occupation. The Fourth Order is often known as the "Home Guard" of the Cardassian Union, since they are entrusted with the protection of the homeworld, the heart and soul of the Union.

Following the Cardassian withdrawal from Bajor and the establishment of the Demilitarized Zone with the Federation, the Fourth Order reinforced positions in and around Cardassia Prime and along the DMZ. With Cardassia located so close to the border itself, the Order could not afford to relax its vigilance in the wake of the treaty. Fourth Order ships and soldiers helped to blunt the Klingon thrust towards Cardassia Prime during their invasion of the Union, although they suffered heavy casualties in return.

The Dominion alliance built up the Fourth Order again to protect Cardassia when the Dominion went to war with the Federation and their Klingon allies. The Fourth saw action during the war, but mostly through the rotation of Fourth Order units to the border to reinforce the depleted ranks of other Orders. Cardassia itself remained inviolate until the very end of the war.

The Cardassian rebellion presented a serious problem for the Fourth Order, which was charged by the Dominion with maintaining order on Cardassia Prime. Fourth Order soldiers found themselves faced with fighting their own people. Many chose to turn against the Dominion and join the rebellion, while some continued to serve and obey their oaths of loyalty. Fourth Order soldiers were stationed, along with Cardassian civilians, around Dominion bases to help protect them against terrorist attacks from the rebellion.

When the rebellion provoked the ire of the Dominion, and they began to mass-destruction of Cardassian cities, the Fourth Order turned entirely against their former allies, but too late. Thousands of members of the Order died along with Cardassian civilians in the Dominion's slaughter. Many valiantly sacrificed their lives in an effort to stop the Dominion forces, but to no avail.

Currently, the Fourth Order retains its role as the "Home Guard" of Cardassia Prime, it's ranks somewhat depleted. It is recruiting heavily, but many on Cardassia are tired of war. The Fourth Order focuses on its assistance in rebuilding Cardassia Prime, encouraging citizens to join in the rebuilding effort. Its leadership is outspoken about the need to protect and rebuild the homeworld, and its respect towards the Union's former enemies, who might prove to be useful allies in the rebuilding process.

Fifth Order

The Fifth Order patrols the "Iron Path," the series of systems with significant industrial capabilities that runs from the Cardassia/Bajor area rimward through the Union. The ships and soldiers of the Fifth Order guard these vital worlds, and help protect shipping convoys of much-needed materials from pirates and raiders. Their involvement in the manufacturing and shipping capabilities of the Union gives the Fifth Order most of their influence in Central Command.

Some consider them bureaucrats or "military merchants," more concerned with logistics and supply lines than military matters, but the Fifth Order is as capable a military force as any other in the Union. In addition to its quartermasters and logistics officers, the Fifth Order is well known for its engineers, who often assist disabled vessels and set up and maintaining new industrial facilities for the Union. Often forced to work with limited resources and outdated equipment, Fifth Order engineers are masters of improvisation and unorthodox technique.

The Fifth Order was vital in protecting the Iron Path from attack and keeping Cardassia's industry operating during various conflicts. The Dominion established a number of cloning and construction facilities along the Iron Path, with the Fifth Order responsible for protecting and maintaining them. These sites were tempting targets for Federation and Klingon forces striking at the Dominion's industrial capabilities. A number of them were destroyed or badly damaged during the war.

Since the Dominion withdrawal, the Fifth Order's primary work has been repairing and rebuilding the Union's industrial base, while working with the Eighth Order to protect the

Iron Path from raiders, smugglers, and pirates. The Order is a strong supporter of the new government, with a focus on industrial capacity to support further reconstruction throughout the Cardassian Union.

Sixth Order

The Sixth Order makes up part of the deep space fleets of the Union, stationed in sectors throughout explored Cardassian space. The Sixth Order undertakes the majority of military deep space exploration and observation duties for the Union, along with the Ninth Order.

Most of the Sixth Order's exploration missions take it spinward and coreward of the Cardassian Union, away from many of the conflicts the rest of the Central Command became involved in over the years. Although the officers of the Sixth Order are as military as any in Cardassia, they are also explorers, seeking new worlds and new resources for the Union, making contact with new species, and studying unknown phenomena in the depths of space.

The Dominion War brought the exploration work of the Sixth Order to a halt (much as it did with Starfleet exploration duties). Ships and personnel were diverted back into the heart of Cardassian space, particularly to deal with Romulan incursions along the Union's antispinward and coreward borders. Most of the Sixth Order's battles have been with Romulans and some Federation vessels, concentrating more on clever maneuvers, and hit-and-run tactics, than the sort of all-out battles fought near Bajor Sector.

Overall, the Sixth Order suffered fewer casualties than Orders like the First or Third. With the war over, the leaders of the Sixth Order are eager to return to their work of exploring the frontiers of Cardassian space. These officers break into roughly two camps. The first advocates continued exploration to find and conquer new worlds with resources useful in rebuilding Cardassian infrastructure. The other, more vocal, faction claims the Cardassian Union has had enough conflict. They advocate peaceful contact with new species along the frontier; using trade and technological exchange to strengthen the Union, while finding uninhabited worlds Cardassia can mine for much needed resources.

For the time being, the Detapa Council and Central Command focus on the needs of the core worlds, but the call for more exploration is generally supported. It is likely the Cardassians will begin looking towards the frontiers of their space soon enough.

Seventh Order

The Seventh Order patrols and maintains bases along the Cardassian Union's coreward frontier. More than any other, the Seventh Order saw conflict with the Romulan Empire, in addition to Federation forces. It is also the Order forced to deal most often with the Ferengi and their interests in Cardassian space. Ferengi Alliance vessels entering the Cardassian Union do so through the area patrolled by the Seventh Order.

The coreward border of the Cardassian Union saw the occasional terrorist attack by Bajoran freedom fighters, along with its share of raids and piracy (often carried out by "renegade" Ferengi), but otherwise it remained quiet. The Seventh Order protected Cardassian colonies and client worlds in the area, dealt with piracy, and aided exploration and settlement, following in the path of the Sixth Order.

Occasionally, the Seventh Order encountered evidence of Romulan incursion into Cardassian space, most likely small, cloaked vessels performing reconnaissance missions. The Cardassians never proved the existence of Romulan spies in their territory, and the Romulan Empire denied any such allegations, so little ever came of the incidents. The Seventh Order was one of several involved in the war between Cardassia and the Federation, although it did not see the most action.

During the Dominion War, the Seventh Order reinforced the positions of the other Orders, at first assured of no trouble from the Romulan Empire, which signed a non-aggression treaty with the Dominion, or the Ferengi Alliance, which remained carefully neutral. Elements of the Seventh Order deployed along the Federation/Cardassian Border and went on missions inside Federation space.

When the Romulan Empire unexpectedly entered the war on the side of the Federation, the Cardassians quickly reassigned the Seventh Order, backed up by Jem'Hadar troops, to protect the coreward border against Romulan invasion. Although the Romulan cloaking device was a formidable advantage, superior Dominion technology all but neutralized it. Seventh Order ships fitted with Dominion sensor pallets detected Romulan warbirds and engaged them as soon as they tried to cross the border.

The Seventh Order still found the Romulans formidable adversaries and a complex strategic game of move and countermove locked up the Order and a large portion of the Romulan Star Navy in the coreward sectors. This kept the Seventh out of most of the other action in the war, although some units were still assigned to support the other Orders against Federation and Klingon forces.

Since the end of the war, the Seventh Order returned to its duty of patrolling the coreward sectors. They have seen greatly increased traffic from the Ferengi Alliance, with a number of DaiMons looking for business opportunities in the Union. The Seventh Order strongly suspects some of these "trading missions" conceal Romulan Tal Shiar agents eager to gather intelligence on the state of Cardassia following the war.

Eighth Order

Like the Fifth Order, the Eighth protects and patrols the "Iron Path" through Cardassian space, focused on the far end of the path from Cardassia Prime. This highly defensible position kept the Eighth Order out of most border conflicts with the Federation, the Klingons, and other powers, and generally kept them behind the lines during the Dominion War. As the war took its toll on the forces of the Central Command, more and more units from the Eighth Order were moved up to the front lines, or assigned to protect

the Iron Path closer to Cardassia. Eighth Order ships and soldiers still saw considerable action during the war, particularly the final battles.

Previous to their involvement in the Dominion War, the Eighth Order was best known for dealing with pirates and raiders along the far end of the Iron Path. Guls and starship personnel from the Eighth Order are quite skilled in dealing with smaller, faster starships, like most pirate ships, although they often found themselves out of their element going up against large Federation, Klingon, and Romulan vessels. The Order's tactics focus on the use of superior size and firepower, although they know a few tricks for dealing with enemy ships as well, particularly using asteroid fields and other space debris to their advantage.

The Eighth Order continues to protect the Iron Path, although more of their units shifted to assisting elements of the Fifth Order after the war. They also deal with increased piracy along the Path and in the inner reaches of the Union. The Eighth Order strongly supports the reconstructionist government on Cardassia Prime, and believes the Union must restore its industrial capacity in order to recover from the damage done by the Dominion War.

Ninth Order

Like the Sixth Order, the Ninth is a deep space patrol and exploration group, focusing on the frontier regions rimward and spinward of the Cardassian Union in the Alpha Quadrant. The Ninth Order's missions took it into sectors often sparse in stars and Class M planets, but which still contains thousands of systems of interest to Cardassia. Its prime mission is finding sources of valuable minerals and other materials needed by Cardassian industry. This is even more important since the end of the Dominion War, with the Union in need of materials to rebuild its infrastructure, construct new ships, and so forth.

The Ninth Order's secondary missions include mapping and exploring new star systems, and making contact with new forms of life. Mapping and survey missions expand the Cardassian Union's knowledge of nearby space, leading them to systems containing valuable resources, or new life forms or civilizations. Promising systems are more thoroughly explored and surveyed by Cardassian vessels. Once a system comes under the rule of the Cardassian Union, elements of the Seventh Order patrol and protect it, while the Ninth Order moves further out into the frontier.

Unlike the Federation, the Cardassian Union does not place restrictions on its interactions with new life forms and civilizations in encounters out in space. Cardassian explorers are free to take whatever steps they feel necessary to protect the interests of the Union when dealing with new life forms. This includes outright conquest of primitive worlds with potentially useful resources, as well as supplying advanced technology and other materials to less-advanced civilizations.

Since the end of the Dominion War, the Ninth Order concentrates on finding new worlds with the resources the Union requires. The Central Command prefers to avoid conflict with indigenous life forms for the time being, so inhabited worlds have a lower priority, unless they happen to have particularly valuable resources. In that case, commanding officers are

empowered to negotiate treaties and make first contact. Although the Detapa Council discourages outright conquest, hoping to bring new members into the Union by diplomacy instead, the habits of the guls of the Ninth Order are slow to change.

Tenth Order

The Tenth Order, also known as the "Eagle Order," is a military intelligence unit. Central Command maintains the Tenth Order so they do not have to depend entirely on the Obsidian Order for their military intelligence. The Eagle Order is far smaller than the Obsidian Order, and has a fierce rivalry with its larger "civilian" competitor.

The Tenth Order makes the most of its resources by focusing almost exclusively on military intelligence. While the Obsidian Order maintains internal security for the Cardassian Union by watching nearly everyone, the Eagle Order concentrates on targets of military and strategic significance. The Tenth Order saw considerable activity during the Dominion War, when the Central Command was in desperate need of accurate military information, and the Obsidian Order was both weakened by the Omarion Incident, and mistrusted by many in Central Command. Agents of the Eagle Order worked to infiltrate and spy on Federation and Klingon facilities and bases, collect information on ship and troop movements, and ferret out the Federation alliance's strategic plans.

Officers of the Eagle Order are military personnel first, and intelligence operatives second. They share the same fierce devotion to Cardassia and their fellow soldiers as the other Orders, and lack the cold disdain Obsidian Order agents hold for the military. To the agents of the Eagle Order, their work is vital because it saves the lives of fellow soldiers, and because it aids the Cardassian people. There are certainly agents more concerned with personal power and influence, or merely playing "the game" of espionage, but for the most part, Eagle Order agents are more honest and forthright than their Obsidian Order counterparts.

The Eagle Order uses most of the same methods as the Obsidian Order, and takes on many of the same missions (see Chapter Six for more details). Tenth Order missions focus on military operations inside and outside the borders of the Union.

Agents of the Tenth Order are often found in the company of officers of other Orders, acting as intelligence liaisons, and keeping a close watch for any signs of trouble within the unit, along with opportunities for gathering information. While they are not overly popular with regular troops and officers, Eagle Order agents are regarded better than agents of the Obsidian Order, who are considered underhanded and untrustworthy by most Cardassian soldiers. Eagle Order agents are, at least, fellow soldiers for the Cardassian cause.

The Eagle Order, along with the First Order, often performs surgical strikes and commando raids on enemy targets. The Order specializes in sneak-attacks rigged to look like random raids, pirates, or accidents. Tenth Order personnel are also often the first to enter a potentially hostile situation, acting as scouts and forward observers, gathering information,

then bringing it back to the other Orders so they can act with full knowledge of the situation. Tenth Order scouts performed many dangerous missions during the Dominion War, and many of them were killed by enemy troops or vessels.

Eleventh Order

For the past several decades, the Eleventh Order found itself increasingly replaced by the Second, Third, and Fourth Orders. Originally charged to protect Cardassian colonies and client worlds along the Union's antispinward border, the Eleventh diminished as Cardassia's attention focused more and more on Bajor Sector and its borders with the United Federation of Planets. The Order's responsibilities were assumed by the other Orders, and the Eleventh became a reserve unit, its duties largely ceremonial. It performed support functions for other Orders in the area, and handled routine missions involving colonies and other peacetime activities.

As conflicts with the Federation continued to increase, even reserve units like the Eleventh Order were called upon to serve the Union. After the start of the Dominion War, all able-bodied Orders were expected to serve, and the ranks of the Eleventh swelled as the Cardassian Union called upon every reservist and volunteer in its ranks. As the soldiers fought and died, the ranks of the Eleventh were increasingly filled with fewer and fewer fully trained and able-bodied soldiers. The Eleventh Order went from a support and reserve unit to an entire Order of "old men, young boys, and the walking wounded" during the Dominion War.

Near the end of the war, the Eleventh Order was assigned to protect Septimus III in Cardassian space. The Order was poorly manned, and just as poorly equipped. The Dominion withdrew its own troops and support from Septimus, and charged the Cardassian soldiers with holding it. Despite promises of reinforcements from Central Command, the Eleventh Order received no help whatsoever. A Klingon attack force wiped out the entire Order, which fought to the last man. It was later revealed the Dominion chose to sacrifice the Cardassian soldiers to provide a distraction for Alpha Quadrant forces and further its own withdrawal plans.

The destruction of the Eleventh Order inspired many Cardassians, including Legate Demar, to turn against the Dominion. Their sacrifice fanned the first sparks of rebellion and all Cardassians consider them heroes. The Detapa Council and the Central Command have agreed to name a medal "the Star of the Eleventh Order," in their honor, awarded to Cardassian military personnel who make great sacrifices to protect the people of the Union. There are no current plans to rebuild the Eleventh Order, with so many other matters weighing more heavily on Cardassia.

Twelfth Order

Like the Eleventh Order, the Twelfth Order began with a charter to protect Cardassian colonies and client worlds, this time along the Union's rimward border. For the most part, the Twelfth Order performed its duties with distinction, earning the respect of the Central

Command and the Cardassian people, and the fear of enemies of the Union. The Order's headquarters is on the Cardassian planet Sarpedion V, one of the most fortified and well-protected military installations in Cardassian space.

More than any other, the Twelfth Order has seen conflict with the Klingon Empire when Klingon forces chose to attack Cardassia. This includes numerous border skirmishes over the years, leading up to the Klingon invasion of Cardassia, where the Twelfth Order took the brunt of the Klingon assault, suffering a number of casualties. During the Dominion War, the Twelfth Order again found itself up against Klingon forces, but this time the Cardassians had the aid of the Jem'Hadar, and won a number of early victories against the Klingons.

Early victories in the Dominion War spurred the Twelfth Order on to bolder strikes against the Klingons, but the fierce nature of their opponents, coupled with dissent in the ranks from working with the arrogant Jem'Hadar, led to rifts in the Twelfth's discipline and tactics. As the war continued, the Twelfth Order took considerable damage from Klingon offensives, and more units from the Twelfth were diverted from the rim areas of the Union to protect the front lines. Fallen Cardassian soldiers were replaced with retirees called back into service or young, raw recruits, or replaced altogether with more Jem'Hadar. This further weakened morale in the Twelfth Order.

Some soldiers of the Twelfth joined in the rebellion against the Dominion, and many of them were killed for their defiance. Since the end of the war, the Twelfth Order has returned to patrolling to rimward sectors of the Union, but their ranks are greatly depleted, and not likely to be replenished any time soon, so Cardassian patrols along the rim remain sparse. This has given the rimward sectors a reputation as a haven for smugglers, pirates, and raiders. Even a few former Cardassian ships have gone rogue, striking out on their own. The Cardassian military denies allegations that it overlooks attacks these raiders make against vessels traveling towards Klingon and Federation space.

Forces

The Cardassian Central Command divides the Union's military forces into two main branches: the Space Force, and the Militia. Both branches use the same system of ranks, uniforms, and technology, operating under the direction of the High Command. The Central Command encourages troops and officers to think of themselves as part of the Cardassian military as a whole, rather than members of an individual service, and each of the Orders as members of both branches in it, although the proportions vary depending on the Order's duties.

For centuries, Central Command has portrayed the military as the protectors and guides of the Cardassian people. There was no greater calling than to serve Central Command for the greater glory of Cardassia. Military personnel (and their families) also benefited from the very best of Cardassian society and economics, with good pay and special privileges.

Since the overthrow of the Central Command and the events of the Dominion War, the military's role in Cardassian society remains somewhat in doubt. Many of the heroes of the rebellion and the war are military officers, but the Cardassian people as a whole are tired of war, and much of the blame for the suffering and death of so many Cardassians fell on the shoulders of the military.

Cardassian Space Forces

Of all the branches of the Cardassian military, the Space Force is by far the best known and most influential. Space Force personnel crew the ships and stations of the Cardassian Union, patrolling border and trade routes, exploring deep space, and making contact with new worlds and species in peacetime. In times of war, the might of the Cardassian Fleet is brought against the Union's enemies, such as during the Dominion War.

The fleet's prime vessel is the *Galor*-class cruiser and warship. Usually commanded by a gul, these ships are found throughout Cardassian space, comparable to larger Federation vessels, Romulan warbirds, and Klingon cruisers. A typical Galor-class ship has a crew of 500, and performs a wide variety of missions, including deep space exploration.

Cardassian Militia

Cardassian ground forces make up the Militia organized into units of some 50,000 troops. The Militia handles planetary invasions, garrison duties, manning and protection of Cardassian facilities, and similar ground-based activities. It is somewhat less glamorous than the Space Force, but easier to get into and, sometimes, easier for an ambitious officer to advance quickly through the ranks. Cardassian Militia units saw considerable action during the Dominion War, defending planets within the Union from invasion by enemy forces, and helping hold captured worlds along the border.

Miscellaneous Branches

The other branches of the Central Command include Health, Engineering, Supply, and so forth. These branches work primarily to support the Space Force and the Militia, and are considered far less glamorous, with few opportunities for advancement other than heading up a department. During peacetime, branches like Science and Engineering do considerable research, analysis of scientific data, and so on. During wartime all their efforts are devoted to the development of new ships and weapons for the Central Command, and the analysis for enemy technology and information.

The Health branch of the military, similar to Starfleet's Medical Division, is responsible for maintaining the health and well being of military personnel. Cardassian medicine is similar to Federation medical technology, although the Cardassians place little emphasis on counseling and other "personnel engineering" techniques. Officers of the Health branch often have a somewhat sinister reputation, since Cardassian medicine has so often advanced using studies conducted on other life forms, often sentient, and usually without their consent.

Life In The Cardassian Military

A high degree of regimentation and discipline characterize the Central Command. Soldiers are expected to follow orders immediately and to the letter. Disobedience and shirking of duty are not tolerated; commanders mete out severe punishments, often involving the infliction of pain (or even execution), in the event of a violation. Soldiers and officers are also under the near-constant surveillance of the Obsidian Orders and intelligence officers from the Eagle Order, who report any infractions or concerns. A black mark on a soldier's record may be enough to deny him promotion; enough of them can end his career altogether.

The Cardassian Central Command values obedience and devotion to duty over qualities like personal initiative, imagination, and creativity. Soldier who disobeys orders is punished, even if his disobedience resulted in a great success. A soldier has to achieve a great deal in order to gather the *vesala* necessary to escape punishment from his superiors. Those who manage it usually rise quickly through the ranks. Cardassian culture stresses the importance of duty over all things: duty to family, duty to friends and fellow citizens, and duty to the state. This makes it far less likely for Cardassians to disobey orders than, say, individualistic humans.

The Central Command trains its soldiers to be ruthless in battle. The Cardassian military does not embrace Federation concepts of "minimum force" and avoiding needless killing; in fact, most Cardassian soldiers sneer at the Federation's pacifist ideals, believing it clearly shows their weakness as a civilization. The Cardassian credo is "fight to win at any cost." Cardassians only take prisoners to torture them for information or use them as political leverage against their enemies. They do not hesitate to kill their opponents in battle, and Cardassian soldiers keep their weapons on a lethal setting, rather than a "stun" level. (Cardassian troops guarding installations in peacetime keep their weapons set on "stun" primarily to avoid accidents and to leave prisoners alive for interrogation.)

Part of a soldier's training for ruthlessness comes early in the military services. Cardassian military training is swift, efficient, and often brutal, especially by Federation standards. Training officers put recruits in situations intended to harden them, foster obedience, and encourage them to learn ruthless behavior. For example, privileges in the military barracks are assigned to soldiers who can earn them; promoting competition, but squads of soldiers are often rewarded and punished as a group, encouraging responsibility to ones fellow troops. A Cardassian soldier who earns a punishment for his squad is likely to suffer more at their hands than any official punishment. Commanding officers are aware of this and quietly encourage it to maintain discipline.

Recruitment

All able Cardassians in the Union are required to enter military service at the age of 18 for two years. They receive basic training and education, and are indoctrinated into the Central Command's way of thinking. Most Cardassians perform their required years of service and return to civilian life, although they can be recalled into the military whenever

the Central Command deems it necessary. During the Dominion War, millions of reservists were recalled to duty by Central Command to replace soldiers lost in battle. Most Cardassians gladly answered the Union's call to service.

Some Cardassians choose to remain in the military after their required two years. These soldiers can participate in additional training, or attend any of the several military academies in the Cardassian Union to train as officers. Training to become an officer is particularly difficult, and many prospective candidates wash out before completing their training. Most return to the ranks, while some choose to leave the military altogether. There is no disgrace to being a soldier in Cardassian society; it is an honorable position. Some Cardassians (especially soldiers) look down on those who washed out of military training.

Rules and Regulations

The Cardassian Central Command is an organization that takes its rules and regulations quite seriously. Ironically, although the military does not encourage individual initiative, it does grant commanding officers wide discretion in making decisions and in disciplining troops who violate regulations. Even with subspace communications, there is no way for Central Command to oversee and approve every decision made by a Cardassian commander in the field. Instead, the High Command grants commander enough latitude to allow them to respond to changing conditions quickly and decisively. Of course, they still have to answer for their decisions to their superior officers at a later time.

Like most military organizations, Central Command's rules and regulations primarily define how personnel deal with certain situations, and what behavior is acceptable. Unlike Starfleet, Central Command does not have a non-interference directive. Their "prime directive," if any, is the protection of the Cardassian Union from any and all potential threats, following by securing potential resources for the Union. The Cardassians can and have interfered in the affairs of less-advanced societies when it suited their needs. They conquered a number of worlds to exploit their resources, and they patrol their borders with great vigilance.

Military personnel on duty are expected to maintain a level of decorum, avoid using drugs such as alcohol, and so forth. These rules tend to get bent, especially in frontier regions or on client worlds, where Cardassian soldiers are largely free to do as they please. Soldiers are also not restricted in their off-hours activities, even while in uniform. They can gamble, visit pleasure houses, or whatever else they want, so long as it is not illegal.

Although minor violations of regulations are often overlooked, punishment for infractions is severe. A commanding officer who fails to maintain discipline and military readiness can find himself quickly replaced by the High Command.

Chain of Command

The Cardassian military has a strong respect for the chain of command. This is drilled into new recruits from the very first day, reinforcing the Cardassian cultural respect for authority. Cardassian troops are loyal to their superior officers, often devoted to the point of fanaticism. This reflects the Cardassian idea of *vesala*; a popular officer gains considerable influence from the support of his or her troops.

The Cardassian Central Command uses a system of hierarchical ranks, which is the same for all branches of the service. A *garresh* is the lowest-ranked soldier, the rank where all new recruits start. Garresh make up the vast bulk of the military. They are individually ranked on a five-number scale. The lowest commissioned rank is that of *kel*, followed by *glinn*, *dalin*, *dal*, *gul*, and *jagul*.

Officers must generally hold a rank of at least *glinn* to be given command of a department on board a starship or within a unit. Larger vessels and units require *dalin* or *dal* level officers. *Guls* are the rough equivalent of Starfleet captains. They are the majority of the commanding officers in Central Command, controlling starships and bases, and serving as prefects and planetary governors throughout the client worlds of the Union. Many *guls* are quite influential, building up extensive *vesala* networks. *Jaguls* are the equivalent of Starfleet admirals, commanding entire Battalions and Orders.

Rank Hath Its Privileges

Advancement in rank means more than just additional duties and responsibilities for Cardassian officers. It also means increased opportunities and privileges. In the military-dominated society of the Union, high-ranking officers gain great *vesala* from their position and the contacts it provides them. Loyal troops can support a commander's personal bids for power and influence within the Central Command, and military academy friends, and former colleagues all become valuable contacts.

The Central Command also takes no small amount of resources for the use of its own personnel. Cardassian officers are assured of receiving the best that the Union has to offer in terms of housing and various luxuries. Even in frontier regions, Cardassian *guls* often live like kings. While *Gul Dukat* was Prefect of Bajor, he ruled the planet like a virtual king, able to take whatever he wanted from the Bajorans. *Dukat's* troops received discounts and gifts from the local merchants, Bajoran "pleasure slaves," and other incentives. Other Prefects and high-ranking Cardassian officers receive similar treatment.

The Dominion War opened the eyes of many in the Cardassian Union regarding the excesses of the military. It's questionable whether or not Central Command will be able to justify some of its more lavish spending in light of the resources needed to rebuild Cardassia's shattered cities.

Cardassian Ranks

Advantage Cost	Rank
0	Garresh

1	Kel
2	Glinn
3	Dalin
4	Dal
5	Gul
6	Jagul

Uniforms

All Cardassian military personnel, soldiers and officers, space and ground forces alike, wear the same uniform. The uniform of the Central Command is a symbol of Cardassian pride and strength to those in the Union, a symbol of fear and respect to foreign powers. It reflects the Union's emphasis on the military, and the Cardassian concern with protection and military might.

The Cardassian uniform is a complete bodysuit that covers all but the hands, the neck, and head. It has wide shoulders to accommodate the Cardassian neck ridges. The uniform is covered with armor made of molded carbonitirium fibers in a style that evolved from ancient Cardassian ceremonial armor, dating back to the First Hebitian civilization.

A flared clamshell cuirass covers the torso, affording protection against melee weapons and some limited protection from energy weapons. Flexible molded armor covers the arms and legs, with armor often sandwiched inside pockets of polymer cloth. In non-combat duty situations, the armor is trimmed back to just the ceremonial cuirass and shoulder armor over a standard duty uniform.

Order and Battalion insignia are worn on the left shoulder of the uniform, while rank emblems are worn on the left breast or collar.

Missions

The Central Command is responsible for a wide variety of missions throughout the Cardassian Union and beyond. For many years the military filled the role of security forces, police, government, explorers, diplomats, and more for Cardassian society. Even now, Central Command carries considerable influence on Cardassia Prime.

Central Command places missions in one of three categories: Offensive and Defensive missions, most often carried out during wartime, and Peacetime missions, carried out when the Cardassian Union has the luxury to do so, with out an enemy lurking at its borders. Since the end of the Dominion War, the Union has focused primarily on defensive missions, aimed at protecting it from outside forces. As the rebuilding continues, the Central Command will again be in a position to carry out peacetime missions. It will also be able to undertake offensive missions, to the concern of many powers in the Alpha Quadrant. It remains to be seen which path the Central Command will take.

Offensive

Conquest: A mission of conquest sends Cardassian vessels and troops to seize control of a planet or star system. In some few cases, the Cardassians have attacks small clusters of planets in order to control them. Conquest begins with ships moving in to neutralize any local space-vessels and space-based defenses (like armed satellites or mines). The orbital perimeter is secured, and the Cardassians begin landing or transporting troops to the surface of the planet.

The troops take control of government and military centers. Any resistance is met with a show of force, and it is common practice to round up portions of the population for execution if the local authorities fail to cooperate. Dissenters and leaders are placed in prison camps and freed only when the local commander decides they can be trusted to follow orders.

Once the planet is pacified, a military officer is chosen to function as prefect for the new client state of the Union. Militia forces serve to garrison the planet and maintain order, while Space Force vessels keep unwanted ships away from the area, and carry fresh troops to the planet, along with whatever other materials the occupation forces require.

Invasion: An invasion differs from a conquest in that invasion generally involves a large region of space rather than a single planet or system. The Cardassians have invaded some clusters of systems, incorporating them into the Union. With the aid of the Dominion, the Cardassians also invaded Federation and Klingon territory, seizing control of a number of worlds and systems. Their original governments have since reclaimed these worlds.

Ambush: Cardassians have been known to lay traps for enemies, presenting them with a situation, then springing on them in ambush, hoping to overcome them before they can react. Federation vessels were ambushed during the Federation/Cardassian conflict on a number of occasions, sometimes when the Federation ship was coming to offer a truce. Ambush became less common during the Dominion War, but remains a time-honored Cardassian tactic.

Strategic Operations: Strategic operations refer to military operations that enhance the Cardassian Union's position or defense in the interstellar community. This includes vessels on maneuvers, war games, and the positioning of troops and vessels at key areas within the Union.

Defensive

Patrol: The Cardassian Union is very conscious of the security of its borders, and regularly assigns various military units to patrol them and keep them secure. Patrols are required to question all vessels entering Cardassian space, asking for an identification code and the vessel's destination. Patrols are often stretched thin (especially following the Dominion War), so they can sometimes be fooled by someone with a fair knowledge of Cardassian military culture and a willingness to exploit their tendency to obey orders without

question. Narrators should lower the difficulty of Fast Talk actions against a Cardassian patrol by one level if the character manages a sufficient lie that puts him in a position of power over the Cardassians (pretending to be a legate or an agent of the Obsidian Order, for example).

Provocation: The Cardassians often "test" the strength of their forces and those of their enemies by baiting potential opponents into showing their hand. For example, the Cardassians staged an attack against Solarion IV in Federation space to draw the Federation into locating some Bajoran terrorists for them. Cardassian raids and attacks on border worlds are likewise intended to draw a response from the colony's government, allowing the Cardassians to blame the incident on "pirates" and make the other side appear the aggressor. Provocation missions have to be carefully staged, and the personnel involved may end up as scapegoats of the Central Command if anything happens to go wrong.

Tactical Response: Cardassian forces respond quickly in the event of a possible attack or invasion of Cardassian space. During the Dominion War, Cardassian units were active on all fronts repelling attacks from Federation, Romulan, and Klingon forces. The size of the Union's territory often limits the speed of response; it may take hours or even days for reinforcements to arrive, so local ships and commanders are given the authority to do whatever is necessary to protect the Union and its citizens.

Escort: Military ships regularly escort both military and civilian transports to protect them from pirates and raiders, as well as attacks by enemy vessels in wartime. The Cardassians often use "civilian" transports to carry military equipment or supplies, using space-space fields to shield them from sensor scans. Since it is difficult to tell these transports from civilian freighters, they can often move strategic supplies without notice. On the other hand, pirates have been known to capture a ship and find a rich haul of military equipment rather than spare parts or replicators.

Peacetime

Diplomacy: Diplomatic missions are fairly rare for Central Command, although becoming more common all the time. Originally, the Cardassians held little interest in diplomacy; they conquered what worlds they could and did their best to keep all others away from their borders. Their treaty with the Federation was the first major peace negotiation the Union engaged in, and it left a bitter taste for many in Central Command. Since then, however, the Cardassians have learned the benefits of negotiations, if only to delay an enemy while they rebuild their forces.

Emergency: Cardassian vessels are required to respond to the calls of ships and colonies in distress in the Union. They offer aid to vessels with systems failures and colonies suffering from natural disasters. They also deal with raiders and pirates. In the past, Bajoran or Maquis terrorists have fooled Cardassian ships by posing as a ship "in distress" and leading them into a trap, and some pirates have adopted the tactic. Starship commanders are understandably cautious when entering any emergency situation for this very reason.

Exploration: Part of the mission of the Cardassian Space Force is exploring unknown reaches of space beyond the borders of the Union, and further mapping and researching spatial and planetary phenomena within the Union. These exploration missions are much like those undertaken by Starfleet, except the Cardassians do not restrain their crews with a non-interference directive, and new worlds are generally evaluated based on what useful resources they hold, rather than scientific or cultural curiosity.

Research: Popular Federation stereotypes to the contrary, Cardassians do conduct pure research and scientific study for its own sake. The Central Command has various research stations and vessels throughout the Union, and offers aid to civilian researchers such as the Cardassian Ministry of Science. Research missions often lead to contact with unknown phenomena, from strange sub-space emissions to unknown forms of life.

Allocation: Perhaps the least glamorous, but most vital peacetime mission is the allocation of resources to worlds within the Cardassian Union. The Union's planets are often resource-poor, so shipments of needed industrial minerals, food sources, and other materials are essential to maintaining the Cardassian economy and the life of its colony worlds.

Chapter 6: Blacker Than Night: The Obsidian Order

The Obsidian Order is without a doubt the most feared organization in the Cardassian Union, quite possibly the most feared espionage organization in the entire Alpha Quadrant. Its agents are masters of espionage, assassination, sabotage, and interrogation techniques, ruthless, cunning, and extremely loyal to their organization and the Cardassian Union (in that order). Although nominally controlled by the Detapa Council and Central Command, the Obsidian Order is an organization that makes its own rules, and keeps its own secrets.

The current Order is a far cry from the fearsome, omnipresent organization that once monitored and influenced every aspect of Cardassian life. The disastrous attack on the Founders in the Omarion Nebula, along with the toll of the Dominion War, left the Obsidian Order a shadow of its former self. However, the Order is nothing if not skilled in survival, and it is a virtual certainty the current leaders of the Order will do their best to regain all they have lost, and more.

Joining the Order

As the Cardassian saying goes, "do not look for the Order, it looks for you." The Obsidian Order has always chosen its own recruits. After all, as the people who keep watch over millions of Cardassian citizens every day, the Obsidian Order knows better than anyone the capabilities of any particular Cardassian.

The Obsidian Order keeps a close watch on potential recruits among the population of the Cardassian Union. The prime qualities the Order looks for are ruthlessness, resourcefulness, and loyalty. Agents of the Order must be able to carry out their duties without squeamishness or moral qualms. The Order drills such ruthlessness into their agents, but recruits must have a certain amount of it to be able to survive.

Obsidian Order agents must be creative and cunning, they deal with some of the most dangerous opponents in the galaxy. For this reason, the Order rarely finds suitable candidates among the ranks of the Central Command. Military officers are often ruthless and loyal enough, but the military does not encourage the initiative or creative thinking that makes for a good intelligence operative. The military also tends to encourage too much loyalty to the ideal of Cardassia rather than loyalty to the Order itself.

Loyalty is, perhaps, one of the most important qualities of an Obsidian Order agent. The Order is virtually above the law in Cardassian space, wielding great power. It demands complete loyalty from its agents in return. Agents suspected of wrongdoing or, worse yet, collaboration with an enemy power, are targeted for assassination. Most often, the Order exiles rogue agents, placing them outside the Order's protection and putting a price on their head. The Order doesn't even need to hire assassins to deal with most rogues; agents earn more than their share of enemies who are willing to kill them for free. Still, the Obsidian Order rarely takes chances. Most rogue agents don't live for very long.

Recruitment

When the Order finds someone who they believe has the qualities to make a good agent, they approach him or her covertly, testing the potential candidate for suitability. Often these tests involve things to determine if the candidate has conflicting loyalties, or can be easily bribed or blackmailed. If this is the case, the candidate may not be suitable as an agent.

If the candidate passes these tests, the Order approaches him or her and offers training and an opportunity to join. This offer is rarely refused, since the power of the Obsidian Order is well known throughout the Cardassian Union. Declining an offer to work for them may be taken as a sign of disloyalty, and rumors abound of potential candidate who chose to refuse the Order, only to suffer a fatal "accident" or other misfortune shortly thereafter. It has never been proven the Order assassinates those who refuse to work for it, but it is a common belief.

Those who accept the offer to join the Order rarely show any outward sign of it. Most appear to go on with their lives normally, perhaps taking an extended "vacation" or "sabbatical" from time to time, but otherwise blending in perfectly with the people around them. A few recruits simply disappear, faking their own deaths or vanishing without a trace, leaving their old lives behind to devote themselves entirely to their new life in the Obsidian Order.

Training

All new recruits attend the Obsidian Order's special training facility, the so-called "Midnight Academy." Even most members of the Order don't know where the Academy is located. It is very clearly not on Cardassia Prime. It's probably inside Cardassian space, but it's difficult to be sure. It is located on a Class M planet with very little native life. The surface of the planet is dry and barren, with little rainfall. Primitive animal lifeforms-some of them quite hostile-inhabit the vast deserts, but there appears to be no sentient life. The harsh terrain serves as both security and a resource for training exercises.

The Academy itself is a collection of low buildings that blend into the surrounding landscape. Inside, Obsidian Order recruits learn the skills of espionage, infiltration, assassination, and intelligence gathering. The training is brutal, even by Cardassian standards. The photographic memory and other mental discipline drilled into the recruits from their childhood are vital in the Academy. Most agents claim a human wouldn't survive a week at the Midnight Academy, and they're probably right.

And survival is the name of the game. The penalty for failure at the Academy is death, or exile from the Order, which amounts to the same thing. Recruits are tested to their limits. Those who fail, die. Those who succeed go on to become full agents of the Order. The Academy teaches ruthlessness and cunning by necessity. An agent of the Obsidian Order is someone who has survived and endured a great deal to achieve his or her position.

Obsidian Order agents learn an extensive collection of skills, from espionage to unarmed combat to techniques of assassination, interrogation, and torture. The instructors at the Academy treat their subjects as arts to be respected, taught and learned with style and finesse.

Agents of the Order return to the Academy from time to time for additional training, although agents are expected to maintain their skills in the field. An agent who slips up or gets rusty usually ends up dead, so the Order has no problems encouraging agents to continue training. Only the highest ranked members of the Order are told the true location of the Academy; not even the High Command knows where it is located.

The Structure of the Order

The Obsidian Order is organized into "branches," each specializing in a particular aspect of intelligence work. Agents are assigned to the branch most suited to their talents, although agents are often posted to many branches throughout their careers to broaden their skills and experience. The individual branches of the Order work well together for the most part, although there is some occasional infighting over goals or resources.

Command Branch

The Command Branch oversees and coordinates the activities of all the other branches of the Obsidian Order. It is the leadership of the Order, and sets policy, assigns missions, chooses priorities, and makes other command decisions. Although individual branch administrators are allowed a fair amount of freedom in conducting the affairs of their

branch, the Command Branch requires regular updates, and brooks no defiance of its authority within the Order.

The Command Branch is considered the final destination for ambitious Obsidian Order agents, and only the most capable agents are appointed to command positions. It is commonly known among agents that the Command Branch is rife with intrigue and political maneuvering. Some consider this a weakness, but most think of it as merely another aspect of the Order's intelligence operations.

The current head of the Obsidian Order is Doret Tashom, the successor to Enabran Tain. His current position appears stable but, as the Order knows well, appearances can be deceiving.

Doret Tashom, Head of the Obsidian Order

Attributes

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

Skills

Athletics (Climbing) 2 (3)
Computer (Data Alteration/Hacking) 2 (3)
Culture 2
(Cardassian) 3
(Dominion) 3
(Federation) 3
Dodge 3
Energy Weapon 2
(Disruptor) 3
(Phaser) 3
Espionage (Undercover Operations) 4 (5)
Fast-Talk 3
History (Cardassian) 1 (2)
Intimidation (Torture) 3 (4)
Language
(Cardassian) 3
(Federation Standard) 3
(Klingon) 2
Law (Cardassian) 2 (3)
Personal Equipment (Sensors) 2 (3)
Physical Sciences (Computer Science) 1 (3)

Security (Security Systems) 3 (4)
Shipboard Systems 2
(Tactical) 2
(Weapons Systems) 3
Unarmed Combat (Telais Ta'Rom) 2 (3)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge 2
(Cardassia) 3

Advantages/Disadvantages

Contacts (+3), Eidetic Memory (+3), Governmental Rank (+5), Security Clearance (+3)
Arrogant (-1), Intolerance (-3). Power-hungry (-2)

Courage 6

Renown 62

Aggression 10
Discipline 15
Initiative 12
Openness -10
Skill 15

Doret Tashom started out as one of the Obsidian Order's most promising recruits. Early on, he caught the attention of Enabran Tain, the then head of the Order. Tashom became Tain's protégé, along with Elim Garak. He worked hard to earn Tain's respect, and developed a strong dislike of Garak, who he saw as a rival for Tain's attention.

Tashom became a skilled agent, working in several branches of the Order, always under the close supervision of Enabran Tain, and the watchful eye of Garak. Tashom eventually discovered the reason Tain had Garak as his student, Garak was actually Tain's son, but born under circumstances that prevented Tain from acknowledging him. Tashom arranged for Garak to fail a mission assigned to him by Tain by leaking information to the target. He then confronted Tain with his information about Garak's true parentage, preventing any possibility of Tain showing leniency towards his son and student. Tain exiled Garak from Cardassia and the Order, and issued orders that he should be killed if he ever returned.

Out of respect for Tashom's ruthlessness and cunning, Tain appointed him his successor as head of the Obsidian Order. He retired shortly thereafter, although he still kept an active hand in the administration of the Order through Tashom. When Tain proposed the assault on the Founders homeworld in the Omarion Nebula, working jointly with the Romulan Tal Shiar, Tashom agreed to the plan. When it failed due to changeling infiltration of the ranks, Tashom laid the blame at Tain's feet, and set about purging the ranks of the Order of any infiltrators and double agents. This occupied much of Tashom's time and prevented the Order from operating as efficiently as it did in the past.

Ironically, the Obsidian Order's occupation with internal matters helped protect it from the storm that struck the Cardassian Union. The Dominion Alliance and the war with the rest of the Alpha Quadrant largely passed over the Order. The Dominion preferred their own intelligence-gathering methods, and did not trust the Order, so they retreated underground and bided their time.

Now, with the war ended, and Cardassia in the process of rebuilding, Doret Tashom intends to see that the Obsidian Order gains back all that it has lost, and more. One of his primary obstacles is his old foe, Garak, who has returned to Cardassia in the wake of the war as a hero and liberator of the Cardassian people.

Analysis

The Analysis Branch is responsible for analyzing all collected intelligence data and preparing reports for Command and other branches, as needed. The Analysis Branch is broken down into "bureaus," each devoted to a specific subject: the Federation Bureau, Klingon Bureau, Romulan Bureau, and so forth.

The Analysis Branch has access to a vast storehouse of information gathered by the Obsidian Order's agents over many years. This information includes physical archives as well, collections of evidence, files, technologies, even biological samples, all kept in specially designed stasis chambers in a central archive on Cardassia Prime. The archive is extensively catalogued and cross-referenced, allowing the Analysis Bureau to access any given item or piece of information immediately, using computer retrieval and transporter technology (for physical items). A number of less vital physical items are scanned by a Cardassian high-resolution replicator and their patterns stored in computer files, allowing them to be re-created at a later point.

Although the Analysis Branch has access to all the information of the Obsidian Order, its agents have a reputation as "bookish" and not suited for fieldwork. Many agents of the Analysis Branch are older and close to retirement, or assigned to the branch as punishment from a superior. This makes Analysis agents notorious for their bad attitudes towards other agents. Requests for access to information are often subject to political runarounds and other games, unless the requesting agent has enough authority to push the Analysis Branch around a bit.

The current head of the Analysis Branch is Gova Juset, a formidable Cardassian woman with iron-gray hair, and a sour disposition. Rumor has it she was romantically involved with Enabran Tain many years ago, but she never talks about her past. Her preservation of the archives throughout the Dominion War may be one of the keys to the Order's continued influence, and to the rebuilding of Cardassia.

Assassination

The highly trained and efficient agents of the Obsidian Order's Assassination Branch are known throughout the Alpha Quadrant. Their ability to make an assassination look like an

accident is legendary. They are suspected of killings ranging from Federation officials to Romulan admirals to the leaders of Klingon houses.

Cardassian assassins learn a wide variety of killing techniques, including their own special martial art, *Telais Ta'Rom*. They generally prefer subtle methods of assassination, particularly obscure poisons, genetically engineered viruses, and "equipment failures," such as the destruction of shuttles and other spacecraft or the well-timed rupture of an EPS conduit near their victim. Still, there are more than willing to use direct methods, up to and including a well-placed sniper shot from concealment and killing their victim with their bare hands.

The Assassination Branch is considered no more or less important than any other in the Order, but it does carry a certain "romantic" quality, and agents serving in this branch often advance more quickly than others. Of course, assassination missions are some of the most dangerous, so assassination agents suffer the largest number of casualties as well. Still, the branch is considered the "fast track" of the Obsidian Order, and most of its prominent agents have served at least some time as assassins.

The current head of the Assassination Branch of the Obsidian Order is Nex Kosa, himself a skilled assassin known for operations against Federation and Romulan targets. Kosa supports Doret Tashom in the restoration of the Obsidian Order, but there are rumors that Kosa has his own political agenda. A staunch conservative, it is likely Kosa's agenda involves the restoration of military control over Cardassia, but with the Obsidian Order (and, perhaps, himself) in charge.

Counterintelligence

The Counterintelligence Branch of the Obsidian Order is responsible for protecting the Order and the Cardassian Union against the intelligence operations of other interstellar powers, like the Federation and the Romulan Empire. They carried out their duties with extraordinary efficiency. For many years, Starfleet Intelligence considered the Cardassian Union the most difficult interstellar power to conduct intelligence-gathering operations against.

The Counterintelligence Branch rooted out foreign spies and operatives, often working in cooperation with the Interrogation Branch to extract information from them, then reprogram them for use as double agents against their home government. At least one of these double agents was highly placed within Starfleet Intelligence for years before being detected. Her exposure forced Starfleet Intelligence to re-evaluate all the data it gathered on Cardassia.

Part of Counterintelligence's success is the patience of its agents; rather than moving in to capture a potential spy immediately, Counterintelligence prefers to bide their time and "bait" possible spies in order to undercover any confederates they might have. They are masters at constructing complex psychological games to allay any suspicions on the part of their subject, and to feed them false information. When the Order is ready, it sets up a

series of false and misleading information designed to put stress on the enemy agent; fake messages from home, evidence of betrayal by superiors or loved ones, and so forth. Only when the target is near the breaking point do the operatives move in to capture him for interrogation and subversion.

Counterintelligence's spotless record was marred by the infiltration of changelings into Cardassian society, particularly into the ranks of the Obsidian Order. Counterintelligence was unprepared for the Founders' powers of imitation; exact enough to fool sophisticated scanning equipment. This allowed the Founders to lead the forces of the Obsidian Order and the Tal Shiar into a trap in the Omarion Nebula.

Since the Omarion Incident, the Counterintelligence Branch has become paranoid in the extreme, conducting blood screenings and using other techniques, including torture, to detect changeling infiltrators. There remains some concern among the leadership of the Order that the Dominion has not entirely withdrawn from the Alpha Quadrant, and that there may still be changelings hiding among the citizens of Cardassia, waiting for the right opportunity to strike.

The head of the Counterintelligence Branch is Circha Ossamat, who earned his position when the previous head of the branch was executed following the Omarion Incident. Ossamat is a slight man whose soft-spoken demeanor hides a core of considerable deviousness and paranoia. Ossamat is loyal to Doret Tashom, and devoted to keeping the Order free from any future infiltrators.

Cryptography

The Order's Cryptography Branch handles the design, implementation, and breaking of various types of codes. They developed the recursive encryption algorithm used in most modern Cardassian codes, which has proven nearly impossible for foreign powers like the Federation to break. The renowned Cardassian memory, and a talent for mathematics, makes the Cryptography Branch one of the most efficient of its kind in the Alpha Quadrant.

Cryptography makes use of the most advanced Cardassian computer systems to run their encryption and decryption algorithms. They also rely on the information gathered by the Infiltration and Interrogation Branches to provide them with valuable keys to unlocking different code sequences.

Once a code is broken, the Obsidian Order often keeps that information to itself, so as not to alert the owner of the code that it has been broken. This allows the Order to monitor and decode transmissions from foreign powers and agents and track their activities with much greater accuracy. Operations conducted by Counterintelligence are often assisted by Cryptography breaking the enemy agent's code system, allowing Counterintelligence to not only monitor his activities, but create forged messages that appear to come from the target's home agency.

Agents of the Cryptography Branch are often thought of as "homebodies," more comfortable working in a lab with a computer than out in the field. This is sometimes the case, but most Cryptography agents served in other branches of the Obsidian Order, so they should not be underestimated.

The Founders employed Cardassian cryptographers to develop and break codes from them during the Dominion War, giving the Cryptography Branch a somewhat undeserved reputation as collaborators with the Dominion. Their cooperation did secure the Obsidian Order a considerable amount of information on Dominion codes and encryption protocols. Much of this information is worthless in the wake of the Dominion surrender (the Founders will no doubt change their encryption protocols), but it still provides valuable insight into the Dominion's secrets.

The current head of the Cryptography Branch is Terbin Usa, an older Cardassian man with a bookish exterior and wispy gray hair, concealing a razor-sharp and insightful mind. Usa is most at home working with numbers and algorithms, but he is a loyal citizen of Cardassia and (more importantly) a loyal member of the Obsidian Order. He lost most of his family during the Dominion War, including several grandsons. He wants to see Cardassia strong enough to never again bow beneath the heel of an alien oppressor.

Infiltration

The Infiltration Branch of the Obsidian Order is responsible for short-term penetration, infiltration, and extraction missions. The Undercover Branch carries out long-term infiltration of other societies and organizations. Infiltration specializes in swift, silent raids and precision strikes against their chosen targets. Agents are trained in stealth and overcoming security measures as well as commando-style tactics. Infiltration agents carry out three major types of missions: reconnaissance, theft, and extraction of personnel, in their relative order of difficulty.

Reconnaissance ("recon") missions consist of agents operating behind enemy lines, or outside of Cardassian space. Very short-term recon missions tend to be military in nature. The Obsidian Order often leaves these missions to the Central Command, although it reserves the right to carry out its own reconnaissance when necessary. The Order's recon missions are oriented towards intelligence gathering rather than military planning, and usually involve agents disguised as members of a different species. The agents find out what they can about an area, individual, or organization, and report back to the Obsidian Order. Recon missions are often conducted with the assistance of an undercover agent already in place, although the Order is careful not to compromise the identity of their undercover agents, if it can be avoided.

Infiltration agents are often tasked with acquiring a particular item or information for the Order. This includes alien artifacts, samples of advanced technology, chemical compounds, genetic samples, and virtually any data of interest to the Order and the Cardassian Union. Agents are skilled in overcoming security measures intended to deter

thieves, and some agents are specially trained to bypass computer security lockouts to download sensitive data.

The Order often works with smugglers to move their agents and their materials into and out of Cardassian space. One tactic of the Order is staging a raid or theft of other materials to cover up the disappearance of the Order's true target. For example, a band of pirates might raid a Federation merchant vessel and steal its cargo, also seizing the top-secret case of biogenic compounds on their way to a Federation research station and killing the Starfleet Intelligence agent carrying them. To all outward appearances, the attack is merely a "random incident" of interstellar piracy. Even if Starfleet tracks down the pirates, odds are the Obsidian Order agents are long gone.

Lastly, the Infiltration Branch also arranges the abduction of people the Obsidian Order is interested in. Sometimes these people are double agents or deep-cover operatives in need of an escape to the safety of Cardassian space. More often, the targets of the Order are individuals who have information of interest to them. They are abducted for interrogation, and possibly brainwashing. The Order may substitute an undercover agent, surgically modified, in place of an abducted individual, either to cover their absence in the short term, or to infiltrate using their credentials. Such replacements are rare, and carried out with extreme delicacy. See the Undercover Branch for more information.

The head of the Infiltration Branch of the Order is Jora Kitrap, a Cardassian woman with considerable experience in infiltration and extraction operations. She is quite young for a branch-head, having only recently replaced her mentor, who was executed by the Dominion on suspicion of subversive activities. Kitrap is pleased to see the Dominion gone, and eager to use the resources of the Obsidian Order to help strengthen Cardassia. She is somewhat headstrong, and Doret Tashom has already warned her that infiltration operations carried out without his authorization will not be tolerated.

Internal Affairs

The Internal Affairs branch of the Obsidian Order is the best known, and most feared, arm of the organization in Cardassian space. Its mandate is to maintain the rule of law and order (along with the rule of the Central Command and the Order) in the Cardassian Union. Internal Affairs once wielded vast power on Cardassia, but the events of the Dominion War have weakened its position considerably.

Originally, Internal Affairs held almost complete control over the Cardassian law enforcement and judicial systems. Ordinary soldiers served as law enforcement officers, and archons served in the courts, but the wishes of Internal Affairs could override any of them at any time, and all legal authorities were required to cooperate with the Obsidian Order at all times. Cardassians suspected of dissidence or treason simply disappeared into the interrogation chambers of the Order, never to be seen again. Political enemies of the established order were harassed and hounded by security and the legal authorities until they mended their ways or were driven to ruin. Not even high-ranking legates or members

of the Detapa Council were beyond the reach of Internal Affairs, although the Obsidian Order needed more proof to bring down people in such influential positions.

The Omarian Nebula incident weakened the power of the Obsidian Order in the Cardassian Union. Political enemies of the Order, including Central Command, exploited the opportunities the Order's weakness presented. Security forces operated with more and more detachment from Internal Affairs, and the Detapa Council became more defiant of the Order's influence. The overthrow of the Central Command, followed closely by the Dominion alliance, severely weakened Internal Affairs. The Dominion placed the military, aided by Jem'Hadar enforcers, in charge of planetary security and law enforcement. The Jem'Hadar answered to no Cardassian authority, and held no fear of the Obsidian Order. Even the Cardassian soldiers considered Internal Affairs little more than a shadow of its former self.

Things have changed since the Dominion surrender and withdrawal. The Detapa Council looks towards Internal Affairs for its experience in maintaining order and enforcing the law. The agents of this branch are once again influential in Cardassian society, although they do not have quite the latitude they once did, at least not publicly. The head of Internal Affairs, Doven Grissa, is working closely with the Council and civilian authorities to give the Obsidian Order as large a role in law enforcement as possible.

Interrogation

Few people can keep secrets from the Obsidian Order once it has them in one of its interrogation rooms. Agents of this branch are masters at questioning, manipulation, and physical and psychological torture intended to pry information from unwilling subjects, and to bend their minds in whatever way the Obsidian Order wishes.

While the Romulan Tal Shiar prefers technological methods for interrogation, such as mind probe devices, the limits of Cardassian neural technology require the Obsidian Order to make use of more "traditional" interrogation techniques. Agents of the Order consider this an advantage rather than a shortcoming, and many Cardassian interrogators take a perverse pride in the "art" of torture and manipulation, a skill they have honed for many years. A Cardassian interrogator can wax poetic about the many different ways of inflicting pain, or the pleasures of slowly breaking another person's will. In fact, they're quite fond of doing so in front of their victims, to further enhance their fearsome reputations.

In addition to extracting information, Cardassian interrogators employed their techniques as instruments of terror against enemies of the Cardassian Union. Political prisoners were often tortured to death during the Bajoran occupation, and Cardassians commonly made "examples" of those who defied them, in order to encourage fear in the local population. . The mutilated face of the Bajoran terrorist Orta is only one of thousands of examples of their handiwork. The Cardassian mistreatment of political and wartime prisoners is legendary among the Bajorans and Starfleet officers who served during the first conflict between the Federation and Cardassia.

Like many branches of the Obsidian Order, the Interrogation Branch fell into disuse during the Dominion alliance. The Dominion preferred its own methods and personnel for interrogation of prisoners, so Cardassian interrogators went virtually unnoticed during the war. The new civilian government on Cardassia Prime has driven these masters of torture and manipulation even further underground, although the Obsidian Order still retains their services. Torture is no longer considered one of the tools of the Cardassian Union, but the Order still counts it as one of their most useful.

Sabotage

The Sabotage Branch of the Order specializes in vandalism and terrorist attacks against enemies of the Cardassian Union, along with arranging "accidents" for the Order's political enemies. They work closely with both Infiltration and Assassination to carry out their missions. Sabotage agents take considerable pride in the elegance of a sabotage job well done, particularly work that can pass as normal equipment failure or something else, such as the destruction of a Romulan shuttle appearing to be the work of Dominion weapons rather than a carefully placed bomb.

Agents of this branch require considerable technical knowledge and training, in order to learn the weaknesses and different technologies. Agents learn about EPS waveguides, plasma manifolds, ship schematics, fusion reactions, antimatter injectors, and all the hundreds of different sub-systems and places where a damaged circuit or a carefully placed overload can cause a catastrophic systems failure. They also learn a great deal about the design, construction, and use of explosive devices, from almost microscopic triceron derivatives to powerful bilitrium bombs. A Sabotage agent with even minimal access to a ship or station's engineering systems can do considerable damage.

Cardassian saboteurs were surprisingly rare during the Dominion War. The Founders preferred to handle infiltration and sabotage work themselves since they could move virtually undetected, entering places even a trained agent would have difficulty with. Ironically, many trained saboteurs turned against the Dominion towards the end of the war, committing acts of terrorism on their own worlds against the Jem'Hadar. Many have since been brought back into the fold of the Obsidian Order, prepared to carry out missions against Cardassia's (or the Order's) enemies.

Surveillance

At one time, the Surveillance Branch of the Obsidian Order kept watch over every single man, woman, and child in the Cardassian Union. Even after the Dominion War, this branch remains one of the most powerful and influential of the Order, and remains the source of most of its political power.

Over the past century or so, the Surveillance branch built increasingly elaborate systems for keeping a watchful eye on the Cardassian populace. They still control a vast information network that includes viewing and listening devices across Cardassia Prime and throughout the Union. At one time there were few places the all-seeing eyes of the

Obsidian Order did not watch. Now the Order's surveillance network is spotty in many areas due to the damage done during the war, and their license to watch every member of Cardassian society is gone along with the military government. Still, Surveillance's information gathering capabilities are vast.

Before the Dominion War, every Cardassian citizen was required to have a tooth extracted at the age of 10 and placed in the archives of the Obsidian Order. This gave the Order complete genetic samples for every member of Cardassian society. The Order could tune sensors and scanners to locate particular individuals with astounding accuracy, and they used genetic scans as a security measure, foiling non-Cardassian infiltrators. The Surveillance archives also include vast amounts of data collected over the years, from recorded conversations to psychological profiles to forensic evidence. The Order is well known for never discarding *anything* that might be useful.

Undercover

Obsidian Order undercover agents agree to undergo surgical alteration to appear as members of other humanoid species, allowing them to infiltrate their society and acquire information. The expert Cardassian surgeons are able to make agents appear as nearly any humanoid species, although a medical examination or genetic scan will still reveal their true nature. Many Cardassian undercover agents operated for years without being detected on worlds such as Bajor, Qo'noS, and several Federation core worlds.

In some cases, undercover agents go a step further, undergoing treatments to give them false memories suited to their "cover identity." This prevents the agent from being detected by casual neural or telepathic scans, but it also completely suppresses the agent's true memories and personality. These undercover agents are not even aware they are Cardassians, much less agents of the Obsidian Order. The mental treatments combined with Cardassian photographic memory ensures the agent will recall everything their experience while undercover. When their mission is complete, the agent is extracted and brought back to Cardassian space, where his or her true appearance and memory can be restored.

Although the Obsidian Order claims it has never had an undercover agent defect, there have been cases of undercover agents going missing. Since the Dominion War, the Obsidian Order has lost track of a number of undercover agents, particularly in Bajor Sector. The fate of these agents, and whether or not they have regained their true memories, is unknown. Being a Cardassian undercover agent makes an interesting Dark Secret for an otherwise unsuspecting character!

With the shape-shifting Founders, the Dominion naturally made little use of Cardassian undercover agents. Since the end of the Dominion War, the Undercover Branch has officially been working on dismantling all Obsidian Order undercover operations, but it is highly unlikely they will discontinue all of them, and they may be setting up others without informing the Detapa Council.

Resources

At its height, the Obsidian Order could call upon nearly the entire resources of the Cardassian Union. At present, the Order's resources are considerably more limited, but still formidable.

Bases

The Obsidian Order has bases and facilities throughout Cardassian space, and some resources outside the Union as well. These bases range from the extensive archives maintained on Cardassia Prime to simple safehouses hidden on planets in the Federation, the Klingon Empire, and Bajor Sector. Most Obsidian Order facilities are well concealed, often passing as government offices, trading companies, or other innocuous structures. Cardassian embassies on various planets often serve as temporary headquarters or cover for Obsidian Order agents. The Order keeps the location of its bases secret, for the most part. Even the Detapa Council and the Central Command know the locations of only a fraction of the Obsidian Order's true facilities.

Although legally banned from maintaining military grade ships or weapons, the Order maintained a secret shipbuilding facility on Orias III for many years. Here the Order constructed a fleet of ships in cooperation with the Romulan Tal Shiar to launch a surprise attack on the Founders' home world. Changeling infiltrators discovered the plot, and led the Alpha Quadrant forces into a trap. The Order has largely abandoned the Orias facility, which was taken over by Dominion forces during the war.

The Obsidian Order also has several space stations located in isolated systems in Cardassian space. Most of these stations are small, used primarily for surveillance and as safe locations to conduct espionage activities. The secret nature of the Order's facilities kept most of them out of the hands of the Dominion, the Detapa Council, and the Central Command during and after the war.

Archives

The Obsidian Order controls the largest and most comprehensive archive of information and artifacts in the Cardassian Union. The Order has biographical information on every citizen of the Union going back for centuries, including genetic records, surveillance information, correspondence, and more. In addition to this information, the Order's archives include all the information gathered by its agents from other civilizations over the years, all of its heavily encrypted and protected from outside eyes.

The Obsidian Order also has considerable collections of Cardassian artifacts, some dating back to the First Hebitian civilization, along with latinum and other valuable materials. These are used to fund the Order's activities (more now than ever) and as bribes or trades with other civilizations and contacts. Although it no longer has the government support it once did, the Obsidian Order has sufficient wealth to maintain itself almost indefinitely.

Political Influence

One of the Order's greatest resources has always been its political influence. Before the Omarian Incident, the Order's power was unchallenged in the Cardassian Union. It existed entirely above the law, even the laws that supposedly defined its limitations (such as the ban against military ships and weapons). The Order's influence guaranteed cooperation from the government and even the Central Command in most matters.

Since the end of the war, the Obsidian Order's political influence has waned considerably. It no longer dominates the Cardassian government, and it is answerable to the Detapa Council both in fact as well as theory. However, the Order has by no means taken these setbacks lying down. Its vast storehouse of information and its surveillance network allows the Obsidian Order to exercise great political power, mostly in the form of blackmail and secret influence over political leaders.

Chapter Two: Klingon History

The history of the Klingon people is a long and glorious one. One need only listen to the epic poems and operas about the deeds of their heroes to get a feel for the richness and depth of Klingon lore. The Klingons revere their history, or at least the history they have been taught. Klingons often prefer their cultural myths and legends to the dry (and sometimes embarrassing) details of factual history. There are many details about Klingon history that remain unknown, obscured by the mists of time and legend, but the history we do know tells us a great deal about the Klingons as a people.

History by the Victors

Klingons prove the ancient human proverb "it is the victors who write the history." For as long as the Klingons have recorded their history, they have colored it with their particular beliefs, visions, and even prejudices. The Klingons are a people given to singing songs and creating legends, not to historical facts and research. Klingon leaders also prefer historical "facts" that support their position and bring them the greatest amount of glory. Therefore, many of the details of Klingon history are unclear, even to the Klingons.

This chapter provides the current Klingon version of their history. Chancellor Martok is less prone to prevarication than his predecessors, and has made some effort to "set the record straight" where possible. But even he admits, "Klingons do not want to hear about the failures and wrongdoings of the past unless there is a hero to set them right." While these events are as close to the truth about Klingon history as possible, there is always the possibility of new historical evidence coming to light.

The Klingon Calendar

The Klingon Imperial Calendar is based on the cycles of Qo'noS. Although the Klingons use a stardate system similar to that of the Federation, to account for temporal and spatial distortions involved in warp-travel, the Imperial Calendar remains in common use throughout the Empire.

The Klingon year-known as a *DIS* or "turn"-is 384.2 days long. It is divided into eight *jar* or months of 48 days each. Each month is divided into six *Hogh* or weeks of 8 days. The Klingon year begins with the *Kot'baval* festival, celebrating Kahless' victory over Molor. The months of the year are: A'Kahless, Jo'vos, Maktag, Merruthj, Soo'jen, Lo'Bral, Doqath, and Xan'lahr. Every five years, the Klingons add an additional day on to the *Kot'baval* festival, the balance out the calendar. Such "festival years" are considered particularly auspicious.

The Imperial Calendar begins with Kahless' victory over Molor as year 0, and the founding of the First Empire as year 1. Since their year is slightly longer than the standard Terran year, the Imperial Calendar tends to lag behind the old Terran Calendar. This often causes confusion when Klingons speak in terms of "years" or "centuries," since they may be referring Klingon measurements, Terran, Federation, or some other system. The dates in this chapter are from the old Earth calendar, unless stated otherwise.

Ancient Prehistory

The planet Qo'noS formed out of interstellar gases and dust billions of years ago. Much like other life-bearing planets Qo'noS was close enough to its parent star to warm its surface without burning away its precious water or atmosphere. It sheltered in the warmth, the fires of its formation cooling as the first rains poured down upon it, sending steam off its dark, rocky hide.

The waters filled the deep lowlands and valleys, forming a mighty sea, while a lone and rugged continent rose above the waters. In time, those waters became home to life, at first simple and tiny, later larger and more powerful. The life from those oceans found its way onto land, and grew stronger and more numerous. Millions of years later, the first true Klingons looked out into the night sky and wondered at their beginnings.

The Heart of Fire

Klingon legend describes the origin of their race thus: From distant *Qui'Tu* the gods came to Qo'noS, which burned with fire. They took the fire of Qo'noS and shaped it, forming it into a heart that beat more powerfully and more forcefully than anything in the cosmos, the heart of the first Klingon. But the beat of the first Klingon heart was a lonely one, without equal in the universe. So the gods shaped from fire a second heart, as mighty and powerful as the first. Those two hearts beat together in unison and the gods trembled at their power. The beat of the two hearts grew stronger and stronger, until the gods could not withstand their might. United together, the first Klingons slew the gods that created them, proving there was nothing two united Klingon hearts could not accomplish.

According to Klingon legend, the first Klingons destroyed their creators, proving they were the strongest force in the universe. They did not do so out of malice, but because they were Klingons, and it was their nature. Modern Klingons often say their ancestors slew their gods "because they were too much trouble."

Interestingly enough, the research of archeologist Richard Galen in the 24th century suggests a grain of truth in this Klingon tale. Professor Galen discovered certain commonalities in the genetics of species spread across many different worlds, including Earth and Qo'noS. He speculated that an ancient race of progenitors "seeded" the oceans of these worlds with genetic material billions of

years ago, when life was first forming. Later investigation proved Galen's theory correct and uncovered a message from these ancient, humanoid aliens.

Only a few high-ranking Klingons are aware of the information uncovered by Professor Galen, and they reject the idea that Klingons could have any sort of kinship with humans, much less Romulans or Cardassians! The idea is considered scientific heresy in the Empire, and kept secret by the High Council.

The Legacy of the Gods

If the gods of Klingon legend really were aliens, they may have left some trace, even after billions of years. Such aliens were no doubt highly advanced and some of their technology or artifacts may still exist. Scientists have sought to study Qo'noS in hopes of exploring this theory, but the Klingons frown on scientific research that questions their past, particularly when it calls their most fundamental legends into question. The Klingons cling stubbornly to their traditional views, despite any evidence to the contrary. For example, the discovery of stone age Klingon ruins on Qo'noS served more as a confirmation of the legend of Ja'Duch than a challenge to it.

The First Klingons

According to Klingon myth, after they slew the gods, the First Klingons were forced to survive in the harsh wilderness of Qo'noS. The world was a hostile and dangerous place and, although they were strong, the first Klingons were faced with terrible hardships, and hunted by dangerous beasts. But they were Klingons, and they did not despair. Instead, they took the fire from within their hearts and brought light into the darkness. They took stones from the mountains and worked them into weapons to fight the beasts that menaced them. With these tools, they overcome all obstacles that stood in their way.

In fact, the earliest recognizable Klingon skeleton uncovered by archeologists dates back to approximately 500,000 BC. At this time, Klingons apparently lived in extended family tribal units that were at least somewhat nomadic, traveling from place to place in search of food, following the migrations of various food animals. These early Klingons discovered fire and used stone and bone tools made by hand. Archeological evidence suggests these weapons were used for more than hunting; Klingon remains have been uncovered with spear and knife points lodged in them. The early Klingons likely fought over the most valuable hunting territories on Qo'noS, beginning their long history of conflict.

The First Houses

Archeologists have uncovered the remains of what must be one of the first Klingon settlements, around 25,000 BC. A small collection of stone huts built around a central fire-pit, surrounded by a low stone boundary wall. This coincides with the dawn of agriculture and animal domestication on Qo'noS, as well as the formation of the first extended communities or "houses." These developments appear quite suddenly in Klingon prehistory, and no scientific evidence has been uncovered about how they originated.

The early Klingons grew and harvested food near their villages, and hunted in the surrounding area along with domesticating animals like the targ, which served as a source of food, hides, and bone

tools. Archeologists believe early Klingons also raised gagh (serpent worms), although there is no proof of this.

Klingon legend offers an explanation in the form of Ja'Duch, a legendary warrior and hero, said to have founded the first Klingon house. Ja'Duch was a great hunter and fought battles against other tribes to protect his people. He was renowned for his generosity, and for his unusual custom of performing the *ru'ustai* ("bonding") ceremony with the families of his honored enemies, who lost their own protectors. In this way Ja'Duch brought the families of his defeated enemies into his own tribe, which grew quickly and became strong. They established a *vaS'a*, a village, under Ja'Duch's direction, so creating the House of Ja'Duch, the first great hall or "house" of a Klingon warlord. Nothing is known of what became of the House of Ja'Duch following the death of its founder.

Klingon Burial Customs

Ancient Klingons held to burial customs quite different from those of modern Klingons. Archeologists theorize the ancient Klingons believed in the need for the body to be interred in the ground for the spirit to find its way into the afterlife. Ancient burial sites have bodies wrapped in shrouds and placed in deep pits or natural caves, often decorated with paintings or carvings of *Fek'Ihr*, the guardian of *Gre'thor*, the underworld.

With the rise of powerful city-states and a true Klingon ruling class, burial customs became even more elaborate. Powerful leaders built massive tombs to glorify themselves, decorated with paintings and carvings of their achievements. Bodies were mummified, wrapped in chemically treated bandages to preserve them, and decorated with jewelry and glyphs. These tombs have been compared to the glories of the First Hebitian Civilization on Cardassia, or the Egyptian civilization on Earth. Although many ancient Klingon tombs were looted and destroyed by later Empires as well as during the Hur'q Invasion-some of them still stand and are preserved by the Klingons as treasures of their ancient past.

The Rise of the First Empire

For thousands of years, the Klingons lived in small settlements and villages. The idea of extended houses spread throughout Klingon society. Houses offered many advantages, not the least of which were greater numbers and more allies in battle. Other Klingon leaders adopted the idea, performing *theru'ustai* to unite different tribes together as a single house under their leadership. Many of these houses did not survive the death of the leader that brought them together, but others were passed down to successors able to hold them together for another generation or two. In time, the leadership of a house became a traditional position, passed on from father to son, although an upstart could always challenge the current leader for his position.

The First City-State

Around 6,000 BC, the concept of houses was firmly established in Klingon culture. Settlements grew larger as the more successful houses grew and continued to war against one another. As the great houses grew, it became more and more difficult to incorporate one's enemies into one's own house after defeating them. Rival houses were simply too large for such forced alliances, and attempts made to unify houses by force resulted in bloody civil wars that tore the newly unified house apart and destroyed both sides.

According to legend, a Klingon warlord named Kargas hit upon the idea of bringing different houses together without forcing them to become one house. Instead, as individuals and families joined a house, so could houses join together to form a nation, working together for their mutual benefit. It was a radical idea, but Kargas made it work through a combination of cunning diplomacy and persuasion at the point of his sword. The heirs of his enemies were allowed to keep their house and their title, so long as they swore oaths of loyalty to the House of Kargas. More importantly, houses were allowed to join Kargas' new alliance of their own free will, and some did once they saw the potential benefits.

Kargas and his allies are believed to have the Klingon city that still bears his name, the first true city-state on Qo'noS. Although the city has been conquered, destroyed, and rebuilt many times over thousands of years, Kargas' original alliance lasted for generations before the tides of war brought down his house, which is lost in the mists of legend.

The idea of the city-state spread through Klingon society, and other houses began to form alliances of their own. From these new city-states emerged the first true signs of modern Klingon ideas of nobility, along with blood feuds between houses, which began during this time.

Although Klingon city-states were successful, they also grew too rapidly for the meager resources of their territory to sustain them. This led to the first large-scale wars in Klingon history, as city-states and alliances fought each other for control of valuable land and resources. Vast armies battled on the plains of Qo'noS, and city-states rose and fell based on the outcomes of those battles.

One of the bloodiest and fiercest battles of this time was the Battle of Tong Vey. Tong Vey was an ancient city-state that refused the advances of a warlord named Sompek to join his new and growing empire. Sompek led an army of ten thousand Klingon warriors to lay siege to Tong Vey for months. Legends speak of the "vast sea of warriors that broke against the walls of Tong Vey." Starvation and disease gripped the populace of the city as they held out against Sompek's army for as long as they could. Their continued defiance to his will only angered the Emperor more and more.

Finally, after months of siege, the people of Tong Vey had no choice but to surrender to Sompek and agree to join his empire. The Emperor accepted their surrender but, as the gates of the city opened, he ordered his troops to kill every inhabitant of the city and to burn Tong Vey to the ground, so no sign of the defiant city would survive.

Sompek's destruction of Tong Vey set the tone for millennia of Klingon history, as petty empires rose and fell across Qo'noS. The leaders of great houses schemed and forged alliances, raising new warlords to rule over collections of powerful city-states. New empires warred with the old, falling before their might, or toppling them and taking their place.

Although many legendary Klingon heroes appear in this period, Klingon culture acknowledges it as a dark time, when Emperors and leaders had no understanding of honor or the obligations of a leader to his people, as shown by heroes like Ja'Duch or Kargas. The so-called "Time of the Tyrants" is often the subject of tragic Klingon operas, where cruel leaders and warlords are brought down by their own lack of honor.

The Coming of Kahless

Some fifteen hundred years ago, a figure arose that would change Klingon culture and society forever. Kahless was born to a common family in an empire ruled by the tyrant Molor. Molor was known as a cruel and despotic leader, who built his empire on conquest and cunning, oppressing his people with heavy taxes and other demands to supply Molor's own army and to fill his palace with luxuries.

After their father died in Molor's army, Kahless' brother Morath went to the great hall of Molor to ask the Emperor for money to support the family's lands. To gain the money, Morath told the egotistical tyrant his father supported Molor, and that the emperor's people loved him. When Kahless found out about Morath's lie, he insisted on returning the money to Molor. Morath refused, leading the two brothers to fight. According to Klingon legend, Kahless and Morath battled for twelve days and twelve nights before Morath surrendered, realizing his brother was right.

When they attempted to return the money to the tyrant emperor, Molor was offended. He ordered Morath killed and the family's land confiscated. The two brothers fought to escape, and Morath gave his life so Kahless might live, having learned the lessons of honor at last.

Kahless escaped into the mountains surrounding Molor's city, where he lived alone for many years as an exile and hermit. According to the legend, one day, while pondering his fate, Kahless was struck by inspiration. The idea of a code of honor, as a way to govern the actions of true Klingons, formed in his mind. With the fires of honor burning in his heart and mind, Kahless, forged the first *bat'leth* in the fires of Kri'Stak, a volcano in those mountains. When his weapon was ready, Kahless returned home. He fought his way through one hundred warriors to reach Molor's throne room, where he challenged Molor to face him in battle. Kahless slew the tyrant after a duel that lasted for seven days and nights.

With the defeat of Molor, his people hailed Kahless as a hero and liberator. It is said his first act after Molor's defeat was to return to his family's farm, where he used his *bat'leth* to harvest all the fields in a single day, ensuring his family would have food to eat and money to support them. Kahless then assumed the role of Emperor, and rallied the people around him. They quickly swore fealty to their liberator, and word of Kahless' victory spread.

When news of Molor's death and Kahless' ascension reached the nearby city-states, their rulers thought they sensed weakness in this commoner-turned-Emperor. They prepared to invade and seize Molor's former territory for their own. Some few city-states, swayed by Kahless' philosophy of honor, chose to join him. Kahless himself led the city's warriors to defend it. His small army withstood an assault from a force more than ten times their size at Three Turn Bridge, where Kahless is said to have held the pass entirely by himself. The blood of his enemies flowed so freely the river there is still known as "The River of Blood."

After his victory at Three Turn Bridge, the noble houses agreed to support Kahless and he won the respect of friend and enemy alike. Nobles flocked to swear fealty to the new Emperor. Those who continued to defy Kahless' power soon felt it for themselves as the Empire continued to grow.

As the years passed, Kahless' Empire became the largest and most powerful on Qo'noS. Kahless conquered and unified the whole world under his rule, creating the First Klingon Empire. Many legends grew up around Kahless and his successors, and Klingons often regard the First Empire as a kind of "golden age" of honor and heroism.

The Legend of Kahless

Stories of Kahless' exploits are found all throughout Klingon culture and lore, so many that it is impossible to believe any one man could have accomplished so much in a single lifetime. Among other things, Kahless is attributed with creating the code of honor that is the foundation of Klingon culture. He forged the first *bat'leth* and created the first combat styles based around it, winning numerous battles (often single-handedly). He slew the Serpent of Xol and conquered the Fek'Ihri, carved statues, and performed an endless array of other feats.

His battle with the Serpent of Xol is typical of many of Kahless' legendary deeds. The Serpent laired in the mountains where Kahless spent his years of exile, before learning the ways of the warrior and forging his *bat'leth*. As a test of his new weapon, Kahless sought out the serpent in its mountain lair. Finding it asleep, he woke it with a terrible battle cry and proceeded to fight it for hours on end.

Finally, battered and bleeding, the serpent's venom burning in his blood, Kahless drove the point of his *bat'leth* into the serpent's brain, killing it. As he lay on the floor of the serpent's lair, he had a vision of the future. The poison burned away his thirst for vengeance against Molor, and made him realize his greater destiny, to unite the Klingon people. He coined the Klingon proverb; "revenge is a dish best served cold." Kahless wore the hide of the serpent of Xol as his armor when he went to face Molor, and he kept it always as a reminder of his duty to his people.

The Story of the Promise

Kahless lived to be a great age. It is said that in his later years Kahless feared his fame and greatness were a liability to the Empire rather than an asset. He worried that his people were growing dependent on him, losing the fire in their hearts. So Kahless chose to abdicate as Emperor and depart, without naming a successor, so his people could learn what it meant to be Klingons again. Before he left, Kahless pointed to a star in the night sky and said he would return from there one day. Then he departed the imperial city, leaving his weapons and armor behind, and vanished into the wilderness, never to be heard from again. But the spirit of Kahless lives on in every Klingon who remembers his name and hears tales of his glory.

The Hur'q Invasion

In 1372 AD, more than 700 years after the founding of the First Empire, the Klingons were firmly in an industrial era. The Empire unified all of Qo'noS and established extensive routes of trade and commerce. It also solidified the power of the noble houses and established the beginnings of the Klingon High Council. Although the houses still struggled against each other, most of the great wars of conquest were over. Klingons often longed for the glory days of the past, the great battles of Kahless. They longed for an enemy to fight, and they got one.

Little is known about the Hur'q. The name means simply "outsider" in Klingon. According to historical records, the Hur'q wore full-body environmental suits, and never showed their faces. They may have come from a non-Class M environment. Their technology was superior to that of the Klingons, although there is no evidence they possessed transporter or force field technology. Still, the Hur'q were more than a match for Klingons warriors armed with blades and primitive firearms. They invaded Qo'noS and killed hundreds of thousands of Klingons who fought against them. The Hur'q raided and plundered many of the homeworld's cultural and historical treasures, including the Sword of Kahless, which they took with them back to the stars.

The Hur'q Invasion lasted for only seven months, but it left Qo'noS practically in ruins. Klingon history and legend records that they drove off the Hur'q and prevented them from taking over the planet, but it is entirely possible the Hur'q were not interested in conquest, merely looting, and they left of their own accord. Archeologists have found Hur'q ruins as far away as the Gamma Quadrant, suggesting the Hur'q had access to extremely advanced starships or some sort of shortcut like a wormhole in order to cover such a vast distance.

The Age of Expansion

It took the First Empire nearly a century to fully recover from the damage done by the Hur'q Invasion. Recovery was hindered by infighting between the different noble houses for control over scarce resources. Slowly but surely, the Klingons rebuilt their shattered Empire and repopulated their cities. They looked towards space with a new vision. Now they knew there were enemies out there, enemies of the Klingon people. The Hur'q were gone, but they might come again, and the Klingon Empire fully intended to bring the battle to them.

The Klingons embarked on a study of the sciences of flight and space travel. Previously, there was little interest in either, apart from a few scholars who studied the prophecy of Kahless. Now the whole Empire devoted itself to learning how to reach the stars. The program suffered from various setbacks as civil wars split the Empire from time to time, and many early Klingon astronauts died in the name of science, but every effort taught the Klingons a little more.

By the early 21st century, the Klingon space program was well underway. The Klingons used vast slower-than-light generation ships to explore and colonize nearby star systems. These ships took decades to reach their destinations, carrying hundreds, even thousands of Klingons in suspended animation. If they found their destination uninhabited, the Klingons colonized. Where they found other civilizations, they conquered. In time, the Klingon Empire encompassed a cluster of systems surrounding Qo'noS. Governance of this vast Empire was difficult without the advantage of subspace communication, so many of the great houses directly governed colony worlds. This increased the power of the houses and further divided them into separate camps.

In 2069 AD the last Klingon Emperor died without a successor. For a short time civil war on Qo'noS-and throughout the Empire-seemed certain, but the High Council of the noble houses stepped forward to take up the reins of power. For generations the High Council had grown in power and influence, going from an advisory body established by Kahless to the real power behind the imperial throne.

The death of the Emperor worked in the Council's favor, and they decided to secure power for themselves. The Chancellor of the Council assumed executive power and the role of Emperor was left vacant. Klingons consider the death of the last Emperor the end of the First Empire, and the ascension of the Council as the beginning of the Second Empire.

First Contact

During their centuries of expansion into space, the Klingons did not encounter the Hur'q again. The inhabited worlds they found were primitive by comparison and easily conquered by Klingon warriors. On some of these worlds, the Klingons heard rumors of a race known as the Breen, which sounded similar to the Hur'q in many respects-humanoids concealed beneath full-body environmental suits. In 2142, The Klingon High Council gathered a fleet and sent it to conquer the

Breen, but it was never heard from again. The Klingons chose to leave the Breen alone and expand elsewhere.

In 2218, the Klingons had their first encounter with a more technologically advanced civilization since the Hur'q. The Federation starship *U.S.S. Ranger* arrived to explore the region of the Klingon Empire. The *Ranger* traveled to Qo'noS and made first contact with the Klingons, unaware of the Empire's intense paranoia regarding visitors from the stars. The *Ranger* disappeared and the Federation never received any word of its whereabouts. A few years later, Federation ships exploring in the region encountered Klingons using warp-drive starships to rapidly expand the boundaries of their Empire. The Klingons attacked these invaders into their space and drove them off. They ignored Federation attempts at communication.

Following contact with the *Ranger*, Klingon society underwent a dramatic change. Chancellor Kadur declared himself supreme ruler of the Empire, backed by military leaders, and dissolved the High Council. In its place Kadur elevated the military High Command and appointed a bureaucracy of ministers to handle government affairs. He also revoked the privileges of the noble houses and seized their lands for the Empire. The backing of the military and the potential threat of the Federation allowed Kadur to succeed, and the Klingon Empire became a monolithic nation controlled by the High Command. Warp-driven ships enforced the Chancellor's will throughout the Empire, and brought rebellious worlds back into the fold through force.

The Klingon Empire remained hostile towards the Federation for decades. The Klingons expanded virtually unopposed in the Beta Quadrant, making forays into systems bordering on Federation space. Their new government made the Klingons even more aggressive and expansionistic than before. The destruction of the Federation colony on Ardan IV near the Klingon/UFP border fanned the flames of conflict as the Klingons sought a war with their new adversaries.

In 2242, a small Klingon fleet engaged Starfleet in the Donatu star system. The Battle of Donatu V ended with the Klingons withdrawing to their own space, forced back by the cunning of the Federation. The Empire realized the Federation was a worthier adversary than it imagined, and expansion into the Alpha Quadrant was effectively halted for some 25 years as both sides warily watched each other across the border and the Empire continued to reorganize and arm for war.

The Organian Peace Treaty

In 2267, after a number of skirmishes and brush-wars, the Empire was prepared. The High Command was in complete control and Klingon military forces were at their peak. They demanded Federation withdrawal from disputed territories along the border and sent agents to worlds in those areas to prepare them for conquest. Commander Kor took a mighty Klingon fleet to the planet Organia along the Federation border. Organia appeared to be a primitive world, ripe for conquest. They knew this would provoke a response from Starfleet and the war would be joined.

The Federation did indeed respond, but the Klingon fleet prepared for glorious battle, every instrument and weapon on board their ships became red-hot and painful to handle. The "primitive" Organians were, in fact, immensely powerful energy beings. They prevented the battle from taking place and forced the Klingons to accept a peace treaty with the Federation, the first such treaty in the history of the Empire. The Organian Peace Treaty stated that disputed worlds would go to the civilization best able to develop them, and the Organians claimed they would prevent any further attempts at war between the two parties. The Klingons had no choice but to accept.

The Klingon-Romulan Alliance

For the first time, the Klingons were faced with an enemy they could not meet in open battle. They took some of their frustration out in attacks on the nearby Romulan Empire. Then they realized; if they could not attack the Federation directly, then perhaps they could do so with the assistance of allies. Conquering the Romulans would take time and resources away from dealing with the Federation, so the Klingons offered an alliance to the Romulans. They provided the Romulans with warp technology and better ships, and received Romulan cloaking technology in return. This allowed the Romulans to draw more of the Federation's attention.

The alliance was never a strong one. The Klingon Empire considered itself the superior power, and the Klingons found the arrogance of the Romulans difficult to stomach. A number of object lessons were necessary to ensure the Romulans knew who was the stronger, which only led to further Romulan defiance. In 2271, the Romulans disputed Klingon possession of Klach D'Kel Bracht, a mineral-rich planet along the border. When the Romulans attempted to take the planet for themselves, a force of Klingon warriors, led by Kor, fought to hold the planet for the Empire. They overcame the Romulans in glorious battle, and Kor chose to teach the Romulans a lesson.

The Klingon fleet continued deeper into Romulan space, pushing aside the resistance of the Romulans until it reached Tranome Sar, a system on the outskirts of the center of the Romulan Empire. Kor's forces battled the Romulan fleet, showing who was the superior warrior. Kor's message was clearly received by the Romulans.

In 2285, the Klingons discovered the Federation was developing a powerful new weapon. This "Genesis device" could destroy all life on a planet, while at the same time creating an ideal environment for colonization. Faced with possible extermination, the Empire chose to violate the Organian Treaty to obtain the device. Although the mission failed, the Klingons made an important discovery: the Organians were *not* enforcing their treaty! Scouts dispatched to Organia discovered the planet was apparently abandoned. Many Klingons suspected the Organians' threats were merely a ruse all along. This emboldened them to see how far they could go.

The following year, seeking new territory to conquer, the Klingon vessel *Ka'vas* ventured into the Betreka Nebula, an area filled with energy distortions that caused minor damage to the ship. A nearby Cardassian vessel, detecting what they believed to be easy prey, moved in and attacked the *Ka'vas*. The Klingons retaliated, crippling the Cardassians, but suffering significant damage in return. Both ships withdrew and reported, and the Klingon Empire and the Cardassian Union declared war against each other. For eighteen years, the two powers engaged in skirmishes and conflicts in and around the nebula before the Klingon Empire declared the war won and turned its attention to more pressing matters.

In 2292, the treacherous Romulans abrogated the alliance and ejected Klingon vessels from their territory, ambushing and destroying any that remained behind. Fortunately, by that point, the Klingons knew they no longer needed the Romulans. There would be no more subterfuge, no more slinking in shadows. The Klingons would claim the battle that was rightfully theirs.

The Alliance Era

As the Empire prepared for war, fate took a hand. In 2293, Praxis, the moon of Qo'noS, exploded. The force of the explosion and the resulting dust cloud around Qo'noS devastated the planet,

leaving the Klingons facing the slow death of their homeworld. In the space of 50 years, Qo'noS would become lifeless. The High Command was at a complete loss. Hated by the Romulans and at war with the Cardassians, the Empire had only one place to turn for help: the Federation.

Chancellor Gorkon realized there was no choice, his people had to achieve peace with the Federation or Qo'noS was doomed, but the military High Command was not capable of peace, only war. Gorkon secured the support of the noble houses, but a large portion of the military opposed his plans. A faction of military renegades engineered Gorkon's assassination on the eve of his meeting with the Federation to ensure war, but their plot was exposed and the ringleader, General Chang, killed in battle. Gorkon's daughter Azetbur assumed control of the High Command to carry out her father's wishes. The Klingon Empire and the United Federation of Planets signed the Khitomer Accords shortly thereafter.

The New Alliance

The new peace between the Federation and the Klingon Empire was a shaky one at best. Many Klingons still considered the Federation an enemy, and the military supported the idea of war against the Federation. Fortunately, the Empire was forced to focus on internal matters for decades following the Accords.

With the assistance of the Federation the Empire averted ecological disaster on Qo'noS and began a program of slowly repairing the planet's damaged ecosphere and infrastructure. Chancellor Azetbur introduced sweeping reforms in Klingon government and society, calling for a return to rule by the noble houses, the restoration of traditional Klingon values and social structures, and a reduction in the power of the Chancellor and the military.

This naturally received the full support of the nobility and weakened the power of the High Command, which was divided up once again according to house, breaking up agitators and preventing organized resistance from forming. Azetbur stepped down as Chancellor once the old ways were fully instituted once more, preventing women from serving on the High Council. She remained a valued advisor to the Council for years and is seen as a hero by many Klingons.

Despite Federation aid and years of relative peace, many Klingons still saw the Khitomer Accords as a defeat. Attitudes towards the Federation were slow to change and it was commonly believed that war was inevitable once the Empire settled matters at home.

That changed in 2344, when four Romulan warbirds attacked the Klingon outpost on Narendra III. The Federation starship *U.S.S. Enterprise* responded to the distress call. Although the *Enterprise* was unable to defeat the Romulans, the valiant sacrifice of her crew was seen as the first true signs of honor in the Federation. The Romulans continued their attacks against Klingon targets over the next several years, including the massacres at Khitomer and Edosha VII. Each time, the Federation aided the Klingons in battle, and helped treat the survivors.

The valor of Starfleet shamed the Klingons, who began to see the Federation in a new light. In 2352, Federation and Klingon delegates attended a conference on Narendra III and signed the formal Treaty of Alliance. Among the negotiators were the Ramatian diplomat Riva and Federation negotiator Curzon Dax, a skilled match for Koloth, one of the Empire's greatest warriors and diplomats.

Although the Treaty of Alliance led to a new era of peaceful relations between the UFP and the Klingon Empire, not everyone in the Empire was pleased with their Federation allies. Some militant houses found even the idea of "peaceful relations" offensive. A small number of Klingon ships and citizens chose to go renegade following the treaty in order "to die on their feet, rather than live on their knees." These renegade Klingons raided and attacked ships along the Federation/Klingon border. One pair of Klingon renegades even attempted to seize control of the *U.S.S. Enterprise-D* in 2364.

For the most part, the Klingon Empire spent the time following the signing of the Treaty of Alliance focusing on domestic matters. The Empire was still recovering from the destruction of Praxis and the rebuilding of its traditional culture. Political upheaval and Romulan interference became increasingly common on many of its colony worlds. Subjects of the Empire began pressing for concessions, even seeking independence. Such rebellions had to be put down.

Threats to the Empire

Chancellor K'mpec is known for having ruled the Klingon Empire longer than anyone else in its history. K'mpec's levelheaded guidance and iron will helped make the Federation/Klingon Alliance a success. In 2367, K'mpec was poisoned by his political enemies. But before his death, he named Captain Jean-Luc Picard of the Federation starship *Enterprise* as arbiter of succession for the High Council.

Picard conducted the rite of succession for Gowron and Duras, the contenders for the position of Chancellor. Before the conclusion of the rites, Duras was killed in a duel by Worf, a Klingon Starfleet officer, who claimed right of vengeance against Duras for the death of his mate, K'Ehleyr. Gowron became the sole candidate for Chancellor, until Duras' sisters, Lursa and B'Etor, revealed their brother had a son, Toral. When Captain Picard ruled Toral's claim invalid, the House of Duras led a rebellion against Gowron's forces, plunging the Empire into civil war.

The Federation chose to remain neutral in the conflict, and initial engagements went poorly for Gowron's forces, resulting in significant losses. It was later revealed the House of Duras was secretly allied with the Romulans. When a Federation fleet halted the flow of Romulan supplies to the rebel forces, Gowron's leadership turned the tide and won the war. Toral was captured, although his aunts escaped. Gowron gave Toral's life to Worf, who chose to spare him. The scion of the House of Duras went into hiding shortly thereafter.

Gowron's rule of the Klingon Empire helped restore stability following the civil war. But, in 2369, a new threat to Gowron's leadership appeared, this one more dangerous than the House of Duras ever imagined being.

Kahless the Unforgettable reappeared at a monastery on the planet Boreth, as foretold by Kahless himself some fifteen centuries earlier. It was later proven this Kahless was a clone, created by the monks of Boreth to fulfill the prophecy and restore honor to what they saw as a corrupt government. Chancellor Gowron initially denounced Kahless as a fake. But as belief in Kahless' return spread, Gowron chose to accept the new Kahless' claim to the imperial throne, rather than risk another civil war. Kahless became the first Emperor of the Klingon Empire in centuries, although his position was that of a figurehead and spiritual leader. Political power remained in the hands of the High Council and the Chancellor.

Breaking the Alliance

Gowron grew increasingly paranoid over possible threats to his rule. When a civilian uprising overthrew the military government on Cardassia Prime, Gowron was convinced the Founders of the Dominion engineered the coup. He ordered an invasion of Cardassia to seize and execute members of the Detapa Council, believing them to be changelings. When the Federation refused to aid the Empire in its assault, Gowron dissolved the Khitomer Accords and the Treaty of Alliance.

Starfleet personnel helped the Detapa Council escape the Klingon fleet, and came under fire when Klingons pursued them back to Deep Space 9. The station's weapons, combined with the firepower of the *U.S.S. Defiant*, were enough to drive off the Klingon forces. Chancellor Gowron halted the invasion of Cardassia and declared victory. Klingon forces fortified worlds taken from the Cardassians and began attacking outposts along the Romulan border. Federation efforts to convince Gowron to relinquish captured Cardassian territory only angered him and led to a further deterioration of relations.

On suspicion that Gowron himself was actually a changeling, a group of Starfleet officers went undercover disguised as Klingons. They discovered a changeling posing as General Martok, one of Gowron's advisors, and exposed him. This led to a temporary suspension of hostilities between the Klingon Empire and the Federation. Not long thereafter, Gowron was convinced it was in the best interests of both the Empire and the Federation to restore the Khitomer Accords and the Treaty of Alliance and unite against the common threat of the Dominion/Cardassian alliance.

The Dominion War

The true General Martok was rescued from a Dominion prison camp in the Gamma Quadrant. Chancellor Gowron made him commander of a Klingon detachment on Deep Space 9 to keep watch over the Dominion/Cardassian alliance. Martok's presence became important when the Dominion demanded full right of passage through the Bajoran wormhole, only to be denied by the Federation. The Dominion launched an attack on Deep Space 9, signaling the beginning of the Dominion War.

From the very beginning, Klingon forces fought at the forefront of the war alongside the Federation. General Martok led numerous sorties against Cardassian and Jem'Hadar forces and was placed in command of the war effort. For the Klingons, it was a glorious time of battle against a powerful enemy. For many Klingon warriors, it was an opportunity to die on their feet, fighting for the Empire, and many warriors did as the Dominion continued to slowly force the Federation/Klingon alliance back. The addition of the Romulan Empire to the alliance managed to slow the Dominion advance, but did not halt it.

As leader of the Klingon Forces, General Martok carried out a number of daring and glorious attacks against the Dominion, including the destruction of the Dominion shipyards at Monak IV. Towards the end of the war, Gowron came to see General Martok's fame as a threat to his authority. After he honored Martok with admission to the Order of the Bat'leth, Gowron chose to assume command of the Klingon portion of the war effort directly. This led to several disastrous attacks against Dominion forces, including one where Martok was nearly killed. Although Martok protested, he could not sway the Chancellor from his unwise course of action.

Finally, Klingon forces remained all that stood between the alliance and the Dominion's new allies, the Breen. When Gowron continued to waste the lives of Klingon warriors on ill-conceived attacks, he threatened the entire war effort. Worf, the son of Mogh, opposed Gowron's decisions and challenged his right to lead the High Council. Worf killed Gowron in single combat, but did not take up the Chancellor's robe for himself. Instead, he passed the duty on to General Martok, a man he both trusted and respected. Martok accepted reluctantly, and has since used his authority as Chancellor to bring a sense of honor and responsibility back to the role, and to the Empire.

Under Martok's leadership, Klingon warriors stood at the forefront of a combined invasion of Cardassian space to root out the Dominion. True to his word, Martok stood on the surface of Cardassia Prime and drank bloodwine to toast the defeat of the Dominion. Following the Dominion's surrender, the Chancellor returned to Qo'noS to take up governing the Empire and rebuilding from the losses of the war.

Chapter 8: Worlds of the Empire

While not as expansive as the United Federation of Planets, or even the Romulan Star Empire, the Klingon Empire is vast, covering thousands of square parsecs. The Empire includes far more systems and planets than could be covered in a book many times the size of this one, so this chapter offers a look at some key sectors of the Empire of interest to players and Narrators.

Grus'tok Sector

Grus'tok sector borders the Federation and includes portions of the former Klingon/Federation neutral zone ceded to the Klingons in the Khitomer Accords. Although relatively peaceful, the sector has seen trouble in recent years due to Klingon political dissidents.

Political Role

Grus'tok Sector is considered by many in the Empire as a metaphor for the Klingon-Federation alliance. Supporters of the alliance see an area with prosperous colonies, healthy trade, and worlds with abundant hunting and other leisure activities. Opponents of the alliance see Grus'tok sector as a place where warriors become fat, soft, and lazy, where the Federation way of life worms its way into the Klingon heart. The sector has been a place of contention between Klingon factions in the past, and may be so again in the future.

Dominant Races/Cultures

The primary race inhabiting Grus'tok Sector is Klingon, of course. Some Federation races, notably humans, have also settled in the sector. Many are the descendants of colonists who settled in the area when it was disputed territory, and who have continued to live under Klingon rule. The sector has no native intelligent life forms, although it does contain several Class-M planets with various forms of primitive life.

Star Systems

Grus'tok Sector contains eleven star systems, including Gamma Hydra, Maranga, and Rectys, both located close to the Federation border. Gamma Notara, Fortellis, and Jeh'hara also have Class-M worlds. The remaining stars in the sector do not have life-supporting worlds, although some are home to mining operations and similar activities, shipping materials back to the heart of the Empire.

Unusual Phenomena

In 2267, Federation colonists on Gamma Hydra IV all died from exposure to an unusual form of radiation coming from a comet in that system. The crew of the *U.S.S. Enterprise* was also affected by this radiation, which causes accelerated aging. The *Enterprise* crew developed a treatment for the radiation sickness, and it is now commonly available throughout the Gamma Hydra system. A few other comets in the Grus'tok Sector have been shown to emit the same type of radiation, so treatments are standard for colonists and personnel going to the sector.

Federation scientists have studied the comets in order to learn more about this unusual radiation, but have thus far not discovered its origin. The Klingon High Council permits Federation science teams to enter and leave the sector and to operate there undisturbed. The Federation Science Council established a temporary outpost inside one of the comets in the Gamma Hydra system six years ago to carry out further studies.

History

Grus'tok Sector began as disputed territory between the Federation and the Klingon Empire some eighty years ago, when both powers were slowly pressing against their mutual border. The Federation was the first to establish a colony in the area, on Gamma Hydra IV, but the effects of the local radiation killed the original colonists. Once a cure was discovered, the Federation approved re-settlement of the planet, and a true colony began there.

The Klingons also established a colony, on nearby Gamma Notara III, and the two colonies warily watched one another for years. Still, the Klingon respected the terms of the Organian Peace Treaty and left the planet alone.

This enforced environment of peace led to a degree of trust, trade, and cooperation between Gamma Hydra IV and the nearby Klingon colonies. Still, the Klingons remained somewhat paranoid about the possibility of a Federation attack. They mined a number of systems in the sector with gravitic mines to deter curious Starfleet and civilian vessels, leading to the occasional accident where a ship was disabled by a rogue mine. This led to the sector's greatest claim to fame: as the "host" of Starfleet's "Kobayashi Maru" command-test, where a freighter is disabled by a gravitic mine near Gamma Hydra, inside the Klingon Neutral Zone. Academy legends aside, such an incident between a Starfleet vessel and a band of Klingon ships never actually took place near Gamma Hydra.

More than twenty years after the founding of the colonies in the sector the Federation and the Klingon Empire signed the Khitomer Accords. Part of the Accords ceded the Gamma Hydra system and other systems to the Empire. Colonists were given the option of relocating to other worlds in the Federation. As it happened, most of them preferred to stay where they were, and accepted Klingon rule.

The arrangement worked out reasonably well for the most part, with only a few conflicts between the Klingons and the other inhabitants of the sector. In fact, a number of Klingons have intermarried with members of other races, much to the concern of some Klingon purists, who claim they are tainting the proud blood of their race with that of outsiders. The human inhabitants of Gamma Hydra IV have gained a reputation in the Federation for their ability to deal with the Klingons and their understanding of Klingon culture, making them popular as guides for Federation merchants seeking to expand their business in the Empire.

Important Worlds

Gamma Hydra IV is the most famous world in the Grus'tok Sector. Originally a somewhat barren Class-M planet orbiting a main-sequence yellow star, Gamma Hydra IV has become a thriving colony over the past few decades; an unusual melting pot where Klingon and Federation cultures meet and mix. The original colonists were Federation citizens, mostly humans, along with some Tellarites and a scattering of other races.

During its time as part of the Empire, Gamma Hydra has built up a considerable Klingon population as well. The Klingons initially settled a new colony less than fifty kilometers from the original settlement site, but the two colony sites have grown closer over the intervening years, almost to the point of becoming a single entity. Trade and travel between Gamma Colony (the Federation settlement) and Jur'raak City (the Klingon settlement) is brisk and regular. Some inhabitants have moved from one settlement to the other for business or personal reasons, and Klingon shops, restaurants, and attractions are commonplace in Gamma Colony, while human merchants and Tellarite mechanics are not an unusual sight in Jur'raak City.

Three other Class M worlds in the sector: Gamma Notara III, Fortellis II, and Jeh'hara IV, support active Klingon colonies. These worlds are deeper into the sector, towards the heart of the Empire, and are more "Klingon" in character, having fewer members of other races living there. Gamma Notara is under the control of House Voss, while House Kang controls Fortellis II. They coexist peacefully for the most part, although a recent development on Jeh'hara IV is of concern to the Empire. Controlled by House Toghuss, the planet is a hotbed of sedition against the Empire, as members of various houses come and go, often including renegade Klingon houses. The colony is a refuge for Klingons of differing political views, and home to a number of radical political splinter groups.

One such group is a growing movement to keep the Empire free of all "foreign" influences. While the *teH'tlq* or "True Hearts" (as they call themselves) are not openly opposed to the alliance with the Federation, they claim the Klingon heart is slowly being "poisoned" by ideas and philosophies from the Federation. There are signs the True Heart movement is spreading to other worlds in the sector, and True Heart graffiti and slogans have appeared on Gamma Hydra IV. It is likely only a matter of time before the movement leads to violence. Of course, there are those on the High Council who see no problem with this situation; Klingons have a long history of settling their differences through violence. If the inhabitants of Gamma Hydra IV cannot do so, then perhaps the Empire *would* be better off without them.

Rectys II is the homeworld of the massive Rectyne monopod, along with a number of other novel lifeforms. Most of the planet's life is structured around a monopedal model, and Rectys II is a popular world for Klingon hunters to pit their skill and cunning against the creatures of the local grasslands and forests. Rectyne monopods are hunted and herded by the Klingons as food animals, and their hides are used to produce fine leather goods valued throughout the Empire. The Klingons

primarily use painstiks to control the massive monopods without damaging their value on the market. The Rectys colony thrives off this trade and the regular flow of visitors looking to camp and hunt in the wilds.

Maranga IV is home to a small Klingon outpost near the Federation border. The outpost saw some activity during the brief conflict between the Federation and the Empire caused by Changeling influence on both sides, which led to the dissolution of the Khitomer Accords. The outpost was heavily manned during that time. When Chancellor Gowron reinstated the Accords, Klingon warriors from Maranga were moved to the front lines of the war.

Ganalda is the closest neutral system to the sector. In 2373 Klingon ships were forced to retreat from Ganalda IV in a battle with Federation forces over a "territorial dispute" when the Klingons attempted to seize the system and others located in neutral space.

Gamma Hydra IV

Class: M

System Data: Gamma Hydra IV has one moon

Gravity: 0.92 G

Year and Day: 344/22.5

Atmosphere: Oxygen-nitrogen. Earth-normal pressure

Hydrosphere: 20% surface water, mostly in isolated lakes.

Climate: Warm and dry for most of the year, with a short (two-month) cool season.

Sapient Species: Humans, Tellarites, and Klingons.

Tech Level: Level Six.

Government: Klingon Planetary Governor

Culture: Independent frontier culture, open-minded with a "can do" attitude.

Affiliation: Klingon Empire

Resources: Light industrial metals.

Places of Note: Gamma Colony and Jur'raak City.

Ship Facilities: Orbital spacedock for small merchant ships and similar vessels. Limited ground facilities.

Other Details: The Gamma Hydra system is known for unusual radiation that causes accelerated aging in most life forms. Inoculations are available at the planet's spacedock and starport. Old gravitic mines pose an occasional navigational hazard.

Ka'Vala Sector

While the Grus'tok Sector (above) enjoys relative peace and prosperity, the Ka'Vala Sector is a border region that is nothing but trouble for the Empire. One of the colonies in the sector is in open rebellion, despite the best efforts of its Imperial Governor, and the High Council thinks the sector may be more trouble than it is worth.

Political Role

Located rimward along the border of the Klingon Empire and the Federation, the farthest area where the two powers come in contact, Ka'Vala Sector is far from the heart of the Empire and the reach of the High Council. This, combined with a history of political conflict with mainstream Klingon society, has led to political upheaval in the region.

The largest rebel faction is based on and around Krios Colony. The rebels seek independence and self-governance for their worlds, and are willing to go to any lengths in order to achieve their goals. Terrorist attacks against Klingon targets are on the rise and every effort the Klingons make to attempt to suppress the rebellion only generates more sympathizers willing to help the rebels.

The Klingon High Council would seriously consider the possibility of giving the Kriosians what they want-they could always conquer them again later, after all-except for one thing. The High Council has evidence that the Kriosian rebels are being aided by the Romulans, and they are concerned Kriosian independence might lead to a permanent Romulan presence (or Romulan ally) on the Empire's rimward border. Plus the Klingons refuse to accept that a rag-tag band of Romulan-aided rebels can possibly defeat them.

Dominant Races/Cultures

Apart from the Klingons themselves, who have a number of colonies in the region, the dominant race in the sector is the Kriosians, a subject race of the Empire. The Kriosians are humanoid, almost identical in appearance to humans. Their clothing is vaguely reminiscent of ancient oriental styles on Earth.

Kriosian culture is generally peaceful, respecting the extended family, personal success in business endeavors, and reverence for one's ancestors. The pivotal event in Kriosian history was the war between the brothers Krios and Valt. Centuries ago, the brothers ruled an empire spanning the sector, but they both fell in love with the same woman, Garuth. Krios abducted her and took her to the system that now bears his name, leading to a war between Krios and Valt Minor that only recently ended due to the diplomatic intervention of the Federation and a historic Ceremony of Reconciliation.

The Kriosians value land and personal possessions, and their society was primarily capitalist before the arrival of the Klingons. Now Kriosians do business with the Empire largely because they have no other choice. Although they are permitted some trade with worlds outside the Empire, that has become increasingly restricted due to the activities of the rebels.

Although their technology was inferior to that of the Klingon Empire, decades of Klingon rule have taught the Kriosians how to use Klingon technology and its Federation and Romulan equivalents. The Romulans have also been covertly passing technical information to the Kriosian rebels to give them an edge against the Klingons.

The Kriosians

Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Logic +1

Presence 2 [5]

Empathy +1

Skills

Culture (Kriosian) 2 (3)

History (Kriosian) 1 (2)

Language

Kriosian 2

Klingon 1

Merchant (Any) 1 (2)

World Knowledge (Krios) 1 (2)

Rebels also have Energy Weapons (Phaser) 1 (2) and Stealth (Hide) 2 (3)

Typical Traits

Shrewd (+1)

Star Systems

Ka'Vala Sector contains some thirteen star systems, including Krios and Valt Minor. The Klingon Empire has colonies in five other systems in the sector: Hatoria, Jo'Men'oS, Tak'lur, Drovos IV, and Sennur. Most of the systems in the sector are main sequence stars, along with a pulsar and two red-giant stars. The Klingons believe Kriosian rebels may be using the asteroid field surrounding the Duko-Sa pulsar as one of their bases of operations, using the radiation to screen themselves against sensor scans.

Unusual Phenomena

The Duko-Sa pulsar is of scientific interest, but not unusual for a pulsar. The Empire recently established a "science station" in the system, ostensibly to study the pulsar and gather scientific data. In fact, the science station is studying the pulsar in order to find a way to penetrate its sensor interference and scan the asteroid field for signs of rebel activity. The work is slow and difficult, but the science team is making progress, which greatly concerns the rebels, who are working with the Romulan Tal Shiar to sabotage the project. The Klingons have considered inviting assistance from the Federation Science Council, but they prefer to keep the true nature of the science station's work from their Federation allies.

History

The native inhabitants of Ka'Vala Sector possessed early Level Six technology they made first contact with the Klingon Empire some sixty years ago. The Klingons conquered the Kriosians, who were no match for the Empire's weapons or troops, and the Empire established colonies on Krios and elsewhere in the sector. The Kriosians appealed to the Federation for aid, but the Federation Council was forced to refuse their request due to the Organian Peace Treaty, and the fact that Krios was now a part of the Klingon Empire.

For a time, the Kriosians accepted their situation. At first, they benefited from the presence of the Klingons, who put a stop to the major conflicts between Krios and Valt Minor, and who provided the Kriosians with more advanced technology, insight into other worlds and civilizations, and the means to trade with them. However, this contentment did not last long in the face of conflicts between Klingon and Kriosian society and values. Klingon honor and governance blocked many prime business opportunities for the Kriosians, and their world was limited as a member of the larger Empire, unable to establish colonies of its own, or become a greater part of the interstellar community. More importantly, the peace imposed on Krios and Valt Minor did nothing to address the underlying issues, and violence continued between the two worlds. Kriosian efforts to

wring concessions from the High Council brought only swift and certain retribution. This led to the formation of an underground resistance movement.

Scenting an opportunity, the Romulan Tal Shiar decided to use the Kriosian independence movement to their advantage. They fabricated duplicate Federation weapons and equipment and funneled them to the rebels using cloaked courier vessels. Even the rebels thought the Federation was aiding them covertly because they could not do so openly. When Klingon authorities captured Federation phaser rifles in rebel hands, they were livid and accused the Federation. The Romulans planned to apply the finishing stroke of assassinating Vagh, the Klingon governor of Krios, using a brainwashed Starfleet officer as their pawn. This would drive a permanent wedge between the Federation and the Klingon Empire, possibly ending their alliance.

Fortunately, the plot was uncovered before it was too late, and the assassination prevented. Although the Romulans' role in the affair was revealed, the Tal Shiar continue to covertly supply the Kriosian rebels to create difficulties for the Klingons. The High Council is unwilling to even consider Kriosian independence until it can prove the Kriosians will not become puppets of the Romulans, and it can uncover the possibility of other Romulan collaborators within the Empire itself. Still, the High Council has taken steps to try and stabilize the Kriosian situation, including requesting Federation assistance in mediating the dispute between Krios and Valt, leading to the Ceremony of Reconciliation between those two worlds.

Important Worlds

Krios is a Class M world, the fourth from its sun. The inner worlds of the system are hot rockballs with no atmosphere, of interest solely for their mineral value. Krios V is Class K, with a dense sulfurous atmosphere and high surface temperature. Krios VI is a small gas-giant while Krios VII is an icy rockball. Valt Minor is also a Class M world, the third planet in the Valt System. Both worlds contain developed Level Six civilizations and Klingon colonies.

The center of attention in Ka'Vala Sector is certainly Krios, but there are a number of other Klingon settlements in the region. All are fairly prosperous, but the "Kriosian situation" forces increased security and restrictions on trade. Kriosian rebels have shown their determination to spread their cause by making terrorist attacks against the nearby Tak'lur and Jo'Men'oS colonies. Although they are limited to fairly simple explosives, there is concern the Romulans may supply the Kriosians with more effective weapons of terror, or that the rebels might find a way to strike at a key orbital station or starport.

The Jo'Men'oS and Tak'lur system lie closest to Krios. Both contain Class M worlds with active Klingon colonies, ruled by planetary governors appointed by the High Council. Tak'lur was formerly in the hands of the House of Chang, until the High Council imposed martial law there as a result of the "Kriosian problem," a situation that does not sit well with the members of the House of Chang. The Hatoria, Drovos, and Sennur systems also contain Klingon colonies, ruled by House Bortras, Kang, and Krotmag, respectively.

Located just outside Klingon space, Davlos III is an independent colony world that does considerable trade with the Empire. Some 90% of the planet's trade is with Klingon merchants, ever since the colony severed its ties with the Federation shortly after the establishment of the Khitomer Accords. The planet now lies in neutral territory between the Federation and the Empire, and its independently minded inhabitants (a mix of humans and other species) are content with

their position. However, trouble in Ka'Vala Sector has begun reducing Klingon trade, which is causing problems for the Davlosians.

Krios IV

Class: M

System Data: Krios has two small moons.

Gravity: 0.98 G

Year and Day: 372.4/27.5

Atmosphere: Oxygen-nitrogen with trace elements of carbon monoxide. Earth-normal pressure.

Hydrosphere: 55% surface water.

Climate: Temperate.

Sapient Species: Kriosians, Klingon settlers.

Tech Level: Level Six

Government: Klingon planetary governor

Culture: Peaceful and mercantile-oriented, but with a strong undercurrent of political rebellion.

Affiliation: Klingon Empire

Resources: Light and heavy industrial metals, organics.

Places of Note: The heavily fortified ruling hall of Klingon Governor Vagh. The Temple of Akadar, the ancient site from which Krios and Valt once ruled their empire. The Kriosian Peaks, riddled with caves and laced with fistrum and other metals that limit sensor sweeps.

Ship Facilities: Orbital spacedock for small vessels with several spaceports on the surface. These are popular targets for Kriosian separatists, and security is always heavy.

Other Details: None.

Khitomer Sector

Of all the Klingon sectors bordering the Federation, Khitomer Sector most exemplifies the history that brought the two powers together to form their alliance. To supporters and opponents of the alliance alike, Khitomer Sector is a symbol of the triumph and tragedy of shared Federation/Klingon history.

Political Role

Khitomer Sector was once a vital political center for both the Klingon Empire and the Federation. The historic Khitomer Accords were signed here, laying the foundation for the alliance. The sector was also the site of the worst massacres committed by the Romulans against the Klingon Empire, in which thousands of Klingons lost their lives. In the years since the formation of the alliance, Khitomer Sector has been more important for its history than its current events. But Klingon respect for the glories of the past led to a renewed interest in the sector as a place for diplomacy and negotiation for the Empire.

Dominant Races/Cultures

Khitomer Sector is Klingon dominated, but its presence on the borders of both the Federation and the Romulan Empire lend the sector a more cosmopolitan feel to it. It includes star systems that prefer to protection of the Klingon Empire (especially with their allies, the Federation, close at hand) over the Romulans. The sector is frequently host to delegations from Federation planets and an important center of trade in the Empire.

Star Systems

Khitomer Sector contains sixteen systems, including Khitomer, Edosha, Gamma Eridon, H'atoria, Machak, Narendra, and Tarrat. The stars are primarily main sequence, with one red giant (Edosha) and a small nebular cloud.

Unusual Phenomena

The Klingons have thoroughly explored Khitomer Sector, finding little of scientific interest. The sector's only true "unusual phenomenon" can be found on an unknown planet in the Carraya System (see below).

History

Khitomer Sector's history spans the range from war to peace and back again. Its location along the region of the Vela Expanse, a shared border between the Romulan Star Empire and the United Federation of Planets, made Khitomer Sector a keystone in the Klingon Empire's perimeter defenses. Worlds like Khitomer and Narendra III became heavily reinforced military posts where Klingon warriors kept watch over the Empire's enemies and prepared to raid into their territory. In the 23rd century, a massive Klingon military buildup took place in the sector, as IKDF forces gathered in preparation for the invasion of the Federation. The Organians and their enforced treaty put an end to that plan, and Klingon military forces were forced to stand down and strengthen their defenses instead.

The Klingon/Romulan Alliance led to a new use for Khitomer Sector, as a meeting place for the Klingons and their new (and somewhat reluctant) allies. Klingon delegations met with the Romulans on worlds like Narendra III and Khitomer to exchange technologies and make plans against their mutual enemy, the Federation. When the alliance soured, the sector became a focus for military activity again, supporting Klingon forays into Romulan space, such as the famed battle of Klach D'Kel Bracht and Kor's drive towards Romulus.

It is somewhat ironic then that the Klingons chose Camp Khitomer as the site for their historic meeting with the United Federation of Planets following the destruction of Praxis. Despite the efforts of Klingon and Federation renegades, the two powers signed the Khitomer Accords in 2293, bringing about a new era of understanding between them.

The signing of the Accords and the growing cooperation between the Klingons and the Federation concerned and angered the Romulan Empire, the Klingons' former allies. For over forty years following the signing of the Accords, the Romulans raided Khitomer Sector, attacking Klingon outposts along the border without mercy. The Klingons, struggling to deal with their own internal problems, fought back as best they could, but the Romulans' lightning-swift assaults and cloaked ships left the Klingons little time to respond. The Machak outpost was destroyed in 2343, the Narendra III outpost was destroyed in 2344, and Khitomer itself was attacked in 2346.

Ironically, the ones quickest to respond to the Klingons' distress signals were Federation starships. The *U.S.S. Enterprise-C* was destroyed fighting four Romulan warbirds at Narendra III and the *U.S.S. Intrepid* was the first starship to respond to the Khitomer Massacre. The swift and valiant response of Starfleet crews gave the Klingons a newfound respect for their allies, and paved the way for the Treaty of Alliance.

The Empire has since rebuilt its bases and colonies in Khitomer Sector. Even though the Romulans have not troubled the sector for some time, and in fact served as allies during the Dominion War, the Klingons remain alert for any signs of Romulan incursion in the sector. Those who remember the massacres at Machak, Narendra, and Khitomer say such things will never be allowed to happen again.

Important Worlds

The most important world in the sector is its namesake, Khitomer. A beautiful Class M world, Khitomer remains home to one of the Empire's most important military and diplomatic sites. Camp Khitomer played host to numerous important diplomatic negotiations, and continues to do so following the resolution of the Dominion War.

Machak II, Narendra III, Edosha VII, H'atoria IV, and Tarrat IV all hold similar military posts, their watchful eyes and ears trained on the Romulan border for any signs of treachery from the Empire's newest "allies." The bases keep watch over interstellar traffic passing through the sector and activity in the Vela Expanse. These worlds also serve as colonies for the Klingon Empire. While the Federation might balk at placing civilians so close to military operations, the Klingons have no such qualms. In fact, the very existence of the colonies makes Klingon warriors seek to protect them all the more. They know there is danger from the Romulans and from raiders like the Nausicaans, but what true Klingon would shy away from such challenges?

The Klingon Empire is not even aware of the other important world in Khitomer Sector. The Carraya System lies within the Vela Expanse, technically outside the Empire's borders in neutral space. The system's sole Class M world is a primitive, heavily forested planet. Nestled in a valley on the planet's northern continent is a small, unusual settlement. When the Romulans attacked Khitomer, they discovered some hundred or so Klingons from an outlying area, unconscious but still alive. Unwilling to kill helpless enemies, the Romulans took them prisoner, but later found them to be of no political value. The Klingons also refused to be returned to the Empire, because they could not bear the shame of having been captured. When the Romulan Empire decided to execute the Klingons a Romulan officer, Tokath, opposed the decision and offered his own plan. Tokath sacrificed his own career to establish a prison camp in the Carraya System where the Klingons would live out the remainder of their lives.

The Romulans and the Klingons living at the camp slowly came to an understanding and found a form of peaceful coexistence. Tokath even took a Klingon woman, Gi'ral, as his wife and they had a daughter together, named Ba'el. A number of other children were born and raised on Carraya, largely ignorant of their heritage and of the conflict their parents left behind. A Starfleet officer, Lt. Worf, discovered the existence of the Carraya camp and learned the fate of the Klingons there. He also took some of the camp's young people with him so they could see the rest of the galaxy for themselves. Both Worf and the children agreed never to reveal the existence of the camp, and it remains unknown to both the Federation and the Klingon Empire.

Khitomer

Class: M

System Data: Khitomer has no moons.

Gravity: 0.93 G

Year and Day: 407.2/28.3

Atmosphere: Oxygen-nitrogen at slightly higher than Earth-normal pressure

Hydrosphere: 65% surface water.
Climate: Cool and damp.
Sapient Species: Klingons.
Tech Level: Level Six.
Government: Klingon military governor.
Culture: Militaristic, but open-minded.
Affiliation: Klingon Empire.
Resources: Organics, light metals, military technology.
Places of Note: Camp Khitomer, the rebuilt signing place of the Khitomer Accords.
Ship Facilities: Orbital spacedock and ground-based shuttle facility.
Other Details: The forests of Khitomer contain a number of local animals for hunting.

Carraya

Class: M
System Data: One moon.
Gravity: 1.12 G
Year and Day: 347/26.4
Atmosphere: Oxygen-nitrogen at slightly higher than Earth-normal pressure
Hydrosphere: 70% surface water.
Climate: Cool and damp.
Sapient Species: Klingons and Romulans.
Tech Level: Level Six, limited industrial base.
Government: Romulan military dictatorship.
Culture: Unusual hybrid Romulan/Klingon culture, peaceful and law-abiding.
Affiliation: Romulan Star Empire.
Resources: Limited, primarily organics and light metals.
Places of Note: Only one settlement, a Romulan prison camp. Klingon "prisoners" are given considerable freedom, since they really have nowhere else to go.
Ship Facilities: None
Other Details: The forests surrounding the prison camp hold a variety of wild game for hunting.

Mempa Sector

Mempa Sector is one of the core sectors of the Klingon Empire, close to Qo'noS and the containing a number of old settled worlds. This does not mean Mempa Sector is far from conflict, however. The recent Klingon Civil War saw considerable fighting in the sector, and dissent is currently brewing there.

Political Role

Mempa Sector plays a strong role in the politics of the Empire. The presence of influential houses like Kang, Chang, Krotmag, and Voss in the sector keeps attention focused on it and the activities of the High Council. Of particular interest are the remnants of the faction loyal to the House of Duras. Although most believe the threat of the Duras family ended with the deaths of Lursa and B'Etor at the hands of the Federation in 2371, there is still Duras' son Toral.

After Worf spared Toral's life following the Civil War, the scion of the House of Duras went into hiding. Although rumors abound regarding Toral's activities, his true whereabouts remain

unknown. Everyone on the High Council remembers Toral's claim that his house would someday rule the Klingon Empire, and many wonder if Toral still plans to make good on that promise.

Dominant Races/Cultures

Mempa Sector is firmly in Klingon hands. The major worlds in the sector are old Klingon colonies, dating back centuries, and ruled by powerful and influential Klingon houses. Some of their power has begun to slip since the Civil War split the sector in battles of Klingon versus Klingon, and all the houses are carefully maneuvering for positions of power in the government under Chancellor Martok.

Star Systems

Mempa Sector holds fourteen star systems, six of which contain Class M planets. They are Beta Lankal, Beta Thoridar, Chuch'Hov, Mempa, N'gomid, and Taj'eth. The remaining systems in Mempa Sector contain Klingon mining colonies, research stations, supply and repair depots, starbases, and similar facilities. No system in the sector is without some sort of Klingon presence or activity, no matter how small.

Unusual Phenomena

Mempa Sector is well charted and explored by the Klingons, who have discovered no unusual interstellar phenomena there.

History

Located anti-spinward of the center of the Empire, away from the Federation, Mempa Sector was one of the first areas explored and colonized by the Klingon Empire. The Klingons traveled to the sector in slower-than-light "sleeperships." When they reached their destination, the crew was automatically revived to explore and (if need be) conquer the new world.

Since early colonization efforts involved slower-than-light vessels, and the Klingons lacked subspace radio technology, colonies were out of touch with the homeworld for decades, and news and information were slow to travel from one world to another. This suited the colonists just fine, since it allowed them almost complete autonomy. The people of Mempa Sector developed a reputation for independent thinking they retain to this day. Noble houses relatively weak on Qo'noS grew in strength in the colonies, becoming dominant forces there, and allowing Klingon dissidents opportunities to leave the homeworld and chart their own destiny among the stars.

This changed when the Klingons began using warp-driven ships. Suddenly, the bounds of the Empire seemed small, and colonies in sectors like Mempa were not so far from the homeworld after all. Things were changing on Qo'noS and therefore with the Empire, and these changes did not always meet with the approval of the noble houses in the colonies. When Qo'noS took a heavier hand in governing the colonies, many of them rebelled. Some Houses lost their lands, while others sided with the new High Command and received commensurate rewards. That led to the Klingon High Command sending ships and warriors to put down any resistance, and to bring the colonies back into the fold of the Empire by force.

Once the Empire quelled its internal problems, it began to look outside its borders, leading to conflicts with the Federation. Then, in time, the Empire reached an accord with the Federation because of the destruction of Praxis and the threat it posed to the homeworld. All during this time, the Klingons of Mempa Sector, particularly the noble houses, worked for a return to the old ways and attempted to reassert their independence. Although the Empire did return to the traditional house system, the Treaty of Alliance with the Federation represented a fundamental change in Klingon politics.

It was little wonder Mempa Sector became a hotbed of political turmoil, easily stirred up by the Duras family. First Duras himself promised a return to the glories of the past and an end to the Federation Alliance. Then Duras' sisters, Lursa and B'Etor, used Mempa Sector as one of their prime rallying points for a war against Gowron and the High Council. Now, rumor has it, Duras' son Toral remains in hiding somewhere in the sector, planning on finishing his father's work some day.

Important Worlds

Beta Lankal is one of the colony worlds closer to Qo'noS, both in terms of distance and political loyalties. It has always supported traditional Klingon values of honor and loyalty, along with the house system of nobility. Even when separated from the homeworld for more than a generation, the inhabitants looked to Qo'noS as their example. When the Empire became more unified with the advent of warp drive, the inhabitants of Beta Lankal supported the change, believing it to be a grand new chapter in the history of the Empire. The failure of that experiment soured the Lankals somewhat and showed them traditional Klingon values were right all along. The planet remains staunchly conservative, and supports the Emperor, the Chancellor, and the High Council, whomever they may be at any given time. Beta Lankal is a rugged planet, with rugged people. The terrain is mostly rocky and broken, with a considerable amount of volcanic and seismic activity. Cities on Beta Lankal are built to withstand quakes and eruptions, although they still suffer some damage every few years.

Beta Thoridar was a stronghold of the Duras family. The planet itself is temperate and heavily forested, home to a wide range of animal life, but no intelligent lifeforms. The Klingons built a number of cities on the planet, but large areas of wilderness are maintained for hunting, camping, and other outdoor activities. The noble families on the planet ruled it like their own mini-Empire until ships from the homeworld came to enforce the will of the Empire. Resentment still simmers on Beta Thoridar for the Empire's high-handed behavior all those years ago. The House of Duras was the most powerful on Beta Thoridar until the Civil War broke their power and drove them into hiding. The remaining noble houses still struggle over which of them will take the Duras' place as the preeminent House on the planet. Chancellor Gowron managed to play the houses of Beta Thoridar off each other and otherwise ignored them. This may be yet another of Gowron's mistakes that Chancellor Martok will have to deal with, since the factions on Beta Thoridar are not pleased with the idea of a commoner holding the position of Chancellor.

Mempa is the oldest colony in the sector, established well over two hundred years ago. It is known for its lush jungle foliage, powerful rainy season, and as home for nearly half a billion Klingons. The system saw some of the heaviest fighting during the civil war, as the forces of the Duras attacked supporters of Gowron and the High Council. Gowron's fleet was forced to pull back to Mempa to protect the system until the secret alliance between the House of Duras and the Romulans was exposed. This pulled support away from Lursa and B'Etor and allowed Gowron's forces to retake the sector.

Toral and the House of Duras

Viewers of *Star Trek: Deep Space Nine* know that Toral showed up again in the episode "The Sword of Kahless," where he attempted to wrest the legendary sword from the hands of Worf and Kor, in order to use it to take control of the Empire. Toral fell in battle, but he may have survived, in which case he could be hiding out in Mempa Sector (or elsewhere in the Empire) plotting revenge and hatching new schemes.

Even if Toral did die, it is quite possible a faction of dissident Klingons maintain the fiction that Toral is alive so they can rally the former supporters of the House of Duras to their side for another rebellion. Or another Klingon House might try and step in to fill the vacuum left by the downfall of the House of Duras.

Beta Thoridar

Class: M

System Data: Beta Thoridar has two moons.

Gravity: 1.09 G

Year and Day: 421/30.2

Atmosphere: Oxygen-nitrogen with trace elements of chlorine at Earth-normal pressure.

Hydrosphere: 55% surface water.

Climate: Warm and damp.

Sapient Species: Klingons

Tech Level: Level Six

Government: Klingon planetary governor.

Culture: Strongly individualistic. Supportive of Klingon traditions and values in public, while supporting a strong underground movement seeking personal power.

Affiliation: Klingon Empire.

Resources: Organics, crystals, light metals.

Places of Note: Ba'Qas City, the planetary capital and former stronghold of the House of Duras. Rohel moonbase contains military supply depot and ship facilities.

Ship Facilities: Orbital spacedock with lunar facilities and a planetary starport near the capitol city.

Other Details: Former stronghold of the Duras Family and site of political dissent against the Empire.

Mobeh Sector

The name of this sector means roughly a place of isolation or exile, and Mobeh Sector lives up to its name with few places even a Klingon would want to visit. It is best known for its mineral rich, inhospitable worlds, which serve the Empire as mining resources and penal colonies. The Empire's most infamous prison colony, Rura Penthe, is located in Mobeh Sector.

Political Role

Located deep in Imperial space, Mobeh Sector's prime political role is a place to dump dissidents, criminals, and political prisoners where they can serve some useful function, namely working the various mines in the sector. The sector has a large number of political dissidents, but no real involvement in Klingon politics.

Dominant Races/Cultures

The Klingons are the dominant race in the sector, but the colonies have prisoners of different species, including Human, Romulan, Cardassian, and many others. The prison communities have something of a culture all their own, a ruthless and brutal one based solely on survival and gathering enough personal power to make life more comfortable (or at least bearable).

Mobeh Sector is also an ideal place for Klingon renegades to hide within the Empire itself. Members of renegade houses like House D'Gora have established bases here, usually deep underground in tapped-out mines. Bands of Klingon pirates raid ships passing through the area, using asteroid fields and abandoned mines as bases of operation to shield them from the sensors of Klingon forces sent to hunt them down. For the most part, however, the High Council ignores these upstarts; their struggles are seen as pointless and their occasional attacks provide some excitement for otherwise dull missions into Mobeh Sector.

Star Systems

Mobeh Sector contains eleven star systems, most of which have no Class M planets. Rura Penthe is the only Class M world in the sector, and it only barely qualifies. The rest of the planets in the sector are generally Class D, F, H, or K, with a few Class J gas giants mixed in. Class D, F, and H worlds that contain useful mineral resources are home to Klingon mining colonies, while Class J worlds are "mined" by high altitude platforms that draw in atmospheric hydrogen for conversion to deuterium and other useful materials.

Unusual Phenomena

The Hurgh Nebula sits on the border of Mobeh Sector, an interstellar dust cloud that is all that remains of an ancient supernova. Klingon scientists believe the explosion of the star that created the nebula millions of years ago bombarded the nearby systems with heavy radiation, leading to their current sterile condition. The dense nebula limits sensors and makes navigation extremely difficult. Ships have been known to use the nebula to shield them from detection, but the radiation inside the nebula eventually plays havoc with any ships systems.

Klingon miners in the Qantay System have uncovered evidence of an ancient civilization on Qantay II. Analysis of the ruins suggests the civilization was contemporary with the nova that formed the Hurgh Nebula, and may have been destroyed by the effects of the supernova.

History

Mobeh Sector was discovered fairly early on by the Klingon Empire, but merited little if any interest for years because the area lacked Class M planets suitable for colonization, and the nearby presence of the Hurgh Nebula posed a hazard to navigation. Early Klingon colony ships arrived to find no worlds suitable for colonization, and the early Klingon colonies died out after fighting a losing battle against the harsh environment of the available worlds.

What the sector did possess was rocky planets rich in various minerals, including dilithium. When the Klingon Empire began using matter-antimatter engines to power their starships and dilithium crystals in their warp drives; the sector suddenly became of great importance to the Empire as source of raw materials. Rather than summarily executing their prisoners of war, the Klingon took

to moving them to mining colonies in the Mobeh Sector to dig for useful minerals. They supplemented their ranks with Klingon criminals and political dissidents, placing a military governor in charge of the entire operation.

The mines in Mobeh Sector operated efficiently for decades, but recent years have seen a reduction in the number of prisoners sentenced to the mining colonies; only a handful of Romulans and, more recently, Cardassians captured during the invasion of Cardassia. The Klingon Civil War added a small number of prisoners to the mines, and the Dominion War almost none at all, since the Jem'Hadar are genetically incapable of surrender (nor were the Klingons inclined to take Jem'Hadar prisoners). The Cardassian and Romulan governments are calling for a repatriation of political prisoners in the wake of the Dominion War with the support of the United Federation of Planets, creating another difficult diplomatic situation for the Empire. Although efforts are underway to modernize the mining operations they are not happening quickly enough to take up the slack.

Important Worlds

Qantay II is a typical Klingon mining colony, or it was until the discovery of the Qantay ruins several years ago by a group of miners. The miners opening new tunnels in the colony discovered the remains of a vast, underground city estimated to be well over a million years old. The Klingon military governor diverting mining operations elsewhere and contacted the High Council about the discovery of the ruins. The High Council in turn initiated an investigation of the ruins that has grown into a cooperative effort in conjunction with the Federation Science Council, since the Klingons lack the resources to fully explore and investigate the site.

Initial hopes of discovering fantastic alien technologies were quickly dashed, but the archeology team is still finding interesting things about the ruins and the people who built them (known as the "Qantayans" for now, since their name for themselves remains unknown). As near as can be determined, the Qantayan civilization went underground following the explosions of the supernova that formed the Hurgh Nebula, and died out no more than a few thousands years after that, most likely due to stagnation and confinement. The discovery of the ruins unnerved a number of the miners on Qantay II, and some continue to claim they've seen visions or unusual lights in the tunnels and heard voices whispering in an alien language. Klingon Governor Do'Ros has ignored these wild tales, and recommends that everyone do the same.

Morska is a rocky, lifeless planetoid near the Rura Penthe System, used by the Klingon military as a listening outpost to monitor traffic moving in and out of Mobeh Sector. Most of the activity it monitors is strictly routine, ore carriers and prison ships going to and from planets in the sector, along with the occasional military patrol. Because Mobeh Sector is located so deep inside the Empire, and because duty at a listening station is usually routine and dull, the Klingons do not monitor the area too closely. The Federation starship *Enterprise NCC1701-A* managed to slip past the Morska monitoring station once, convincing the monitors that the *Enterprise* was a Klingon vessel.

Rura Penthe is known throughout the quadrant as "the aliens' graveyard." It is the largest, and most infamous, of the Klingon penal colonies in the sector. Located just outside its star's biosphere, Rura Penthe is a large, rocky planetoid perpetually covered in ice and snow. Even the equator is usually below freezing, and the regions near the poles drop to more than -100 degrees Centigrade. All life on Rura Penthe is underground, where natural heat and volcanism provides some measure of

protection from the cold. Prisoners dig deep tunnels to reach deposits of dilithium beneath the surface, working with relatively primitive hand tools.

Klingon overseers keep prisoners in line using agonizers and painstiks, but otherwise the prisoners are allowed to do as they please. Fights are commonplace, although the Klingon guards break up any fight that looks to be getting out of hand. The prisoners at Rura Penthe vary from hardened criminals, pirates, and other renegades to political dissidents, prisoners of war, and those accused of treason or sedition against the Klingon Empire. Prisoners sent to Rura Penthe have little chance of escape. Even if they could get out of the mines and past the guards, the surface of the planet is impossible to survive on for long, and few ships can reach this deep into Klingon territory without being detected. Additionally, a powerful energy field surrounds the planetoid, preventing transporters from beaming prisoners off the surface.

Rura Penthe

Class: H

System Data: Rura Penthe has no moons

Gravity: 1.03 G

Year and Day: 489/40.4

Atmosphere: Trace. A breathing mask is required on the surface.

Hydrosphere: 40% surface water. All of Rura Penthe's water is locked up in the snow and ice covering the planet's surface.

Climate: Cold and dry.

Sapient Species: Klingons, along with a variety of prisoners from many different species.

Tech Level: Level Six, although prisoners have little or no technology.

Government: Klingon military dictatorship.

Culture: Brutal, criminal, and survival oriented.

Affiliation: Klingon Empire

Resources: Crystals (particularly dilithium), industrial metals.

Places of Note: The mines of Rura Penthe, located beneath the surface.

Ship Facilities: Docking facilities for shuttles transporting prisoners only.

Other Details: Despite its fearsome reputation, Rura Penthe is fairly lightly guarded, relying on the harshness of the planet's own environment and the protective energy shield to do most of the work of keeping prisoners from escaping.

Othan Sector

Located near the Romulan/Klingon border in the Beta Quadrant, Othan Sector is a "buffer sector" between the two interstellar powers. The Romulan Empire is in the process of conquering the Othan Sector and trying to provoke the Klingon Empire into a confrontation along the border.

Political Role

The Othan Sector is a political tool for both the Romulans and the Klingons. The Romulan Empire wants to control the sector as a means of applying pressure to the Klingon border, in hopes of provoking a response from the Klingons. To the Klingon Empire the Othan Sector is a problem because they cannot launch a direct attack against their Romulan "allies," particularly with damage from the Dominion War still fresh and in need of attention. So they send agents to undermine Romulan efforts in the region and to protect the Empire's interests.

Dominant Races/Cultures

The Othan Empire, a small interstellar nation, dominates the sector. The Othans are a humanoid proto-Klingon race, with similar physiology and warlike attitudes. They have pale skin and light brown, blond or white hair, which is usually worn long. Male Othans have full beards. Othans tend to be shorter than Klingons, with a heavier build and more fatty tissue due to the cold environment of their home world.

Klingon scientists believe the Othans might be an offshoot of an ancient Klingon colony or from Klingon stock transplanted by the Hur'q or another alien race in the distant past. Although formidable hand-to-hand combatants, Othan technology is inferior to that of the Klingons and Romulans.

Star Systems

Othan Sector contains eight star systems, five of which are inhabited by Othans and their colonies. The other three contain only lifeless Class D and F worlds, which host Othan mining colonies but little else.

History

The Othans achieved interplanetary space flight approximately one hundred and fifty years ago and began exploring their own solar system. They traded with Klingon explorers for warp drive technology and were briefly conquered by the Klingon Empire. The Klingons withdrew from Otha when their alliance with the Romulans collapsed. Since then, the Othans colonized several other nearby systems, building a small interstellar empire similar in some ways to the Klingon Empire during the 23rd century. They have refused to join the Klingon Empire and the Klingons haven't considered it worth the effort to conquer the Othans.

What has drawn the Empire's attention to the sector is the recent increase in Romulan activity there. The Romulan Star Navy is in the process of conquering the sector and bringing the Othan Empire under the control of the Romulans. The presence of Romulan warships so close to the Klingon Empire is a matter of concern to the High Council.

Although outmatched in terms of technology, the Othans fight fiercely against Romulan incursion. Their efforts, while valiant, are eventually doomed to failure against a superior Romulan force. Although the Council has decided against taking action inside the bounds of the Romulan Empire, the High Council would prefer to have an independent Othan Empire as a buffer state between them and the Romulans. Therefore, the Council has sent Klingon agents to the Othan Sector covertly, often disguised as Othans, to provide assistance against the Romulan Fleet. For their part, the Romulans are aware that the Klingons are smuggling advanced weapons and supplies to the Othans and that Klingon agents are providing them with tactical information. The Romulan Tal Shiar is working to find and capture the Klingon agents in order to provoke an incident with the Klingon Empire.

Important Worlds

Otha-Prime is the homeworld of the Othans, near the center of the sector. Othan ships and orbital defenses heavily guard the system. Otha-Prime is a cold, rocky planet, covered in a layer of snow

in all but its tropical regions. Its native lifeforms are large herbivores and smaller carnivores that hunt them. The white pelt of the Othan snow-cat is a regular decoration for Othan warriors, who hunt the beasts in the mountains.

The New Otha colony is similar in many ways: bleak, cold and harsh. The planet has extremely rocky terrain, filled with mountain ranges, broken plains, glaciers and numerous small lakes and seas, many of which are frozen over year-round. The colony has a population of approximately ten million Othans.

The Sankrax colony is warmer than Otha-Prime, temperate by human standards. It raises agricultural crops, which are shipped to other worlds. The colonies are concentrated near the sub-temperate bands nearer to the poles, where the Othans are more comfortable.

The Romulan Fleet captured and controls D'Korrin. The Romulan military governor, Commander N'vera, handles any disobedience swiftly and brutally. Round-ups and executions of suspected Othan terrorists are common occurrences. Klingon agents work secretly with the Othan underground to plan terrorist attacks against the Romulans, forcing them to pay a high price to hold on to D'Korrin.

The Derex colony is the one nearest to the Klingon border. Romulan patrol ships carefully watch traffic coming in and out of the system, but cloaking Klingon vessels are able to slip past them. Klingon agents usually enter the sector through Derex, often arranging passage from there. The colony is under Romulan control and closely watched by the Tal Shiar.

VoQuv Sector

Based around an ancient Klingon legend, VoQuv Sector (the name means roughly "Faith in Honor") is at the center of Klingon cultural and spiritual beliefs. The Sector's most important world is Boreth, the most sacred site in the entire Klingon Empire.

Political Role

Up until recently, VoQuv sector had little or no political importance. The sector is valued for its role in Klingon spiritual and cultural tradition, but to the noble houses it was only a place to send the young on spiritual quests, and for the old to retire seeking spiritual perfection before meeting their death. That changed recently when the clerics of Boreth took it upon themselves to change what they saw as the decay of Klingon values in the Empire. The clerics used an ancient sample of Kahless' DNA to grow a clone of the legendary Klingon hero, artificially aged to maturity and programmed with memories based on the legends of Kahless' exploits. They then staged Kahless' "second coming," as foretold in ancient Klingon legend.

The clone fooled some people for a while, enough to whip many Klingons into a religious frenzy, as the monks had hoped. However, the High Council, and Chancellor Gowron in particular, did not believe in the validity of this new Kahless. For a time it appeared that the Empire might be torn apart in holy warfare, but Gowron accepted a compromise; Kahless assumed the title of Emperor and became the spiritual leader of the Klingon people, while the Chancellor and the High Council retained their political power.

Since then, the prime movers in Klingon politics have carefully watched the goings-on in the VoQuv Sector and Boreth in particular, looking for signs of rebellion. They also restrict the Emperor's movements, keeping him primarily on Qo'noS and not allowing him to visit Boreth, in order to keep a close eye on him and limit any influence the clerics of Boreth may have over him.

In truth, there is a growing philosophical movement on Boreth that believes Kahless and *only* Kahless is truly fit to lead the Klingon Empire. Kahless is the embodiment of all that is virtuous in Klingon culture, so it is he who should be the moral and political compass of the Empire. This movement supports expanding the powers of the Emperor, even to the point of eliminating the Chancellor and the High Council. When this Kahless grows old or dies, he can be reborn in exactly the same manner as the first clone. In so doing Kahless' ancient promise of his return will truly be fulfilled, over and over again, forever.

Dominant Races/Cultures

VoQuv Sector is entirely controlled by Klingons. Aliens are not usually permitted in the sector; it is considered a place special to the Klingon people. To allow an alien to visit the sacred places of the Klingons would be to defile them. Trespassers be warned.

Star Systems

VoQuv Sector is sparsely populated, containing only five star systems. The central system is Boreth, the most holy of places, while the surrounding systems of No'Mat, Jo'brul, Botlh, and Tong'cha are also home to important spiritual sites.

Unusual Phenomena

The Klingons ascribe a host of unusual phenomena to the VoQuv Sector, mostly spiritual in nature. Visitors to the monastery on Boreth or to the Fire Caves of No'Mat claim to see visions of the past, present, and future. Klingon warriors who pray or perform a pilgrimage to Boreth have reported miraculous success in battle and similar achievements. So far as is known, there is no scientific basis for the visions and other phenomena reported in the VoQuv Sector, apart from hallucinations and the effects of strong belief on the humanoid mind.

History

Toward the end of his reign over the First Empire, Kahless chose to leave his people rather than allow them to become dependent on him for their achievements and glories. Before he vanished into the wilderness of Qo'noS, Kahless pointed towards a star in the heavens and said he would one day return from there to lead the Klingon people to glory once again. The star, Boreth, assumed great importance in Klingon mythology. When the Klingon achieved spaceflight, Boreth became one of their first destinations.

The Klingons discovered exactly what they expected around that star, a rough, rocky planet inhabited by a number of savage, primitive lifeforms. Taking up the challenge before them, the Klingons tamed the planet, killed the creatures that stood in their way, and established an outpost there to await Kahless' return. In time, the outpost became a monastery inhabited by the wisest and more spiritually developed Klingons, a sacred place of pilgrimage and visions for Klingon warriors.

The nearby star systems also became sacred places where Klingons tested themselves and sought visions of Kahless and his wisdom.

After engineering the "return" of Kahless, the clerics of Boreth took a more active role in Klingon society, working to guide their people back to the traditions of honor and glory Kahless taught them. Chancellor Martok tacitly supports this, but he remains wary of the goals of the Boreth monks, which often border on the fanatical.

Important Worlds

Boreth is by far the most important world in VoQuv Sector, one of the most important worlds in the Klingon Empire. The planet is rocky and mountainous, with little surface water, its atmosphere hot and dry. The famed monastery of Boreth is built high in the mountains with a spectacular view of the surrounding area (and an extremely defensible position, as well). At the monastery, Klingon clerics conduct prayers and meditations intended to guide themselves and others to a greater understanding of Kahless and his plan for the Klingon people. Klingon warriors and nobles often undertake pilgrimages to Boreth to study and meditate with the monks, undergoing various trials intended to sharpen the mind and focus the spirit, seeking visions of Kahless.

No'Mat is a planet similar to Boreth in many respects: hot, dry, and volcanically active. The surface of the planet is riddled with volcanic caves and lava tubes. Early Klingon explorers, exposed to the heat and gases in the lava caves, experienced visions telling them No'Mat was a place of testing. Klingons now consider No'Mat a sacred place, and come here to visit the small shrines and monasteries. The Fire Caves of No'Mat are a holy place for warriors to undergo vision quests. A vision of one's father is considered especially auspicious.

Boreth

Class: M

System Data: Boreth has no moons.

Gravity: 1.1 G

Year and Day: 327/22.6

Atmosphere: Oxygen-nitrogen with various trace elements at Earth normal pressure.

Hydrosphere: 15% surface water.

Climate: Hot and dry

Sapient Species: Klingons

Tech Level: Level Six, although the inhabitants tend to live simple, spartan lives.

Government: Klingon religious oligarchy

Culture: Reverent, spiritual, contemplative, honorable.

Affiliation: Klingon Empire

Resources: Minerals and light metals

Places of Note: Boreth Monastery, the most holy site in the Klingon Empire.

Ship Facilities: Limited ground facilities only.

Other Details: The wilderness of Boreth is inhabited by various dangerous life forms, which are often hunted by the Klingons as tests of skill and strength.

Beyond the Empire: HeH'etlh Sector

HeH'etlh Sector ("the edge of the sword") lies on the rimward edge of the Klingon Empire, farthest from the center of the galaxy. It is the uncharted frontier of the Empire, containing new worlds to discover and conquer, and new challenges for Klingon warriors.

Political Role

Although not yet settled or colonized, HeH'etlh Sector serves an important political role in the Empire. It provides a place to channel Klingon aggression and need for expansion. Hemmed in by the Federation to spinward and the Romulan Empire toward the core, the Klingons need to expand rimward, seeking new challenges and opportunities.

Dominant Races/Cultures

HeH'etlh Sector is home to three distinct native cultures, in addition to the Klingons themselves. All three cultures share certain minor similarities that may become apparent over time.

The Akos'ngan are a race of mammals with similarities to Terran insects and arachnids. They have six limbs (four legs and two arms), and bodies covered in pale gray fur. Akos'ngans can weave webs, an ability they originally used to capture prey, but not employ for arts and crafts, including weaving cloth and tapestries. They view themselves as part of a greater "star web," and are just beginning to explore space, putting their technology at Level Five. Their culture is highly logical, and organized into guilds forming a caste-system. The Akos'ngan are aggressive and believe it is their destiny to colonize other worlds and spread their "web" throughout the galaxy.

The Brell are aquatic life forms, breathing air, but adapted for life under water. They appear like vaguely humanoid squid, with a rounded head ringed with dark eyes above a shoulder/collar "ring" supporting an equally spaced set of six tentacles surrounding the main body. Two larger, thicker tentacles sprout from the lower body where a humanoid's legs would be. These are strong enough to support the Brell's body-weight on land, allowing it to stand semi-upright. The Brell are at Technology Level Three, a fairly primitive level of development, largely due to the limitations of the underwater environment. They are hunted by unintelligent avian reptiles they call shu'raak, which fly over the oceans looking for pods of Brell. Because of this, and elements of their mythology, Brell are generally mistrustful of strange creatures.

The Xomin Brotherhood is the most unusual, and most advanced, species in the sector, if they can truly be called a "species." The Brotherhood is made up of humanoids with smooth, hairless, reddish skin, sunken eyes, and slightly bulging foreheads. They normally wear completely enclosed environmental suits, making them look identical.

The most disturbing thing about the Brotherhood is that they also look identical outside their environment suits. This is because all the members of the Brotherhood are clones, identical copies of a single lifeform. Each clone is given an artificial personality and set of instructions suited for its purpose in life. The Brotherhood is arranged in a strict hierarchy, with workers and drones at the bottom, followed by warriors and explorers, then scientists and scholars, and finally a leader class. The Xomin are individuals, with their own names and personalities, but their individuality is limited by their caste.

From what little they know of their own history, the Brotherhood was created by some sort of backup computer system on their home world; their original society was destroyed by an alien

invasion. The Xomin are clones of the greatest warrior and military leader of their race, designed as some sort of weapon that was never used. The computer failed and the Brotherhood now runs the cloning tanks. They are driven by a programmed imperative to explore and spread out among the stars, and a powerful mistrust of all aliens. Their technology is Level Six, although they lack transporters and replicators.

Star Systems

HeH'etlh Sector is rich in star systems, over twenty. Most of these systems have planets, and a number of them appear to have Class M worlds. Akos, Brellnak, and Xomin are three inhabited systems. The Xomin Brotherhood also controls four other star systems near their own: Etacos, Lavrel, Duros, and Quinta Olnor. The remaining systems are unexplored.

At the edge of the sector bordering Klingon space lies the Baros System, which contains no Class M worlds, but does have *TanqchaH'etlh* or "Sword Station," the sole Klingon outpost in the sector. The High Council ordered the station built as a platform for exploration (and, eventually, conquest) of the sector, and it is capable of housing a crew of over 800 Klingons, with facilities for docking and repairing up to three starships at a time. Sword Station is commanded by General Q'har (pronounced "char"), a wily old Klingon warrior of House Toghuss. The great houses of the Empire share the station and its resources, although they often compete in the exploration of the sector, leading to a number of political rivalries on board. House Kang, Krotmag, and Toghuss form one bloc loosely allied with each other, while House Chang and House Daa'maq seek new enemies to overcome in the sector. Houses Sa'kal and Kozak, along with the minor houses, seek opportunities in HeH'etlh Sector that can improve their standing.

Unusual Phenomena

In addition to the unusual concentration of M-Class planets, HeH'etlh Sector is home to some archeological ruins of particular interest to the Klingons. A number of the Class M worlds in the sector (including all the inhabited planets) show evidence of having been visited some 1,500 years ago by the Hur'q, the alien invaders that once attacked and looted Qo'noS (see page **XX** for more information). Underwater ruins on Brellnak suggest the Hur'q may have aided the evolution of the Brell (intentionally or otherwise) while ruins on Akos IV helped contribute to the technological development of the technology of the Akos'ngan. It is entirely possible the Xomin Brotherhood may be a remnant of a culture destroyed and looted by the Hur'q. Two other Class M worlds in the sectors are uninhabited, but show signs of intelligent races that were wiped out in terrible wars. Explorers may even find Klingon artifacts, originally stolen from Qo'noS, among the Hur'q ruins.

History

HeH'etlh Sector was in fact visited by the Hur'q over a thousand years ago. The aliens explored (and raided) several planets in the sector. Like on Qo'noS, the true purpose of their raids remains unknown. They inspired the Akos'ngan to reach for the stars, taught the Brell to fear outsiders, and led to the creation of the Xomin Brotherhood. They also wiped out at least two species in the sector for reasons unknown. Why the Hur'q left HeH'etlh Sector, and where they went, remains a mystery.

About fifty years ago, a computer system on Xomin II created the first clones of the Xomin Brotherhood. The system later failed, forcing the first Xomin to rebuild the shattered technology on

their homeworld and create more clones to expand their worker base. The Brotherhood has expanded steadily since then, regaining the secrets of spaceflight and colonizing other systems. Their society already shows signs of stagnation due to the fact that all Xomin are genetically the same individual, and their initial memories and skills are programmed rather than learned. The Xomin are experimenting with genetic engineering and the idea of raising children from infancy with little success.

Important Worlds

The prime worlds of HeH'etlh Sector are the homeworlds of its intelligent species.

Akos IV is a lush Class M planet with two large continents. Life is concentrated in the planet's equatorial regions, which are covered in thick jungles, broken up by ranges of mountains and the cities of the Akos'ngan. The planet has two small moons, one of which houses a primitive lunar colony.

Brellnak is the third planet in its star system. It's surface is almost 90% covered by water, and the Brell live in the shallow areas of the seas, near some of the larger island chains. The planet is temperate, although prone to powerful surface storms, since there are fewer landmasses to break up hurricanes and monsoons.

Xomin II (also known as Xomin Prime) is a heavily industrialized world still recovering from some ancient conflict that left ruined cities dotting the surface. The Xomin Brotherhood had rebuilt many of the cities and also has several orbital stations and ship construction facilities.

The Xomin Brotherhood

Attributes

Fitness 3 [5]

Coordination 2 [5]

Intellect 2 [5]

Logic +1

Presence 2 [5]

Empathy -2

Skills

Culture (Xomin) 1 (2)

Energy Weapons (Disruptor) 1 (2)

Language

Xomin 2

World Knowledge (Xomin Prime) 1 (2)

Warriors have an additional level in Energy Weapons, Planetary Tactics (Small-Unit) 2 (3), and Starship Tactics (Planetary Support) 1 (2). Scientists have at least once Science skill at 2 (3), and Leaders have Administration (Xomin) 1 (2) and Command (Military) 2 (3).

Typical Traits

Synergy (+3)

Arrogant (-1)

Equipment

Environmental suit and disruptor pistol (disruptor rifle for warriors)

The Exploration Campaign

HeH'etlh Sector provides an excellent starting point for a Klingon exploration campaign, where a Klingon vessel and crew go out from Sword Station "to explore strange new worlds." How will the characters make contact with the various life forms in the sector? How will they deal with the possible threat posed by the Xomin Brotherhood and the discovery of Hur'q ruins? What if the crew discovers an important Klingon artifact that the Brell regard as sacred and refuse to surrender? Will they take it by force, or does that make them no better than the Hur'q that raided Qo'noS? What about inter-House politics complicating the crew's exploration missions? A house might try to keep certain discoveries secret, at least until they are firmly in their control.

The Narrator can add many other star systems, planets, and spatial phenomena to the sector to expand the range of possible stories. Maybe the crew can discover a fluctuating wormhole that leads to wherever the Hur'q finally went, or they might face the possibility of the Hur'q returning, with fifteen centuries more experience and technological sophistication.

Chapter 5: Ports of Call

The Ferengi Rules of Acquisition say "the shortest distance between two points is a trade route," but it is those points, the start and end of a merchant's journey, and all the stops along the way, that make opportunities for profit. This chapter looks at the different ports merchants are likely to visit, and what they're likely to find waiting for them there.

Stops Along the Way

Merchants have a number of different reasons for visiting various ports of call, not the least of which is the opportunity to sell and trade goods. Ports throughout known space offer a merchant vessel a chance to put in for repairs or shore leave, keep up on all the latest news and trends, and pick up on valuable new opportunities, along with having a place the crew can call home, even for a little while.

Trade routes in the Alpha and Beta Quadrants are often long, and routes taking traders into the largely unexplored Gamma Quadrant can be even longer. Ships may need to stop along their route for repairs and regular maintenance of vital systems. Encounters with space phenomena like micro-meteors, nebular clouds, and sub-space anomalies (to say nothing of things like raiders and hostile alien life forms) can reduce a ship's performance.

The ship's crew also requires a certain amount of "upkeep." Even the most heartless bosses recognize the importance of having a crew that's content, or at least reasonably well rested. Stopovers provide an opportunity for crewmembers to get away from the confines of the ship and blow off a little steam, spend a little money, and have some fun. Even crews with access to holodecks need a "real" break now and again, and few merchants can afford the expense of installing and running a holodeck aboard their ship anyway. Those

who want exotic entertainment have to find a port with holosuite facilities, another good reason for a stopover.

Putting in at a port also offers mercantile opportunities. The merchant can do more than just sell and trade goods. He can also catch up on the latest news and market opportunities. Trade is a social business, and the best merchants know to stop in at the various social hubs along their routes, to get a feeling for the market and to listen to all the latest gossip, rumor, and legitimate news there is to be had.

Ports are an excellent place for a merchant to make new contacts, and stopping off from time to time present an opportunity to renew acquaintances in the process of getting all the best news. Traders thrive on a vast network of contacts throughout the galaxy, and it always pays to know the right people. Stopping by to talk with them keeps relations cordial and makes contacts more likely to recall the merchant in the future.

Lastly, although some merchants have no home except for their vessel and the open stars, some prefer to have someplace as a home base, a place to return to at the journey's end and rest before setting out again. It might be a home planet, a new colony, or even a space station but as the Bollian proverb goes "the most important port for a traveler is home."

Places to Visit

Settled planets and star systems are important stops along a trader's route, since these places have the largest populations and therefore the largest markets for various goods. Major trade routes run throughout the Alpha Quadrant, crisscrossing Federation space to link the Federation's many worlds along with other interstellar trading powers like the Ferengi Alliance, the Orions, the Cardassian Union, and even the Tholians. Thousands of vessels visit major Federation worlds like Bolarus IX, Earth, Andoria, Tellar, Betazed, and others for the purpose of trade.

The Beta Quadrant also sees considerable merchant traffic, although ships passing through Romulan space are carefully monitored, as are foreign merchant vessels in the Klingon Empire. The Klingons do considerable trade with their allies in the United Federation of Planets, while the Romulan Neutral Zone stands as a barrier to free and open trade between the Romulan Star Empire and its immediate neighbors.

Although settled worlds have their attractions-large markets, the most advanced facilities, and all the trappings of civilization-merchants often find more opportunities stopping at the many colonies scattered along the frontiers of known space. Colony worlds, while sometimes lacking in the most modern facilities, offer markets hungry for all sorts of goods, and often willing to trade whatever unique resources they have to offer. Colonies also appeal to merchants seeking to avoid the more vigorous enforcement of the law found on long-settled core worlds like Earth, Cardassia Prime or Qo'noS.

Various space stations offer safe havens to ships traveling through the reaches of interstellar space. Indeed, many larger ships never even come near a planet. They simply dock with an orbital station or a docking facility on the outskirts of the system to offload cargo and afford their crew a day or two of shore leave before taking on new cargo and departing once again for deep space. Space stations form a vital support network for trade and travel throughout the known galaxy. Some stations are devoted entirely to this purpose while others-like Federation starbases-support trade along with diplomatic contact and other goals. Even stations devoted to another purpose, like scientific research or communications, welcome occasional visitors for an opportunity to hear news about what's going on in other parts of the quadrant and perhaps to find some interesting diversion in the ship's cargo holds.

For merchants, space stations represent many of the same opportunities as colonies. Isolated from the luxuries of settled worlds, station crews are often hungry for the things a merchant has to offer. Space stations also usually have facilities for the repair and maintenance of starships, giving the crew a chance to perform routine repairs and ensure a safe journey.

Lastly, merchants may find themselves stopping at some of the lesser-known places in the galaxy. The business of many merchants takes them places where no one else would willingly go. This includes some of the worst dens of iniquity and hideouts for pirates, gamblers, and other lowlifes. While dangerous, these places offer opportunities for profit and information unavailable at more law-abiding ports, as well as a place to hide out after a brush with the law. So long as the black market continues to operate, so will they.

Facilities

In addition to places to buy and sell goods, and pick up on the latest gossip, merchants look for certain amenities at the ports they frequent, and wise ports provide them to keep the merchants coming back. Most of these break down into two categories, luxuries for recreation and relaxation, and facilities for ship repair and maintenance.

Luxuries include pleasant accommodations, fine food and drink (either restaurants or new replicator patterns), beautiful natural vistas, social settings like bars, casinos, and clubs, and entertainment like shows, theater, or holosuites. All the things that attract tourists and other visitors to a place also attract merchant ships looking for a few days or a week's shore leave and a chance to get away from the pressure of business. More importantly, such things attract merchant money to flow into the local economy and make a place a preferred stop along a trade route.

Merchants also look for ports that can handle the needs of their ship, as well as their crew. Information on ship facilities is given in the Port Template, below.

The Port Template

System and Planet templates (described in the *Deep Space Nine* rulebook) provide a good general overview of an area. The port template focuses more specifically on ports of call likely to be visited by starships, particularly trading vessels. This and future supplements use the port template to describe places the Crew might visit in an easy-to-reference format.

Name

The name of a port depends entirely on who owns and controls it. Ports may be named for the planet or star where they are located, such as "Draban IV Spaceport." Federation ports tend to be given numerical designations, such as "Starbase 12" or "Station K-7." Other ports can have almost any name, such as the Bridge in the Kellinan Reach, named for its bridge-like shape, or Damar Bazaar, named for its location in the Damar system.

Location

"There are only three things important to a port," according to the Ferengi Rules of Acquisition, "location, location, and location." Ports may be on the surface of a planet or asteroid, located in orbit around a planet or star, or even found in deep space. Legitimate ports are more likely to be located near population centers, while criminal ports tend to be in out-of-the-way places like asteroid fields and deserted systems, allowing them to hide from the authorities.

Type

Ports come in three basic types: facilities, stations, and installations.

Starports are found on the surface of planets and planetoids like asteroids and such. They are commonly located near major population centers on settled planets and colonies. A starport typically has landing space for shuttles and small spacecraft, along with transporter stations for moving cargo and personnel to and from orbit.

Stations are located away from a planetary surface, usually in orbit around a planet or star, but sometimes located in deep space. They vary in size from small way stations to massive starbases.

Installations are built inside a small body like an asteroid, comet, or similar place. They are usually well defended and often hidden from detection.

Facilities

A port's facilities measure its capabilities for handling different types of vessels. They are measured in levels ranging from one to five.

A *Level One* facility is the barest minimum to qualify as a port at all. The port can handle simple repairs and maintenance on small vessels (Size 2 or smaller). It has no facilities for complex maintenance tasks, nor any refueling facilities.

A *Level Two* facility can handle routine repair and maintenance on Size 4 or smaller ships, including refueling deuterium tanks and similar supplies.

A *Level Three* facility can handle ships up to Size 6, performing both routine maintenance and extensive overhauls and repairs for damaged or outdated vessels. The port has fuel-refinement equipment to produce deuterium and quantities of antimatter necessary for warp-drive starships.

A *Level Four* facility can handle ships up to Size 8, which includes the vast majority of starships in use throughout the Alpha and Beta Quadrants. This type of facility includes Federation deep space stations and spacedocks, some of which are large enough to actually contain several starships *inside* the station.

A *Level Five* facility can handle ships all the way up to Size 10, and includes everything necessary to maintain, repair, and possibly even build a starship. This level includes shipyards and similar facilities.

Law

This describes the law under which the port operates, as well as any significant legal codes or restrictions that travelers should be aware of. For example, Deep Space 9 operates under Bajoran law, administered by Starfleet personnel.

Fees

Ports typically charge various fees for use of their facilities. These include a docking fee to dock or land a ship at the port, fees for repair, maintenance, and fuel, taxes and tariffs on goods brought into the port or sold there, and so forth. Fees are given in Federation credits, unless the port does not accept Federation currency, in which case fees are given in gold-press latinum or whatever local currency is accepted there.

Trade

This section describes the major industries and markets found at the port. There are the areas where merchants are most likely to find opportunities for buying or selling commodities. They are by no means the *only* markets, simply the major ones; most large ports offer an almost unlimited market for buying and selling various goods.

Advisories

Ports are often dangerous places, particularly along the rough frontier. This section describes any potential hazards that might be found at the port, along with the United

Federation of Planets travel advisory warnings for its citizens and any other warnings about the port.

Roll Call

Ports are full of colorful characters, and this section profiles the major people of interest at the port, focusing on merchants and useful contacts for trade.

Additional Information

Any other significant information not given elsewhere in the template is listed here. This includes unusual customs, features, or other information of interest to travelers and merchants.

Sample Ports

Bridgetown

Name: Bridgetown

Location: Kellinan Reach, located "above" Federation space.

Type: Starport/Installation

Facilities: Level Three

Law: Neutral territory, loosely governed by trade representatives.

Fees: Docking (5 strips of Latinum per day times the ship's Size). No taxes or tariffs. Patrons negotiate all other costs directly.

Trade: Imports information (particularly stellar navigation and planetary survey data), foodstuffs, luxury items and technology (especially starship parts, replicators and weapons). Exports Kellinan trade goods (including technology and cultural items), information on local star systems and planets, minerals and crystals, and exotic materials and luxury items.

Advisories: The port is almost entirely lawless, so visitors are encouraged to hire trustworthy bodyguards and/or security personnel. Visitors are advised to beware of Linou vessels, which often claim regions of the Kellinan Reach as theirs and engage in piracy in the name of seizing property in "their" space.

Roll Call: Evets G'nol, "Prince of Thieves"; Commander Theresa Harris, Starfleet; Krist Mor, Orion Syndicate leader; K'hite, mercenary and scholar.

Additional Information: Bridgetown is built on a large asteroid, spanning a vast chasm known simply as "the Hole."

Bridgetown is the local name for an alien installation built on the surface of a large asteroid on the outskirts of the Kellinan Reach, a largely unexplored region of space located above (on the positive Z-axis from) Federation space. The installation is a giant arch spanning a deep chasm known simply as "the Hole." The builders of the installation are unknown, but may be the mysterious Kellinans.

Explorer, prospector, and rouge Evets G'nol discovered Bridgetown and is considered the unofficial administrator of the place, the self-titled "Prince of Thieves." He and others have turned Bridgetown into a thriving center for trade along the Kellinan Reach, including a very active black market, where nearly anything is available for a price. G'nol is fond of telling stories of his early exploits, and can go on for quite some time if he's allowed to. He's enjoyed his newfound wealth and (relative) celebrity, although he's concerned about the increasing Federation presence in the sector.

Bridgetown has facilities for docking ships in the fairly light gravity of the asteroid (the town itself has artificial gravity generators). Larger ships remain in orbit, sending crew and cargoes down via transporter or shuttlecraft. The central core of the bridge, known as "the Strip," is a single large bazaar of shops, restaurants, bars, casinos, and similar such places. Members of many different species mix and mingle there, all buying and selling.

The United Federation of Planets has established a Starfleet presence in Bridgetown, since it is a useful beachhead in the Kellinan Reach. The town remains a free port, not under Starfleet administration. This limits the authority of Starfleet personnel stationed there, and frustrates Commander Theresa Harris, the commanding officer of the Starfleet contingent. Officers often have to bend regulations and overlook violations in order to get things done in Bridgetown.

Among the town's other major figures are Krist Mor, an important figure in the Orion Syndicate and the head of the Bridgetown black market. Mor knows everything and everyone in Bridgetown and it's said that nothing happens in the underworld there without his authorization. He's nearly always attended by bodyguards and one or more green-skinned Orion slave women. The mysterious K'hite belongs to a humanoid race unknown to the Federation. He has lived in Bridgetown for as long as anyone can recall, and seems to have a great deal of knowledge about the mysteries of the Kellinan Reach, which he is sometimes willing to share for the right price.

Vosek Nor

Name: Vosek Nor

Location: The Carridon System, Cardassian Union, near the Cardassian/Ferengi border

Type: Station

Facilities: Level Four

Law: Cardassian Union, enforced by Cardassian troops. Weapons are strictly prohibited on board the station.

Fees: Docking (40 Cardassian Leks), 4% tax on currency exchange (only Cardassian currency is accepted on the station), 12% tax on non-Cardassian trade goods.

Trade: Imports include foodstuffs, luxury items, metals, minerals and crystals (particularly dilithium), medical supplies and technology (particularly medical equipment, replicators, and spare parts). Exports include Cardassian cultural and art items and technology (particularly black-market Dominion technology).

Advisories: Non-Cardassians are advised to have their identification and travel passes available for inspection at all times. Left over Dominion weapons platforms and mines are a known travel hazard.

Roll Call: Gul Jovar, station commander; Ivrit, Ferengi merchant; Jarret Brill, Bollian bar-owner.

Additional Information: None.

Vosek Nor is a Cardassian space station located in the Carridon system, not far from the Cardassian/Ferengi border. It was built by the Cardassians during an expansionist period, but fell into disuse when the Cardassians' attentions turned more towards Bajor Sector and the Federation, away from the coreward sectors. It operated for some years as a way station for Ferengi merchants and others passing through Cardassian space, a constant trickle of traffic that kept Vosek Nor operating in the face of more and more military spending and cutbacks to all other operations.

During the Dominion War, Vosek Nor was garrisoned and equipped with additional armaments by the Cardassian Union and their allies, the Dominion. The station saw fairly little action during the war, since the Ferengi remained carefully neutral and most of the fighting was concentrated more towards the Federation/Cardassian border. Still, the station suffered damage from two attacks by cloaked Romulan ships.

Since the end of the war, Vosek Nor has again become an important center for trade, all the more important with the Cardassian Union crying out for vital supplies and materials to rebuild their shattered cities and colonies. Merchants are only too happy to provide these things, and the station sees more traffic now than it ever has before. The majority of the traders who pass through are Ferengi, but others come from all across the Alpha Quadrant to seek out opportunities in Cardassian space.

Cardassian security keeps a close watch, since it is rumored that some of the "merchants" who visit Vosek Nor are actually intelligence agents working for the Federation, the Romulans, or even the Dominion, keeping tabs on the Cardassian Union and possibly

plotting against it. The Obsidian Order has at least one (if not more) operatives working undercover on board the station.

Although the Detapa Council has made economic recovery of the Union a priority, the refit and repair of Vosek Nor's damaged and antiquated systems is always behind schedule. Gul Jovar is constantly dickering with his superiors on Cardassia Prime via subspace, asking for additional personnel and supplies to move things along. The station commander is a frustrated military man faced with dealing with largely civilian problems. There are moments when he longs for the glory days when Cardassia was at war with its enemies, rather than bargaining with them for replicators and stem-bolts.

The most influential merchant on Vosek Nor is Ivrit, a wily Ferengi who has made the station his home and base of operations. Ivrit Imports ships goods into and out of the Cardassian Union, and engages a large fleet of vessels (mostly freelance) to do the work. The most popular spot on the station is Brill's Bar, an eating and drinking establishment run by Jarret Brill, a jovial and talkative Bolian who seems to know everyone on the station. Brill even has the ear of Gul Jovar, and unofficially serves as a kind of "liaison" between the Cardassians and the civilian population of the station.

The Damar Bazaar

Name: Damar Bazaar

Location: Damar System, Ferengi Alliance

Type: Station

Facilities: Level Four

Law: Ferengi Alliance (*caveat emptor*)

Fees: Docking fee (5 slips of Latinum), boarding fee (1 slip), utilities fee (1 slip times ship's Size), maintenance fee (1 slip times ship's Size), warehousing fee (1 slip per 500 kg cargo or portion thereof), and many, many others (but *all* negotiable)

Trade: Anything and everything. Notable imports include luxury items (the more exotic, the better), salvage (particularly starship and space station hulls), and technology (of all kinds). Imports vary, but are generally luxury items, bulk goods (particularly foodstuffs), and technology.

Advisories: Authorities are notoriously corrupt and bribery is commonplace. Travelers are advised to budget for bribes and other "maintenance fees" as part of their stay. Security is often lax, personal security and bodyguards are often wise.

Roll Call: Sub-Nagus Aris, station administrator; DaiMon Nosnek, Ferengi trade commissioner; Gnor Eth, chief engineer.

Additional Information: The station is constructed from a vast, interconnected system of derelict starships and smaller space stations, often leading to a curious patchwork of different technologies.

Like so many things in Ferengi society, the Damar Bazaar is a good idea that has gotten out of hand. The Bazaar started almost a century ago when a Ferengi trader named Neelom purchased an aging space station in the Damar System and turned it into a way station for traders passing through the Ferengi Alliance. Neelom also purchased a number of derelict starships and station components and used them to begin adding on to his new acquisition.

Over the decades that have passed since then, the Damar Station has grown and grown to become a massive collection of space stations, ships, and spare parts welded and bolted together to form a giant web of interconnected modules in extended orbit around Damar. The entire structure contains parts of over a hundred different individual vessels and installations, and spans nearly seven kilometers in width. The station has become famous throughout the Ferengi Alliance as a place for barter and profit, and throughout the galaxy as a place to go when you're looking for just about anything.

The Bazaar is currently controlled by a Board of Directors, run by Neelom's grandson, Sub-Nagus Aris, who attained his current position in the Alliance with massive bribes to the right people. The families of the original investors in Neelom's project are all quite wealthy, and many of them still sit on the board along with various newcomers. Most of the board members are Ferengi, with some members of other species. Board politics are often cutthroat, but the Board is kept together by their overriding desire to keep the Bazaar profitable.

The main corridors of the Bazaar itself are like a complex maze, lined with shops, kiosks, tents and booths of every type and description, selling virtually everything known to Ferengi civilization, and even a few things not so well known. Some parts of the Bazaar are given over entirely to housing and non-mercantile interests, but the vast majority of the rambling structure holds some sort of business. Privately hired guards maintain security for the most part, and a number of security companies operate on board the Bazaar.

Overseeing activity on the Bazaar for the Ferengi Trade Commission is Commissioner Nosnek, a round-faced Ferengi with a remarkable mind for numbers and the ability to collect bribes from all sides of a conflict and still resolve it to the satisfaction of all involved. The Bazaar's most harried inhabitant is Gnor Eth, the chief engineer. A female Grazerite, Gnor's job is keeping the mismatched amalgamation of technology that is the Bazaar intact and working. She is almost constantly on the move and no sooner does she deal with one crisis than another four appear, vying for her attention. Despite being a curmudgeon, Gnor loves the challenge of her work and the Ferengi *do* pay her very well.

The Draconis Outback Trading Station

Name: The Draconis Outback Trading Station, also known as "DOTS"

Location: Kelvira IX, Draconis Outback

Type: Starport

Facilities: Level Three

Law: United Federation of Planets, loosely enforced.

Fees: Docking (2 credits per day)

Trade: Imports include foodstuffs, fuel, luxury items, and technology (particularly colonization equipment). Exports include information (notably astrometric and planetary survey data), mineral resources, foodstuffs, and exotic trade goods.

Advisories: The Trading Station is a rough frontier area, with frequent local law problems. Discrete sidearms and/or bodyguards are a wise precaution.

Roll Call: Sergei Vorusk, merchant; Sorek, Vulcan ship captain.

Additional Information: The trading station proper is located on the planet's surface, near the Kelvira colony. There is also a traffic control and docking station located in geosynchronous orbit above the trading station.

"Find what you need at DOTS," goes the saying in the Draconis Outback. The Outback is a largely unsettled and unexplored region on the Federation/Ferengi border. Its inhabited and M Class worlds are widely scattered and the few settlements there are little more than start-up colonies, research stations, and mining towns. More than a few people have chosen to disappear into the Outback as a way of avoiding the rest of galactic civilization.

One fairly prosperous colony in the Outback is Kelvira IX, a small, rocky Class M planet with extremely long seasons and a local "year" that lasts some 200 standard Federation years. Although the planet is cold and rocky, it is rich in minerals, supporting a thriving mining industry. It has also become known as the home of the Draconis Outback Trading Outpost, an institution that supports trade between Outback worlds and the rest of the galaxy.

Established some eight years ago, DOTS (as it is locally known) has become a hub of trade in the region. It is a central place where merchants from the Federation, Ferengi Alliance, Cardassian Union, and even faraway places like Orion, Romulus and Qo'noS, can come to trade their goods without having to travel to all the scattered worlds of the Outback. Instead, merchants can sell their goods to the Outpost at a fair price. Then the Outpost sells and ships them to worlds in the Draconis Outback. Some colonies complain about the markup in price they have to pay, but nobody has any complaints about DOTS' service or delivery. The Outpost hires freelance cargo haulers to supplement its own fleet of ships, to ensure goods are delivered on time.

DOTS is the brainchild of Federation businessman Sergei Vorusk, who has become quite wealthy in the process. Vorusk still lives on Kelvira IX, which he often compares favorably to the weather in his native Russia on Earth. Vorusk's best ship captain is Sorek, a Vulcan known for meeting his schedule with clockwork precision. The two men share a love of tri-dimensional chess, and frequently play together, both in person and over subspace.

Federation Trading Center K-Alpha

Name: Federation Trading Center K-Alpha

Location: Federation space, near the Klingon border.

Type: Station.

Facilities: Level Four.

Law: United Federation of Planets.

Fees: None.

Trade: Imports include foodstuffs, grains and other botanicals, Klingon cultural and art items, medical supplies, minerals and crystals (particularly dilithium). Exports include information on Klingon culture and language, astrometric data,

Advisories: Occasional trouble with Klingon renegades and pirates, otherwise a safe and secure area.

Roll Call: Leon Turell, station administrator; Constable Grosk, station security (Gorn); Noolar Duurien, Orion trader.

Located in deep space near the Federation/Klingon border is Federation Trading Center K-Alpha, one of a number of such stations located throughout Federation space. The Trading Centers provide stopover points for merchant and allies vessels traveling through Federation space, encouraging both trade and cultural understanding, both between Federation member worlds and non-members. They have become popular due to both the quality of the assistance provided and the extremely low cost. Most services of the trading centers are provided free of charge to any legitimate vessel in need of them.

K-Alpha is fairly typical of a Federation Trading Center. It is near the Klingon border, and sees merchants and traders from various Klingon worlds along with Federation planets. Visitors also come from Cardassia, the Gorn worlds, the Orions, the Zibalian Trade Guild, and even the Romulan Empire.

The station has facilities to dock and maintain up to eight starships at one time, four at the central docking ring, and two each at the upper and lower docking pylons. Its berths are usually filled with visiting ships. Others are allowed to orbit in nearby space. The core of

the station features a recreation area and the merchants' level with shops and entertainment, including a popular collection of holosuites.

Leon Turell, a veteran of the Federation Merchant Marine, is the administrator of K-Alpha. A tall, distinguished Human male of middle years with his brown hair turning gray at the temples and a neatly trimmed moustache, Turell is a workaholic who takes business aboard "his" station very seriously. He relies closely on the services of Grosk, the head of station security. A massive male Gorn, Grosk is an imposing figure even to a drunken Klingon or a rowdy Nausicaan. Grosk takes his duties as head of security as seriously as Administrator Turell takes his own. Grosk is a fan of the Earth game baseball, and keeps up on the scores of the teams on his home planet, Cestus III.

A continual thorn in the side of both men is Noolar Duurien, an Orion trader and long-time inhabitant of the station. Both Turell and Grosk are certain Duurien is involved in the black market and very possibly a member of the Orion Syndicate, but they haven't been able to prove it in the six years Duurien has lived on the station. To all appearances he is simply a "humble businessman," dealing in perfectly legal trade goods. At the very least, Duurien keeps tabs on everyone passing through K-Alpha, and he seems to know all the best markets for good, legal and otherwise.

Chapter 6: Technology and Equipment

Merchants and traders use a wide variety of technologies in their business, from starships to carry their goods to computers to maintain their inventory. Many of the most profitable businesses in the 24th century are technology-intensive.

Since technology is often expensive, businesses and private individuals often have to make do with whatever they can afford, as compared to Starfleet or large military organizations. The technology used along the frontier regions is often second- or third-hand and outdated, patched together, or even altogether illegal.

Environmental Equipment

Environmental Suits

Merchant crews make regular use of environmental suits, particularly since life support systems on board their ships are more prone to breakdowns and failures, and because crewmembers must often operate in vacuum or harsh environmental conditions. Many merchant captains conserve life support by keeping their cargo area in vacuum, which can also protect certain delicate cargoes.

Civilian environmental suits are similar to those used by Starfleet personnel (see the **Deep Space Nine RPG**, p. XX) but their Duration tends to be shorter, usually between 10 and 15 hours. The suits worn by merchant crews are usually older models, and some crews wear their environmental suits almost constantly, even while on board other ships or space stations, even planetside. You never know when you're going to need your suit, and that attitude has saved the life of more than

one crewmember in the past. Such suits are often decorated with patches and personal designs of the wearer.

Support Shelter

For extended work in dangerous environments, miners, prospectors, and workers often employ a support shelter. The shelter is a small cube about a half-meter on a side that expands into a pressurized dome some three meters tall in the center and three meters in diameter. The doorway is a small airlock, just able to accommodate an adult humanoid. The shelter is equipped with a micro-replication unit and power supply, allowing it to provide air, food, and water for up to 8 adult humanoids for 48 hours. The shelter's supplies can be extended if fewer people are using it. It can support a single adult humanoid for up to 16 days. Support shelters are also used in environmental emergencies, such as loss of life support on a space station or colony.

Size: 0.5m x 0.5m (collapsed). 3m diameter (expanded)

Mass: 60 kg.

Duration: 48 hours per person, up to 8.

Prospecting Equipment

Mining for rare and valuable minerals is one of the more lucrative activities of merchants. Prospectors use a variety of technology to look for and dig up their finds, often working alone or in small groups.

Survey Tricorder

A survey tricorder is similar to the design used by the Federation, the Cardassians, and various other civilizations. It is specifically designed to scan and detect geological phenomena, including specific types of minerals. Since some minerals and rock strata interfere with tricorder scans, such scans are often limited in range and can be misleading at times. More than one prospector has dug up part of an asteroid or planet, only to discover that the motherlode he thought he'd found was nothing more than a false sensor shadow caused by a vein of fistrium, kellynite or a similar ore.

Survey Drone

Surveying a large area is a difficult task for a single prospector or a small crew, so they often employ automated survey drones for the task. A survey drone is a small probe, usually spherical, about 20 centimeters in diameter. The sphere contains a small anti-grav unit for propulsion, along with sensors and transmission gear. They fly at a rate of 20 meters per second, and can be remotely controlled using a PADD or tricorder, or pre-programmed for certain tasks.

When distributed in a search-pattern across the surface of an area, the drones quickly develop a comprehensive map containing all available useful data. The prospector can then sift through the data looking for signs of valuable minerals and sites for possible excavation and mining. The drones can also handle dangerous tasks like surveying deep crevasses and pits, and planting small explosive charges. Some criminals modify survey drones to turn them into tools for theft, spying, and assassination.

Size: 20 cm in diameter

Mass: 2 kg

Duration: 12 hours + recharge

Plasma Torch

A plasma torch is a powerful, compact cutting tool used by miners to sheer through solid rock and metal. It looks like a slim wand attached to a small plasma-tank (worn on the belt) by a flexible cord. When activated, the torch emits a powerful, bright plasma flame from its tip. The length of the flame can be adjusted from a few centimeters to as long as half a meter. An active torch can cut through most materials at the same speed as a phaser set on Level 5; that is, a 1 meter hole in 10 cm of steel or rock in 3 minutes. The torch can also be used as a crude weapon. It is wielded like a melee weapon because of its short range, and does 10+2d6 damage if it hits. Plasma burns are very painful and often cause scarring unless treated properly; plasma scars are common among miners and others who work with plasma torches.

Size: 15 cm wand, plus 1 m cord and beltpack.

Mass: 0.8 kg

Duration: 120 minutes + recharge

Laser Drill

A laser drill is a larger piece of mining equipment used to bore passages through solid rock. The drill consists of a swivel arm mounted to a solid surface (often a mobile platform of some kind). The arm holds a powerful cutting laser, controlled by remote equipment, and the servos in the arm allow it to move in any direction or angle for cutting. The drill can be controlled manually by the operator, or carry out a set or pre-programmed instructions. The beam can cut a 1 m hole in 10 cm of rock or metal in 30 seconds, quickly boring long tunnels and passages used for mining and terraforming operations. Used as a weapon, the drill inflicts 12+3d6 damage. Either use uses 12 energy. The drill may have a portable battery power-source, or it may run off a standard fusion reactor or ship's power.

Size: 2 m swivel arm and 20 cm laser emitter.

Mass: 150 kg with servo and support equipment.

Duration: 1,500 energy + recharge

Transport Equipment

Getting things from place to place is a merchant's job, and they use a number of pieces of equipment to help them do it.

Grav-Lifters

Anti-gravity lifters, or simply "lifters," are units that generate an anti-graviton field, neutralizing the weight of objects placed on them and allowing them to be moved more easily. Lifters range in size from small platforms a meter square to large lifting platforms covering 6 square meters. Larger loads are generally moved using tractor beams or cargo transporters.

Size: 1-6 square meters

Mass: 25 to 150 kg

Duration: 12 hours + recharge

Bulk Transporters

Transporters are the workhorses of heavy cargo moving throughout the galaxy. Of course, transporters are highly advanced and complex pieces of technology, particularly personnel transporters, which have to scan and reconstruct their subjects on a quantum level. Such a fine level of resolution isn't necessary for the majority of cargoes a merchant ship might carry, so they often use cheaper bulk transporters.

Unlike the cargo transporters found on board Starfleet vessels, bulk transporters are simply not capable of quantum-scale resolution. They can transport only non-living matter; any living thing beamed through a bulk transporter rematerializes dead. For this very reason, bulk transporters have safety interlocks preventing them from beaming living subjects. Bulk transporters are otherwise identical to standard transporter technology.

Computer Equipment

Computers are everywhere in the 24th century, and the marketplace is no different. Merchants rely heavily on computers for a number of different tasks, from keeping track of inventory to profit-and-loss statements to running their ships.

Expert Systems

Although 24th century computers have access to a tremendous storehouse of data, it can take time for a computer to search through its databanks to find the right information. In businesses where time is money, it is often useful to have computer programs equipped with pre-sorted "packages" of information and important facts at the user's fingertips. Expert programs in finance, shipping, inventory, and navigation are in common use among merchants in the civilized galaxy to obtain the most precise and useful information possible.

Weapons

The life of a merchant is not an entirely safe one. The frontier regions are filled with pirates and renegades who prey on unsuspecting ships, and less scrupulous merchants have a way of earning themselves enemies in some of the places they visit. It is often wise to be prepared to defend yourself out in space. For that reason, merchants and their crews often travel armed.

Blasters

Crude and primitive when compared to Federation phasers or even Klingon disruptors, blaster weapons fire packets of super-heated plasma, channeled by a magnetic field. Larger blasters are often known as "scorchers," and are used by renegades and criminals because they're cheap, powerful, and have a strong intimidation value.

All these reasons make blasters a common choice of sidearm for merchant crews, as well. Additionally, the plasma fired by a blaster, while it may do terrible damage to vulnerable flesh, is

less likely to penetrate the sometimes-fragile hull of a merchant's ship. Blasters have standard, continuous and wide-beam settings like phasers. They are more difficult to use than most energy weapons; anyone without the Energy Weapon (Blaster) skill suffers a -1 Test Result penalty to all Tests when firing the weapon.

Blasters are illegal throughout the Federation and the Klingon Empire, as well as Romulan and Cardassian space. However, since the replication pattern is so widely spread, it is difficult to enforce a ban on the weapons unless a person is actually caught using one. In practice, most frontier ports restrict blasters no more or less than any other weapon.

Blaster Pistol

Range: 5/20/50/100

Size: 25 cm long, 1 L in volume

Mass: 0.8 kg

Energy: 250 charges

Damage: Very Light (6 + 3d6 damage; 5 charges); Light (9 + 4d6 damage; 10 charges); Medium (18 + 6d6 damage; 20 charges); Heavy (27 + 10d6 damage; 40 charges).

Blaster Rifle

Range: 25/75/150/300

Size: 1.68 m long, 2.6 L in volume

Mass: 2.9 kg

Energy: 500 charges

Damage: Very Light (6 + 3d6 damage; 5 charges); Light (9 + 4d6 damage; 10 charges); Medium (18 + 6d6 damage; 20 charges); Heavy (27 + 10d6 damage; 40 charges).

Stunners

Stunners are small pistol-sized weapons that fire a powerful EM pulse specifically tuned to shock the humanoid nervous system, instantly rendering the target unconscious. The effects of a stunner last anywhere from a few minutes to hours, depending on the target's constitution and the accuracy of the shot.

Range: 5/15/30/80

Size: 17 cm long, .49 L in volume

Mass: 0.4 kg

Energy: 50 charges

Damage: A stunner does 8 + 3d6 Stun damage, which uses 5 charges per shot. If the shooter wishes to conserve the pistol's energy, he can reduce the charge cost by up to 3 (to a minimum of 2), but each 1 charge reduces the damage done by that shot by 1.

Vibrocutters

Vibrocutters (or simple "cutters") are technically tools, but they have long since moved away from their original use to become weapons. Originally vibrocutters were used to cut through materials like metal and construction plastic. More precise and useful cutting lasers and plasma torches quickly replaced them, and rogues and other frontier folk took to using cutters as weapons.

A vibrocutter is a duranium blade between 20 and 50 centimeters long. It has an insulated grip handle containing the cutter's power source. When turned on, the blade vibrates a high rate of

speed, allowing it to saw through most materials. An active cutter puts out a faint, high-pitched whine many have learned to beware of.

Vibrocutters are still technically legal in the Federation and most other civilizations, since their original use as tools has not been suspended. Carrying one is fairly suspect these days, however, and using on against an opponent still constitutes a crime.

Size: 20-50 cm long

Mass: 0.3-0.8 kg

Accuracy: 7

Block: +2. Additionally, any melee weapon blocked by a cutter is cut in half by it.

Damage: 6+2d6 for a small cutter, 8+2d6 for a large one. Each round of use uses one charge.

Charges: 200

Vehicles

In addition to starships, merchants often rely on different vehicles to transport their goods from place to place. These vehicles range from interplanetary shuttles to wheeled and tracked ground vehicles to water-borne ships like the ancient traders who plied Earth's oceans.

Generally speaking, most of these vehicles are on a different scale from the starships that *Star Trek* players are familiar with. In terms of characteristics, most vehicles are small (Size 1 or 2), with limited Resistance and Structural Points. They generally do not have ship systems like transporters, tractor beams, sensors, and even computers. They certainly do not have things like warp drive and their speed is miniscule compared to even the slowest impulse drive systems.

When dealing with vehicles in action, the "Rules of Engagement" chapter from the **Deep Space Nine RPG** serve as a guideline. Vehicle combat is handled in much the same way as starship combat, except vehicles do not have to worry about power allocation or other starship characteristics. The rules for maneuvers, movement, dodging, targeting, damage, and so forth operate in the same manner. Ground and water vehicles calculate their Movement Units by dividing their movement in kilometers per hour (KPH) by 50. Air vehicles divide by 100 KPH. Round fractions up.

Characters use the Vehicle Operation skill for handling all types of vehicles. At the Narrator's discretion, if a character does not have an appropriate or similar specialization, such as a character with Vehicle Operation (Ground Vehicles) trying to operate a speedboat, the difficulty may be increased by +1 or more.

Sample Vehicles

Hovercar

Size: 1

Resistance: 1

Structural Points: 20

Speed: 400 kph

Description and Notes

The hovercar is a standard means of surface transport on planets throughout the known galaxy, it is a small vehicle capable of seating up to five humanoid adults comfortably. It uses anti-gravity lifters and can achieve atmospheric speeds of up to 400 kph under normal conditions. Hovercars are not capable of high altitude operation, nor are they equipped for travel in space. They take off and land vertically. Military and security hovercars may be equipped with weapons (usually the equivalent of a phaser rifle). Larger version of hovercars can carry more passengers and cargo and have more Structural Points (up to 35-40 for large shuttlebuses and the like).

Groundcar

Size: 1

Resistance: 1

Structural Points: 20

Speed: 120 kph

Description and Notes

Groundcars are wheeled vehicles that can travel over relatively flat terrain. They are not in common use in most Level Six societies, since they've been largely replaced with anti-grav vehicles. Still, groundcars are found in less technologically advanced societies and on worlds that rely more heavily on old technology, such as some colonies. Most groundcars are equipped for off-road travel (since roads are often in short supply). Modern groundcars run on high-density batteries good for well over a thousand kilometers of travel before needing a recharge. Military and security groundcar may be armed with swivel mounted weapons, usually a phaser or disruptor rifle, or some sort of projectile weapon in a Level Five or more primitive culture.

Cargo Ship

Size: 3

Resistance: 1

Structural Points: 60

Speed: 80 kph

Description and Notes

These statistics are typical of the larger metal-hulled ships traveling a planet's oceans, like the cargo ships of Earth's past. Such ships may have a crew of anywhere from a dozen to thirty people or may be heavily automated using robots and computers.

Black Market Technology

Not all the goods merchants choose to transport are considered legal in places like the Federation or other civilizations in the galaxy. That can lead to unfortunate legal entanglements, unless an enterprising merchant takes steps to ensure that his transgressions will not be noticed.

Concealed Cargo Holds

Many merchant ships have hidden compartments used to carry contraband cargo. These compartments are usually not large, a few cubic meters at most. Anything larger is too likely to be

noticed by anyone checking the ship. Still, even a small cache is sufficient to carry a case or two of Romulan ale, a collection of purloined archeological pieces, or some isolinear chips holding illegal holosuite programs. The hidden compartments are usually lined with material that blocks sensor scans, making it less likely that a casual check of the ship will turn up any signs of contraband. Of course, clever inspectors often use the same sensor "dead spots" to track down any hidden compartments.

Sensor Mask

A more sophisticated option for would-be smugglers is a sensor mask, a device that can project a false reading to sensors scanning an area a few meters in diameter. The sensor mask can make an area appear empty, or even appear to be a solid part of the ship, anything other than what it actually is, to prevent customs officials and others from discovering any illegal cargo there. Some merchants use a sensor mask to project a false image of legal cargo over the contraband, "hiding in plain sight" as it were. A clever Orion merchant once even tuned the sensor masks aboard his ship to convince a Cardassian cruiser that his vessel was far more heavily armed than it appeared.

Size: 30 cm long by 15 centimeters wide by 5 cm deep

Mass: 1.5 kg

Duration: 30 hours of continual use.

Subspace Shielding

Finally, ships running contraband can employ powerful subspace fields to block the sensor sweeps of other vessels. Using a principle similar to shield technology, a subspace field is established. It does nothing but block sensor sweeps and communications, making it virtually impossible for another ship or station to determine what the ship has on board without actually boarding it. Some ships limit the subspace field to the cargo bay and other sensitive areas, while most surround the entire ship in the field. Penetrating such an active subspace jamming field is a Nearly Impossible (15) Shipboard Systems (Sensors) action. A subspace shield runs off ship's power, but consumes considerably less than a standard deflector shield, requiring Power equal to the ship's Size (or the Size of the area being concealed, with a minimum Power cost of 1).

Chapter 7: Trading Vessels

A ship is the key to being a successful trader in the 24th century. It may be one ship or a fleet of them, but a trader without a ship to call his own is dependent on the whims of others to transport his goods to market safely and on time. A merchant values his ship more than nearly anything else, because his ship is his home, his livelihood, and his business, all rolled up into one.

Builders of Tall Ships

Shipyards throughout the Alpha and Beta Quadrants build a vast variety of starships, from small runabout class vessels to massive cargo ships and luxury liners that cruise between the stars. While the most famous ships are those in the service of the various interstellar

nations, like Romulan, Klingon, Cardassian, and Starfleet vessels, shipyards build hundreds of other types of ships for personal and commercial use throughout the galaxy.

There are dozens of major shipyards and builders throughout the Alpha and Beta Quadrants. A few of the best known are described here, and can be used as models for others.

The Borann Shipyards of Tellar

The Tellarites are famed for their skill as engineers and builders, and the Borann Shipyards employ some of the most skill shipbuilders of Tellar. Located on the outskirts of the Tellar System, The Borann yards build civilian ships at a giant orbital spacedock, similar in design to those employed by Starfleet. The spacedock usually holds several ships in various stages of construction, along with vessels undergoing repair and maintenance. The shipyard is backlogged with orders for vessels months in advance, and they still have no lack of interested buyers. Occasionally, the shipyards accept contracts for larger vessels. Following the Borg incursions and the Dominion War, the shipyards accepted some overflow work from the Starfleet Yards in the Sol System, mostly smaller starships to replace those lost against the enemies of the Federation.

The Kovex Shipyards

Located in the depths of Romulan space, the Kovex Shipyards construct civilian vessels for citizens of the Romulan Empire. The Kovex family owns and operates the yards, wealthy landowners with a lineage dating back to the founding of the Empire. Their connections in the Romulan Senate insure a steady stream of contracts and help deal with any legal entanglements. Rumor has it that some of the "civilian" vessels the shipyards turn out are refitted and modified for use in covert operations by the Tal Shiar, including the addition of a cloaking device.

The Jenda IV Shipyards

The Jenda IV Shipyards are one of the larger builders of civilian ships in the Cardassian Union. Their business remained small for many years, with all major ship contracts coming from the military for the construction of attack cruisers and battleships. Civilian and merchant vessels were in limited demand. The owners of the shipyard supported the overthrow of Cardassia's military government and the restoration of the Detapa Council. Unfortunately, their success did not last long. When Cardassia allied with the Dominion, the Jenda shipyards were turned over to the production of small military craft under the watchful eyes of the Jem'Hadar. After the end of the Dominion War and the liberation of Cardassia, the Jenda yards are once again turning back to the production of civilian vessels, with an increased demand due to Cardassia's need for trade and commerce.

Getting a Ship

A starship, even a small one, is one of the most sophisticated pieces of equipment a Level Six civilization can build. Starships are very expensive, both to acquire and to maintain. While government-sponsored organizations like Starfleet can afford the finest vessels available, merchants and trading companies operating on a budget often have to make do with what's available. There are a number of ways an enterprising trader can acquire a ship of his or her own.

Purchase and Lease

The most straightforward way is to simply buy a ship, either commissioning the construction of a new vessel from a shipbuilder, or buying a used ship from its current owner. This can run into the millions of Federation credits, so only the very wealthy have the means to buy a ship outright. Since merchants need a vessel in order to make their millions, this leads to a vicious circle, making it difficult to break into the merchant business.

A merchant can also lease a ship from a company that owns it. This is much more common. In this case, the merchant pays a regular fee (monthly, bi-monthly, or even annually) for the use of the ship, but the company retains ownership of the vessel, and the merchant is responsible for any damage to the ship, as well as its upkeep. Some lease agreements allow the merchant to put some or all of the payments towards the eventual purchase of the vessel.

Loan

The cost of buying a starship is usually beyond most private citizens and small businesses. So a merchant may secure a loan in order to raise the capital needed to buy a ship. Such loans are available from a variety of financial institutions, including many of the larger merchant's guilds and associations. The lender usually requires some proof that the merchant will be able to pay back the loan, and will likely repossess the merchant's ship if he defaults on payment. Bounty hunters are often employed to track down ship-owners that have defaulted on their loans and disappeared.

Gift

In rare cases, someone may receive a starship as a gift from a friend, relative or employer with means (such as when Quark received the short-lived ship *Quark's Treasure* as a gift from his cousin, Gala). Of course, such a "gift" may come with strings attached, and may not meet all of the character's specifications, but it is still not wise to turn away a free starship.

Theft

Rather than going through all the trouble of paying for a vessel, some "entrepreneurs" prefer to simply steal a ship. Stealing a starship is not an easy matter, but it can be done. Starship thieves usually take measures to either sell their prize (using the proceeds to buy

another ship legally) or to alter the ship so it cannot be easily recognized by its former owner or the authorities. This includes changing the ship's transponder signal and disabling any tracking or identification devices the owner might have installed. Many thieves then present the altered ship as "salvaged" property and claim legitimate ownership.

Salvage

Most civilizations in the known galaxy recognize the right of salvage; that any property lying unclaimed in space belongs to whomever finds and claims it, so long as no other legitimate claims can be entered on the property. Many "prospectors" may a tidy profit seeking out and salvaging the wrecks of old starships lost in battles, accidents or through other means. If the ship is reasonably intact, it can be repaired and refitted. If not, it can still usually be broken up for spare parts and raw materials.

Scrap Vessels

Brand-new and even well used vessels are often prohibitively expensive, but merchants can often find shipbuilders and engineers able to build "scrap" or "rag-tag" vessels, using salvaged and second-hand parts. This type of vessel is very common among merchants and traders, especially small one-man operations and those businesses just getting started. They are described in more detail in the following section.

Jewels from the Scrap Heap

Starships have been around for centuries in the civilized galaxy. That means a lot of ships retired from active service and replaced by newer, faster, and more efficient models. It also means a lot of derelict vessels with still useful parts and equipment. Add to that the number of wrecks salvaged by prospectors and ship-finders and you have a vast amount of raw materials for the ambitious ship-builder to cobble together one working ship out of the parts of a half dozen derelicts. Such "scrap" vessels are far cheaper to build and purchase than brand new ships, and the near constant demand keeps the scrap yards in business.

The Scrap Yard

A scrap yard is modern parlance for a business that purchases and stores derelict starships. Some scrap yards are interested only in certain types or classes of ships (only Federation vessels, for example, or only vessels of Size 4 or smaller). Other scrap yards will take anything they can get their hands on, provided it still has some usable parts and equipment. A scrap yard may only buy and sell scrap, letting other shipyards do the work of building new vessels out of it, or the yard might refit and build scrap ships itself.

Scrap yards are nearly always located in space, since the zero-gravity environment is ideal for keeping large amounts of scrap together, particularly since the hulks of many derelict ships cannot be moved planetside without destroying them in the process. Small scrap dealers may be located on planets, but larger scrap yards are usually found in orbit.

Interstellar governments usually maintain scrap yards (or "depots") for their own derelict ships, such as the Starfleet Surplus Depot at Qualor II. These yards sometimes sell materials to privately owned scrap yards, which make up the bulk of the scrap business.

Finding Materials

Scrap yards acquire materials in a number of ways. The first and most common is by purchasing derelict vessels from their owners, this includes civilian vessels and sometimes decommissioned ships owned by a planetary or interstellar government. These are the most valuable acquisitions of the yard, since they are the most likely to come intact and largely functional, albeit old.

Second, scrap yards purchase salvaged wrecks of vessels. Some can be repaired, while others are stripped-down for spare parts and useful equipment. Some scrap yards scrupulously observe local laws regarding salvage operations and proof of ownership, while others don't ask where the seller acquired the wreck, so long as it has some useful parts still left. These shipyards often acquire wrecks from raiders and pirates who "manufacture" the derelicts themselves, selling off the wreckage after they have dispatched the crew and seized the ship's cargo.

Finally, some scrap yards engage in their own salvage operations, searching out derelict ships and wrecks and hauling them back to refit or break them down. The Dominion War created a massive boom in the salvage market, with damaged and destroyed starships littered across the Alpha Quadrant, particularly along the Cardassian border. Many scrap yards have their pick of materials, and even turn sellers away if what they have to offer isn't good enough.

Construction

Building a new ship or refitting an older one is much like putting together a jigsaw puzzle. Engineers in the scrap yard determine what parts they need, and then they comb through the yard's stores looking for the necessary parts. They may cannibalize several other ships to acquire the necessary equipment, and scrap ships often use materials that are "close enough" to suit the engineers needs. For example, a Cardassian hull might be outfitted with a Klingon computer and a warp core salvaged from a Federation starship. This tends to give scrap ships a "patchwork" appearance, assembled from mismatched and secondhand parts.

Fees

The fees charged by a scrap yard depend on the work being done. Simple docking and refueling may only cost a few hundred credits, while major repairs and overhauls may cost tens or even hundreds of thousands, and a new ship can easily cost millions. Even a scrap vessel can be prohibitively expensive.

In terms of a *Star Trek* episode or a series, fees fall into two main categories: negligible amounts handled by the Crew's regular income, or potential story hooks when the fees are more than the Crew can afford. In the latter case, the Crew has to find some other way to handle the expense. It may require doing a favor for the yardmaster or the owner of the station, getting a loan from a contact (or an underworld loan shark), or taking a risky job because the potential payoff is high enough to take care of things. The Narrator can use the bigger expenses of buying and owning a ship to relieve the characters of excess cash and give them reasons to pursue story teasers and hooks during the series.

Maintenance

Maintaining a scrap vessel can often be a full-time job, even more than a normal starship. Systems tend to break down and fail, and there's always *something* in need of repair, maintenance, or refit. Little wonder that engineers on board merchant ships are often harried and grumble a lot.

Like various fees (above), Narrators can use necessary maintenance on board a scrap vessel as a story hook. If the ship's last dilithium crystal fractures in the midst of an important trade run, the crew needs to find a replacement post-haste. When they come across a derelict alien ship, they're willing to go on board and look for dilithium even though the sensors are giving some unusual readings that may or may not be life forms. Maintenance problems can crop up any time the story calls for one, particularly when the Narrator needs the transporters or the sensors to fail. It's important not to make the crew's ship *too* unreliable or they're likely to go looking for a better ship, but the occasional malfunction or breakdown can help liven up a story.

Vessels of the Frontier

The number of different types of ships found along the frontier regions is far too great to cover in a small space, but this section provides profile of a number of major classes of ships merchants are likely to use or encounter.

Merchant Ships

Aurora-class Space Cruiser

Class and Type: *Aurora*-class space cruiser

Commissioning Date: 2260

Hull Characteristics

Size: 3

Resistance: 1

Structural Points: 60

Operations Characteristics

Crew/Passengers: 20/80 [4 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 2 personnel, 1 cargo [2 pwr/round]

Tractor Beams: 1 fwd [2/rating used]

Propulsion and Power Characteristics

Warp System: 4.0/7.5/8.9 [2/warp factor]

Impulse System: .5 c/.75 c [5/7 pwr/round]

Power: 50

Sensor Systems

Long-range Sensors: +1/7 light-years [6 pwr/round]

Lateral Sensors: +1/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 4

Weapons Systems

Usually none.

Defensive Systems

Federation Deflector Shield

Protection: 24/36

Power: [24]

Description and Notes

The *Aurora*-class is a small luxury space cruiser first built and used in the mid-23rd century. It has a sleek diamond shape, with small warp nacelles located close to the hull. The *Aurora* proved popular as a pleasure craft and a civilian transport ship in many areas of the Federation. Although it was eventually phased out in favor of newer designs, hundreds of the ships were built, and many of them are still in service.

Over time, owners of *Auroras* sold off the cruisers and purchased newer ships. Many of the buyers of older *Auroras* were merchants and traders interested in the reliable design and reasonably efficient warp system of the ship (considered quite fast in its day). They converted the ships over to use as cargo haulers and merchant vessels, often replacing some of the passenger quarters with additional cargo bays. Many merchants have further modified the vessels from the information given above, most particularly increasing engine efficiency (and Power output), improving the warp and impulse systems, and adding defensive weapons for protection against pirates and raiders, usually Type IV or Type VI phaser banks.

Old rebuilt and reconditioned *Auroras* are common finds in scrap yards in the Federation. The ship is a good choice for someone looking for a low-cost "starter" vessel with reliable systems.

***Draconis*-class Free Trader**

Class and Type: *Draconis*-class Free Trader

Commissioning Date: 2315

Hull Characteristics

Size: 4 (300 meters long, 15 decks)

Resistance: 2

Structural Points: 80

Operations Characteristics

Crew/Passengers: 25/75 [4 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 2 personnel, 2 cargo [2 pwr/round]

Tractor Beams: 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.0/9.2 [2/warp factor]

Impulse System: .5 c/.75 c [5/7 pwr/round]

Power: 160

Sensor Systems

Long-range Sensors: +1/12 light-years [6 pwr/round]

Lateral Sensors: +1/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type VI Phaser:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 4

Defensive Systems

Federation Deflector Shield

Protection: 36/50

Power: [36]

Description and Notes

The Draconis-class developed as a standard free-trader vessel for use in the Federation, particularly along the frontier regions, in the early-24th century. Many Draconis-class ships were built and many remain in service even in the later half of the 24th century. The Draconis is built along fairly standard lines: a flatted, wedge-shaped hull with stubby "wings" to the aft supporting the outboard warp nacelles. Most of the Draconis-class is equipped with Class VI defensive armaments, consisting of a bank of phasers, and a standard deflector shield. Some merchants have chosen to improve the armaments on their vessels to deal with pirates and other threats. Draconis-class ships are known for their speed, capable of sustaining Warp 9 for long periods, making them well suited for getting time-sensitive goods to market.

Grove-Class Cargo Carrier

Class and Type: *Grove-class Cargo Carrier*

Commissioning Date: 2289

Hull Characteristics

Size: 4 (300 meters long, 6 decks)

Resistance: 1

Structural Points: 80

Operations Characteristics

Crew/Passengers: 10/300 [3-4 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 2 personnel, 3 cargo [3 pwr/round]

Tractor Beams: 1 fwd, 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 3.0/5.0/8.0 [2/warp factor]

Impulse System: .25 c/.5 c [5/7 pwr/round]

Power: 80

Sensor Systems

Long-range Sensors: +0/5 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +0 [5 pwr/round]

Sensors Skill: 3

Weapons Systems

Type IV Phaser:

Range: 10/30,000/100,000/300,000

Arc: 90 degrees forward, 90 degrees aft

Accuracy: 5/6/8/11

Damage: 8

Power: [8]

Weapons Skill: 3

Defensive Systems

Federation Deflector Shield

Protection: 24/36

Power: [24]

Description and Notes

Similar to the smaller *Antares* class, the *Grove* class is a standard cargo carrier used throughout the Federation. They carry large shipments of cargo, particularly refined deuterium, dilithium, and other mineral resources, machine parts, and heavy equipment. Grove-class ships are often outfitted to carry colonists to frontier worlds. Their cargo bays can be set up as temporary quarters for up to 300 passengers. Otherwise, the crew compliment on board a Grove class carrier is generally quite small, rarely more than a dozen. Variations of the basic *Grove* model are in use throughout the Alpha quadrant by species like the Ziballians, the Ferengi, the Tallarians, and others.

***Sutter*-class Freighter**

Class and Type: *Sutter*-class freighter

Commissioning Date: 2291

Hull Characteristics

Size: 3 (100 meters long, 4 decks)

Resistance: 1

Structural Points: 60

Operations Characteristics

Crew/Passengers: 10/20 [3 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 1 personnel, 1 cargo [1 pwr/round]

Tractor Beams: 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 3.0/6.0/7.0 [2/warp factor]

Impulse System: .25 c/.5 c [2/5 pwr/round]

Power: 100

Sensor Systems

Long-range Sensors: +0/5 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 3

Weapons Systems

Type IV Phaser:

Range: 10/30,000/100,000/300,000

Arc: 90 degrees forward, 90 degrees aft

Accuracy: 5/6/8/11

Damage: 8

Power: [8]

Weapons Skill: 3

Defensive Systems

Federation Deflector Shield

Protection: 24/36

Power: [24]

Description and Notes

The *Sutter* class of freighters came into use in the late 23rd century, primarily as mining and prospecting vessels, useful for exploring asteroid fields and mapping planets looking for mineral resources. The ship's sensors are particularly designed for penetrating bedrock to scan for mineral traces, providing a +1 to Ships Systems (Sensors) tests for that purpose. The Sutter's phaser banks are primarily intended for use as drilling and mining tools, but also serve as defensive weapons. The basic design of the ship has remained unchanged for nearly a hundred years, and a large number of Sutter class ships remain in service. Others have been sold off and converted for use as cargo haulers and private merchant vessels. They are popular with miners and prospectors, as well as merchants interested in the ship's superior navigational sensors. Sutter navigational arrays are popular items at scrap yards.

***T'gar*-class Merchant Vessel**

Class and Type: *T'gar*-class Merchant Vessel

Commissioning Date: 2420

Hull Characteristics

Size: 3 (200 meters long, 4 decks)

Resistance: 2

Structural Points: 60

Operations Characteristics

Crew/Passengers: 12/0 [3 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 1 personnel, 1 cargo [1 pwr/round]

Tractor Beams: 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/7.0/8.0 [2/warp factor]

Impulse System: .25 c/.5 c [2/5 pwr/round]

Power: 100

Sensor Systems

Long-range Sensors: +1/8 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +0 [5 pwr/round]

Sensors Skill: 3

Weapons Systems

Type VI Phase Disruptors

Range: 10/30,000/100,000/300,000

Arc: 90 degrees forward

Accuracy: 4/5/7/10

Damage: 12

Power: [12]

Weapons Skill: 4

Defensive Systems

Klingon Deflector Shield

Protection: 40/60

Power: [40]

Description and Notes

T'gar-class merchant vessels are built and used by the Klingon Empire to carry goods from world to world. They are not ships of glory and battle like Klingon starships. *T'gar*-class ships are blocky compared to the more streamlined and graceful lines of Klingon warships. Still, they are built to withstand considerable punishment, and heavily armed for their size and intended function. Raiders attempting to take a *T'gar*-class ship are certain to find themselves in for a fight. Not only are the ships capable of defending themselves, the captains of most Klingon merchant vessels are eager for any opportunity to engage in battle and win some measure of glory in their otherwise drab existence.

***Triton*-class Starliner**

Class and Type: *Triton*-class Starliner

Commissioning Date: 2350

Hull Characteristics

Size: 6 (600 meters long, 34 decks)

Resistance: 3

Structural Points: 120

Operations Characteristics

Crew/Passengers: 250/800 [6 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 4 personnel, 2 cargo, 6 emergency [6 pwr/round]

Tractor Beams: 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 4.0/7.0/8.5 [2/warp factor]

Impulse System: .5 c/.75 c [5/7 pwr/round]

Power: 130

Sensor Systems

Long-range Sensors: +1/12 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 4

Weapons Systems

Type VI Phaser

Range: 10/30,000/100,000/300,000

Arc: 90 degrees forward

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 4

Defensive Systems

Federation Deflector Shield

Protection: 40/60

Power: [40]

Description and Notes

Advertising described the *Triton*-class Starliner as "a pleasure palace in the stars." The class was designed for the transportation of passengers on grand tours of Federation space, highlighting the many attractions and cultural opportunities its diverse species have to offer. The ship has room to accommodate hundreds of passengers in considerable comfort and luxury, with replicators in each stateroom capable of producing whatever food or drink guests desire, and a full range of multi-media entertainment. Still, the main attractions of the ship are its social opportunities, from the fine restaurant, where guests can sample hand-made cuisine from a dozen worlds, to the low-gravity gymnasium, the formal ballroom with a spectacular view of the vista of space, of the ship's several holodecks.

Although *Triton*-class liners generally travel safe routes through Federation space, they do still maintain a security staff on board to deal with any trouble. Gamblers, thieves, and con artists have been known to book passage on board these ships, and they also sometimes attract the attention of terrorists. The more radical members of the New Essentialists Movement, for example, consider the Starliners just another example of the decadence that is weakening the core beliefs of the Federation.

Xepolite Swift Trader

Class and Type: *Swift Trader*-class trader

Commissioning Date: 24th century

Hull Characteristics

Size: 3 (150 meters long)

Resistance: 2

Structural Points: 60

Operations Characteristics

Crew/Passengers: 30/60 [4 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 1 personnel, 1 cargo [1 pwr/round]

Tractor Beams: 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.2/9.8 [2/warp factor]

Impulse System: .5 c/.75 c [5/7 pwr/round]

Power: 120

Sensor Systems

Long-range Sensors: +1/12 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Reflective Hull: 3

Sensors Skill: 4

Weapons Systems

Type 8 Plasma Bank

Range: 10/30,000/100,000/300,000

Arc: Full forward (540 degrees)

Accuracy: 4/5/7/10

Damage: 16

Power: [16]

Weapons Skill: 4

Defensive Systems

Deflector Shield

Protection: 36/48

Power: [36]

Description and Notes

Used by Xepolite traders, the *Swift Trader* class of ship is known for its extraordinary speed and stealth capabilities. The ship is capable of reaching Warp 9.8, able to outrun most other starships and patrol vessels with ease. Its hull is also coated with sensor-reflective materials, making the ship difficult to detect, particularly at longer ranges. Treat this as a rating 3 cloaking device that has no Power cost.

The politically neutral Xepolites have been known to carry questionable cargoes for the right price, such as when they assisted the Cardassians in smuggling weapons into the Demilitarized Zone, although they have never been caught doing so. They prefer to run rather than fight, particularly against a superior opponent, but they are willing to defend themselves when necessary.

Patrol Ships

Patrol ships are small vessels used primarily to patrol star within systems and along interstellar borders. Although they are no match for the might of a Galaxy- or Galor-class starship, patrol ships often pack considerable firepower in order to deal with pirates and raiders. They are also usually quite fast and maneuverable, allowing them to out-maneuver larger and slower vessels.

Cardassian *Oroth*-class Patrol Ship

Class and Type: *Oroth*-class patrol ship

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 3 (100 meters long, 7 decks)

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew/Passengers: 25/100 [4 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 1 personnel, 1 cargo [1 pwr/round]

Tractor Beams: 1 aft, 1 fwd [2 pwr/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/9.2/9.5 [2/warp factor]

Impulse System: .5 c/,75 c [5/7 pwr/round]

Power: 120

Sensor Systems

Long-range Sensors: +1/15 light-years [6 pwr/round]

Lateral Sensors: +1/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 4

Weapons Systems

Class IV Plasma Banks

Range: 10/30,000/100,000/300,000

Arc: All

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 5

Defensive Systems

Cardassian Deflector Shield

Protection: 36/48

Power: [36]

Description and Notes

The Cardassian *Oroth*-class patrol ship is used to monitor activity within star systems, as well as along border regions. The ship is manned by a small crew and capable of high-speed pursuit of most vessels. Its shields and armaments are sufficient to deal with smugglers and small pirate vessels, for larger problems it relies on greater speed to escape and contact additional Cardassian forces.

Federation *Ness*-class Patrol Ship

Class and Type: *Ness*-class patrol ship

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 3 (110 meters long, 8 decks)

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew/Passengers: 30/120 [4 pwr/round]

Computers: 4 [4 pwr/round]

Transporters: 2 personnel, 2 cargo [2 pwr/round]

Tractor Beams: 1 aft, 1 fwd [2 pwr/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/9.2/9.8 [2/warp factor]

Impulse System: .5 c/,75 c [5/7 pwr/round]

Power: 125

Sensor Systems

Long-range Sensors: +1/15 light-years [6 pwr/round]

Lateral Sensors: +1/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 4

Weapons Systems

Type VI Phaser

Range: 10/30,000/100,000/300,000

Arc: All

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 4

Defensive Systems

Starfleet Deflector Shield

Protection: 36/48

Power: [36]

Description and Notes

The *Ness*-class patrol ship is in common use throughout the Federation. It is a small, swift patrol vessel designed primarily for use within a star system. Its functions include rescue operations and assistance to lost or damaged ships, pursuit of pirates and raiders, and capture of smugglers and other criminals. The ship is well known for its streamlined profile. *Ness*-class ships are also used for planetary defense in some systems, although they are no match for true warships or cruisers.

Romulan *Veketh*-class Patrol Ship

Class and Type: *Veketh*-class patrol ship

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 3 (100 meters long, 6 decks)

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew/Passengers: 20/100 [4 pwr/round]

Computers: 4 [4 pwr/round]

Transporters: 2 personnel, 1 cargo [2 pwr/round]

Tractor Beams: 1 aft, 1 fwd [2 pwr/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/9.3/9.6 [2/warp factor]

Impulse System: .5 c/,75 c [5/7 pwr/round]

Power: 120

Sensor Systems

Long-range Sensors: +1/15 light-years [6 pwr/round]

Lateral Sensors: +1/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Cloak: 7 [28 pwr/round]

Sensors Skill: 4

Weapons Systems

Type H Disruptor

Range: 10/30,000/100,000/300,000

Arc: All

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 4

Defensive Systems

Romulan Deflector Shield

Protection: 36/48

Power: [36]

Description and Notes

The *Veketh*-class patrol ship monitors inter-system activity within the Romulan Empire. They normally operate cloaked at the edge of a system, silently monitoring incoming and outgoing traffic and remaining alert for any signs of illegal activity. Unauthorized ships are challenged and required to surrender themselves or be destroyed. Their cloaking devices make the *Veketh*-class very efficient; pirates and raiders find it difficult to operate in the Romulan Empire, since they can never be certain there isn't a Romulan ship nearby, watching and waiting.

Scrap and Unique Vessels

The Crew in a merchant series might serve on (or even own) one of these ships. Alternately they can be used as ships the Crew may encounter in port or along the trade routes, or as models for similar types of merchant vessels.

The *Desert Star*

Class and Type: Modified *Draconis*-class Free Trader

Commissioning Date: 2365

Hull Characteristics

Size: 4 (300 meters long, 15 decks)

Resistance: 2

Structural Points: 80

Operations Characteristics

Crew/Passengers: 25/75 [4 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 2 personnel, 4 cargo [3 pwr/round]

Tractor Beams: 1 fwd, 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/9.1/9.4 [2/warp factor]

Impulse System: .5 c/.9 c [5/9 pwr/round]

Power: 160

Sensor Systems

Long-range Sensors: +1/14 light-years [6 pwr/round]

Lateral Sensors: +1/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type VI Phaser:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 4

Defensive Systems

Federation Deflector Shield

Protection: 36/50

Power: [36]

Description and Notes

The *Desert Star* is the ship of Captain Sorek, the lead trader captain for the Draconis Outback Trading Station. The *Star* is a modified Draconis-class vessel, with improvements to its engines and sensors to make it more effective in navigating the far-flung planets and colonies of the Outback. The ship uses a standard Federation anti-matter warp core, and uses a ram-scoop to collect interstellar hydrogen for refinement into deuterium fuel for extended trips. Although the ship is swift and maneuverable for a freighter, it is fairly lightly armed, so Captain Sorek prefers to avoid hostilities whenever possible.

The *Erstwhile*

Class and Type: Modified *Antares*-class free trader

Commissioning Date: 2368

Hull Characteristics

Size: 3 (200 meters long, 3 decks)

Resistance: 1

Structural Points: 60

Operations Characteristics

Crew/Passengers: 6/18 [3 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: None

Tractor Beams: 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 4.0/6.0/8.9 (12 hours) [2/warp factor]

Impulse System: .5 c/.75 c [5/7 pwr/round]

Power: 100

Sensor Systems

Long-range Sensors: +0/8 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +0 [5 pwr/round]

Sensors Skill: 4

Weapons Systems

Type IV Phaser:

Range: 10/30,000/100,000/300,000

Arc: 90 degrees forward

Accuracy: 5/6/8/11

Damage: 8

Power: [8]

Weapons Skill: 3

Defensive Systems

Federation Deflector Shield

Protection: 24/36

Power: [24]

Description and Notes

The *Erstwhile* is a modified Antares-class freighter belonging to Captain Thadiun Okona, a merchant from the Omega Sagitta System. Okona has modified the vessel to operate mostly under computer control, allowing him to pilot it by himself. He often operates alone for long stretches of time, hiring on additional crewmembers as needed for a given job. Okona (with the help of some shipyard engineers) also increased the *Erstwhile's* engine efficiency, giving it a top speed of Warp 8.9, considerably faster than the Antares class' normal maximum of Warp 8. The ship is lightly armed, although Okona would much rather talk his way out of a fight whenever possible.

The K'lonos

Class and Type: Modified Romulan freighter

Commissioning Date: N/A

Hull Characteristics

Size: 3 (100 meters long, 6 decks)

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew/Passengers: 20/40 [3 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 2 personnel, 1 cargo [2 pwr/round]

Tractor Beams: 1 fwd, 1 aft [2 pwr/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/8.0/9.5 [2/warp factor]

Impulse System: .5 c/,75 c [5/7 pwr/round]

Power: 120

Sensor Systems

Long-range Sensors: +0/12 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Cloak: 8 [32 pwr/round]

Sensors Skill: 4

Weapons Systems

Type H Disruptor

Range: 10/30,000/100,000/300,000

Arc: All

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 4

Defensive Systems

Romulan Deflector Shield

Protection: 36/48

Power: [36]

Description and Notes

The K'lonos is a modified Romulan merchant ship belonging to Captain T'kel, a Romulan renegade and smuggler who operates along the Neutral Zone border near Federation and Klingon space. The ship is similar in many respects to a Romulan scout ship, although blockier and with a more patched-together appearance. The wider body contains rooms for two main cargo bays that carry the K'lonos' goods, including hidden cargo compartments shielded using adapted cloaking technology (+5 difficulty to Search tests to locate them). The K'lonos itself is a fast ship, capable of speeds of up to Warp 9.5 for short periods of time. Its most useful component is the cloaking device T'kel and her crew salvaged from a damaged Romulan scout ship. Although the cloak consumes massive amounts of the ship's power, it allows the K'lonos to slip across the border almost at will, easily avoiding patrol ships until it reaches its destination. T'kel always cloaks and uncloaks the ship outside of a star system, since she doesn't want the authorities (Romulan, Federation, or Klingon) to know she has it.

The *Latinum Lady*

Class and Type: N/A

Commissioning Date: 2365

Hull Characteristics

Size: 3 (200 meters long, 5 decks)

Resistance: 2

Structural Points: 60

Operations Characteristics

Crew/Passengers: 12/24 [3 pwr/round]

Computers: 2 [2 pwr/round]

Transporters: 1 personnel, 3 cargo [2 pwr/round]

Tractor Beams: 1 fwd, 1 aft [2/rating used]

Propulsion and Power Characteristics

Warp System: 4.0/7.0/9.1 [2/warp factor]

Impulse System: .5 c/.75 c [5/7 pwr/round]

Power: 110

Sensor Systems

Long-range Sensors: +1/12 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +1 [5 pwr/round]

Sensors Skill: 4

Weapons Systems

Type 6 Plasma Emitter

Range: 10/30,000/100,000/300,000

Arc: Full forward (540 degrees)

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Weapons Skill: 4

Missile Battery

Number: 25

Launchers: 1 fwd, 1 aft

Spread: 4

Arc: Forward or aft

Range: 15/300,000/1,000,000/3,500,000

Accuracy: 5/6/8/11

Damage: 16

Power: [5]

Defensive Systems

Ferengi Deflector Shield

Protection: 30/45

Power: [30]

Description and Notes

The *Latinum Lady* is a custom built Ferengi free trader owned by Captain Ram Taggart, who won it in a game of poker from its original owner, a Ferengi merchant. The *Lady* is similar in design to other Ferengi merchant vessels, sleek lines and a flatted forward profile. In addition to being fairly fast, the *Lady* is equipped with a forward plasma emitter and forward and aft missile launchers for self-defense, along with a standard deflector shield. The cargo bays are equipped with sensor-shielded compartments for handling "sensitive" cargoes of various types and each of the three bays is equipped with its own transporter for quickly moving goods on and off the ship.

Cargo Drones

Class and Type: *Perechon*-class Cargo Drone

Commissioning Date: mid-24th century

Hull Characteristics

Size: 4 (350 meters long, 7 decks)

Resistance: 1

Structural Points: 80

Operations Characteristics

Crew/Passengers: 4/400 [2 pwr/round]

Computers: 4 [4 pwr/round]

Transporters: 2 cargo, 1 emergency [1 pwr/round]

Tractor Beams: 1 fwd [2/rating used]

Propulsion and Power Characteristics

Warp System: 2.0/4.0/6.0 (8 hours) [2/warp factor]

Impulse System: .25c/.5 c [2/5 pwr/round]

Power: 60

Sensor Systems

Long-range Sensors: +0/7 light-years [6 pwr/round]

Lateral Sensors: +0/1 light-year [4 pwr/round]

Navigational Sensors: +0 [4 pwr/round]

Sensors Skill: 2

Weapons Systems

None

Defensive Systems

Structural Shielding

Protection: 12

Power: [12]

Description and Notes

"No people, no complaints," say the lone individuals who crew cargo drones. The Perechon-class is fairly typical of cargo drones found throughout the Alpha and Beta Quadrants. It's massive, capable of carrying tons of cargo, but requires only a skeleton crew to operate. The drone is largely automated, run by computers, with the crew consisting of a captain/helmsman, an engineer, and a cargomaster. Some additional crewmembers may be added as necessary.

Duty on a cargo drone is usually a lonely business, and crewmembers have long stretches of little or no contact with anyone. Reading, gambling, tinkering, and other personal projects help to pass the time. Cargo drones are almost never equipped with luxuries like holodecks, but some crewmembers make use of virtual reality technology for entertainment purposes. When necessary, the massive cargo bays of a drone can be converted to carry up to several hundred passengers, usually colonists. This is generally not the most luxurious means of travel, but it's sometimes the only one available to colonists eager to settle a new world.

Cargo drones aren't usually armed, and they're protected only by the ship's structural reinforcement field, so they can prove easy prey for pirates and raiders. For this reason, drones usually only operate along well-patrolled spacelanes. Near the frontier worlds, shipping is better handled by free traders able to both defend themselves and evade any would-be thieves.

Chapter 8: Merchants of the Frontier

This chapter presents some examples of the wide variety of different merchant characters a Crew can encounter out along the frontiers of Federation space. Although merchants range along the gamut from scrupulously honest to criminals willing to profit from just about anything, the Crew should find that most frontier merchants fall somewhere in the middle between the extremes; not entirely clean, but not outright contemptible either.

Noolar Duurien

Attributes

Fitness 3
Strength +1
Coordination 2
Dexterity +2
Intellect 3
Perception +1
Presence 3
Psi 0

Skills

Administration (Business) 2 (3)
Artistic Expression (Orion flute) 1 (2)
Athletics (Climbing) 1 (3)
Bargain (Haggling) 3 (4)
Charm (Seduction) 2 (3)
Computer (Data Alteration/Hacking) 2 (3)
Culture 2
(Federation) 3
(Klingon) 3
(Orion) 4
Dodge 3
Energy Weapon (Disruptor) 2 (3)
Espionage (Forgery) 2 (4)
Fast Talk 3
Gaming 2
History (Orion) 2 (3)
Intimidation (Bluster) 2 (3)
Languages
(Federation Standard) 3
(Klingon) 1
(Orion) 3
Law (Federation) 2 (3)
Merchant (Black Market) 3 (5)
Personal Equipment (PADD) 3 (4)
Persuasion (Oratory) 2 (3)
Primitive Weaponry (Orion dagger) 1 (3)
Search 2

Security (Security Systems) 2 (3)
Shipboard Systems (Sensors) 2 (3)
Sleight of Hand (Pick Pockets) 2 (4)
Stealth (Stealthy Movement) 2 (3)
Streetwise (Orion Syndicate) 2 (4)
Unarmed Combat (Orion martial arts) 1 (3)
Vehicle Operation (Shuttlecraft) 1 (2)
World Knowledge 1
(Orion) 3
(Qo'noS) 2
(Risa) 2

Advantages/Disadvantages

Contacts (+2), Shrewd (+1), Sexy (+2), Exile (-2), Greedy (-1), Shady Background (-3)

Courage 4

Renown 30

Aggression 0
Discipline 8
Initiative 10
Openness 4
Skill 8

Noolar Duurien is an Orion merchant who lives and works primarily on Federation Trading Outpost K-Alpha, not far from the Federation/Klingon border. What an Orion trader is doing living on a Federation space station close to the Klingon Empire is a matter of considerable speculation for the crew and visitors of K-Alpha. For his own part, Duurien says only that he was drawn to the station by "business opportunities" there. He runs an import/export business out of an office on the station, dealing primarily in goods moving across the border and going to various nearby Klingon and Federation worlds.

In truth, Noolar Duurien is a man with a dark past, indeed. He was the son of an Orion slave woman and an influential member of the Orion Syndicate. Raised for the first years of his life by his mother, the young Noolar lived as a thief and a slave in Orion space, where he learned to survive largely on his own. In time he discovered his father's true identity and sought to become part of his organization, without revealing who he really was. He became known for his ability to organize, negotiate, and, most importantly, deal ruthlessly with his enemies.

Noolar was originally a rising star in the Syndicate, an ambitious young man with a promising future as a middleman and organizer for the Syndicate. Unfortunately, he allowed his personal feelings to get the better of him. One night, he revealed the truth of his parentage to a slave girl belonging to his father. She passed on the information, and he tried to have Duurien killed. Although he managed to escape with his life, his reputation

was seriously damaged by the affair. He accepted exile to a distant part of space rather than risk death at the hands of Syndicate assassins. Now Duurien hopes to rebuild his influence within the organizations, using K-Alpha as his power-base. He wants to earn his place in the Orion Syndicate by assassinating his father and taking over his operation.

Over the past few years Duurien has build himself a large network of informants, contacts, fellow merchants, and black market dealers in various goods. He moves contraband throughout the sector from the relative safety of the Federation trade station. He's careful not to allow too many illegal goods on board the station itself, dealing through middlemen and intermediaries. K-Alpha Security Chief Grosk keeps close tabs on Duurien but thus far has not been able to prove any illegal activities on his part. Duurien finds Grosk "a worthy adversary," and says his regular verbal sparring with the Gorn security officer "helps keep him sharp." Duurien is extremely pleasant and charming in person. Even his enemies find his personality disarming. However, anyone who mistakes his pleasant manner for weakness is making a serious mistake.

Characters on board K-Alpha-either assigned there or just passing through-are likely to run into Noolar Duurien. If the characters are Federation crewmembers Grosk and Administrator Turell will warn them about Duurien. If they're merchants, traders, or other folk, then Duurien is likely to buy them a drink and ask them about what they've seen in their travels. If he thinks they might be useful to him, Duurien may try and recruit the characters to ship goods for him, leading to them becoming entangled in his struggle with the Orion Syndicate.

Hagath

Attributes

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

Skills

Administration (Business) 2 (3)
Bargain (Weapons) 2 (4)
Charm (Influence) 1 (2)
Computer (Research) 1 (2)
Culture 2
(Federation) 3
Dodge 2
Energy Weapon (Phaser) 2 (3)
Fast Talk 2

Gaming 2
History (Military) 1 (3)
Intimidation (Threats) 1 (3)
Languages
Federation Standard 3
Ferengi 1
Law (Federation) 1 (2)
Merchant (Arms Dealing) 2 (5)
Personal Equipment (Control Systems) 2 (3)
Planetary Tactics (Weapons Use) 1 (3)
Security (Security Procedures) 2 (3)
Shipboard Systems (Weapon Systems) 1 (3)
Strategic Operations (Weapon Use) 2 (4)
Streetwise (Locate Buyers) 3 (5)
Vehicle Operation (Shuttlecraft) 1 (2)
World Knowledge 3

Advantages/Disadvantages

Shrewd (+1), Wealth (+3), Greedy (-1), Shady Background (-3)

Courage 3

Renown 34
Aggression 8
Discipline 10
Initiative 5
Openness -5
Skill 6

Hagath is a ruthless human arms dealer and underground middleman. He is known for his knowledge and ability to acquire virtually any sort of weapon system his customers might want, as well as his cold, calculating manner and the way he treats those who betray him. Hagath arranged for a former associate of his named Farrakk to be killed after Farrakk betrayed him. Hagath had the warp core of Farrakk's ship sabotaged shortly thereafter.

Little is known about Hagath's background. He is human, middle-aged, and almost completely bald. What hair he has is gray, and he has deep blue eyes that give him a penetrating stare. His features are grim, and he rarely smiles or laughs. He tends to dress in a conservative style, but in materials that reflect his wealth and influence. He's been in the arms business for years, and he's sold weapons to species and planets across the quadrant. He has no moral qualms whatsoever about selling armaments to either side of a conflict, or both sides, if the money is good. He also has no interest in what his clients do with the weapons he sells, provided it doesn't affect him. Hagath has sold weapons of mass destruction before-including biogenic weapons-and he'll likely do so again.

A few years ago Hagath worked with the Ferengi Quark on board Deep Space 9 to broker arms sales. Their relationship ended when a deal to sell weapons of mass destruction to the Regent of Palamar went sour, resulting in the regent's enemy General Nassuc sending a purification squad after Hagath. The arms dealer was able to evade death at the hands of the General's troops, and has returned to business as usual, although he's a bit more careful to shield himself from exposure in his deals these days.

A Crew can meet Hagath as potential clients, partners, or employees. If they are looking to buy weapons, Hagath can get them whatever they want, if the price is right. If the characters have the right connections, Hagath might use them as intermediaries to set up a deal for him. He might also hire the characters to deliver a shipment of arms for him, entrusting them to get past patrols and the legal authorities. Characters should find Hagath an intimidating man to work for. He doesn't tolerate failure, and any sign of disloyalty may earn the characters a visit from a hired assassin.

Kollis Narov

Attributes

Fitness 3
Vitality +1
Coordination 2
Reaction +2
Intellect 3
Logic -1
Perception +1
Presence 3
Psi 0

Skills

Administration (Business) 2 (4)
Animal Handling (Andorian zabathu) 1 (3)
Athletics (Running) 2 (3)
Bargain (Haggling) 3 (4)
Command (Merchant Ship) 2 (3)
Computer (Research) 2 (3)
Culture 2
(Andorian) 3
(Federation) 3
(Ferengi) 3
Dodge 3
Energy Weapon (Phaser) 3 (4)
Fast Talk 2
Gaming (Tongo) 2 (3)
History (Andorian) 2 (3)
Languages
(Andorian) 4

(Cardassian) 2
(Federation Standard) 3
(Ferengi) 2
Law (Federation) 1 (2)
Life Sciences (Biochemistry) 2 (3)
Merchant (Interstellar Shipping) 3 (4)
Personal Equipment (Communications) 2 (3)
Planetary Tactics (Small-Unit) 1 (2)
Planetside Survival (Arctic) 2 (3)
Primitive Weaponry (Andorian *chaka*) 1 (3)
Search 2
Security (Security Systems) 1 (2)
Shipboard Systems 3
(Flight Control) 4
(Sensors) 4
Starship Tactics (Cardassian/Dominion Tactics) 2 (3)
Stealth (Hide) 2 (3)
Streetwise (Locate Contraband) 2 (3)
Unarmed Combat (Andorian martial arts) 2 (3)
Vehicle Operation (Shuttlecraft) 3 (4)
World Knowledge 3
(Andoria) 4

Advantages/Disadvantages

Bold (+1), Contacts (+2), Resolute (+3), Impulsive (-1), Shady Background (-1)

Courage 3

Renown 28

Aggression 7

Discipline 5

Initiative 2

Openness 5

Skill 9

Kollis Narov hails from the Federation colony on Jandros IV. She is very much a product of the frontier environment; strong-willed and independent, with a tendency to do things her own way. She is slightly shorter than most Andorians, with a close cropped shock of white hair and crow's feet around her dark eyes. She wears serviceable clothes, including a captain's jacket, and wears a tooled leather belt around her waist, carrying an Andorian *chakablade*.

Narov worked on board several merchant vessels as a young woman, building up her contacts, her finances, and her knowledge of the frontier regions. When she was ready, she arranged for the purchase of her first starship, the *Lek Jeval*. Using that ship, and a

small crew, Narov started her own merchant shipping business, specializing in organic goods. This was a challenging and dangerous market, since the goods had both a tendency to spoil and could also pose biological risks to a crew from time to time. Still, Narov made a success out of it.

During her years traveling the frontier regions, Narov was not always too particular about the sort of cargo she carried. She never bought or sold anything *too* dangerous-no viruses, no metagenics, or illegal genetic technology. But she was willing to transport illegal animals and plants from time to time, if the price was right. She sometimes bent Federation shipping and trade regulations to get her cargo to its destination on time without any undue notice from the authorities. At best most of her violations would earn Narov a fine of some sort from the Federation. She considers it all a part of doing business.

After nearly twenty years as a merchant, working through everything from border skirmishes with the Cardassians to the Dominion War, Narov recently purchased a new ship, named the *Ko'lek Jeval*, and is looking to expand her business. If the characters are up-and-coming merchants, she might be interested in taking them on as "junior partners," giving them access to some additional resources (and, perhaps, Narov's original ship, which is still quite serviceable). If the characters are looking for some rare or exotic organic goods: either living organisms or bio-chemical compounds, Narov probably either has access to them or knows how to get it.

Thadiun Okona

Attributes

Fitness 2

Strength +1

Coordination 3

Intellect 2

Perception +1

Presence 4

Psi 0

Skills

Athletics (Running) 2 (3)

Bargain (Haggling) 2 (3)

Charm (Seduction) 3 (4)

Command (Starship) 1 (2)

Computer (Data Alteration) 1 (2)

Culture (Medena) 2 (3)

Dodge 4

Energy Weapon (Laser) 3 (4)

Engineering, Material (Structural) 1 (2)

Engineering, Propulsion (Impulse Drive) 2 (3)

Engineering, Systems (Environmental Systems) 2 (3)

Fast Talk 3

Gaming (Rouladin Wild Draw) 3 (4)
History (Medena) 1 (2)
Languages
(Federation Standard) 3
(Medena) 3
Merchant (Trade Goods) 2 (3)
Personal Equipment (Communicator) 2 (3)
Persuasion (Oratory) 2 (3)
Planetside Survival (Urban) 2 (3)
Primitive Weaponry (Dagger) 2 (3)
Search 2
Security (Security Systems) 2 (3)
Shipboard Systems (Flight Control) 3 (4)
Sleight of Hand (Conceal Objects) 2 (3)
Starship Tactics (Evasion) 2 (3)
Stealth (Stealthy Movement) 2 (3)
Streetwise (Underworld Negotiation) 2 (3)
Unarmed Combat (Brawling) 2 (3)
Vehicle Operation (Shuttlecraft) 3 (4)
World Knowledge
(Altec) 3
(Streleb) 3

Advantages/Disadvantages

Innovative (+1), Sexy (+2), Impulsive (-1), Shady Background (-1)

Courage 5

Renown 36

Aggression 5

Discipline -5

Initiative 10

Openness 4

Skill 12

Thadiun Okona is a man with a reputation as a skilled merchant, free trader, and pilot. He also has a largely deserved reputation as a rogue and Casanova, leaving a string of broken rules and broken hearts across the galaxy. Okona hails from the Omega Sagitta System, a Level Five civilization known as the Coalition of Medena. The Coalition is made up of two worlds, Altec and Streleb, both inhabited by a humanoid species. The Coalition was loosely held together for years by mutual treaties, but relations between Altec and Streleb were often strained.

Born on Streleb, Okona found from a very young age that he didn't fit in. He had a number of minor brushes with the law, but nothing serious. When he won the title to a

dilapidated old cargo ship in a game of chance, Okona saw his opportunity to truly "get away from it all" and took it. Naming the ship the *Erstwhile*, Okona became a freelance trader and cargo carrier in the Coalition, transporting a variety of cargoes between Streleb and Altec and staying on step ahead of any of his past mistakes.

His developed a considerable reputation for getting the job done, even if he did sometimes cut safety margins in order to do it. This earned him work from the planetary governments of Altec and Streleb, and earned him the attention of Benzan, the son of Kushell, the Secretary of the Legation of Unity on Streleb. He also became acquainted with Yanar, the daughter of Debin, head of the government of Altec. Although their fathers were bitter rivals, the two young people were very attracted to each other. Okona learned of their mutual attraction and arranged to smuggle each to the other's homeworld during some of his trips there. It was during this time that Yanar became pregnant by Benzan. When he learned of it, Benzan gave Okona the Jewel of Thesia, a national treasure of Streleb, to give to Yanar as his pledge of marriage.

Unfortunately, things didn't quite go as planned. Okona's ship developed trouble on its way to Altec. Then Yanar told her father she was pregnant by Okona in order to shield Benzan from his anger. Debin immediately went after Okona, followed closely by Kushell, who believed Okona stole the Jewel of Thesia. With some assistance from the crew of the Federation starship *Enterprise*, Okona was able to straighten the matter out and reunite the young lovers, who made plans to be married. The grateful fathers and the governments of Altec and Streleb rewarded Okona with enough money to purchase a new *Erstwhile*, this one equipped with a warp drive. He bid farewell to the Omega Sagitta System and headed out for the stars.

For the past several years, Okona has been working as a freelance trader in systems across the Alpha Quadrant. He continues to maintain his reputation as a daring rouge and thief of hearts in numerous ports and star systems. He avoids seriously illegal dealings whenever possible, but he's not above smuggling a cargo of Romulan ale or similar goods from time to time. Since his life doesn't feature the excitement of, say, a Starfleet officer or Klingon warrior, Okona sometimes feels the need to "manufacture" some fun to keep things interesting. Characters can run into Okona in nearly any port, and will usually find him entangled in some "fun" of his own making. If Okona should ever decide he needs a crew, volunteers are certain never to be bored!

Sarius

Attributes

Fitness 3

Strength -1

Coordination 3

Dexterity +1

Intellect 3

Perception +1

Presence 2

Empathy +1

Psi 0

Skills

Administration (Shipyard) 3 (5)

Athletics (Climbing) 1 (3)

Bargain (Haggling) 2 (4)

Computer (Programming) 3 (4)

Culture (Bolian) 2 (3)

Demolitions (Implosion) 2 (3)

Dodge 2

Energy Weapon (Phaser) 2 (3)

Engineering, Material (Structural) 4 (5)

Engineering, Propulsion (Warp Drive) 3 (4)

Engineering, Systems (Computer Systems) 3 (4)

History (Bolian) 1 (2)

Languages

(Bolian) 4

(Federation Standard) 3

Merchant (Starships) 2 (4)

Personal Equipment (Engineering Equipment) 3 (4)

Physical Sciences (Physics) 2 (3)

Search 3

Security (Security Systems) 1 (3)

Shipboard Systems (Environmental Control) 3 (4)

Social Sciences (Sociology) 1 (2)

Space Sciences (Thermodynamics) 2 (3)

Streetwise (Locate Scrap) 1 (4)

Vehicle Operation (Shuttlecraft) 2 (3)

World Knowledge (Bolarus IX) 1 (2)

Advantages/Disadvantages

Engineering Aptitude (+3), Wealth (+2), Argumentative (-1), Obsessive Tendencies (engineering, -3)

Courage 3

Renown 34

Aggression 0

Discipline 5

Initiative 5

Openness 0

Skill 24

Sarius is the owner and operator of Free Dock, a scrap facility and shipyard located in the Turvine System, near the Federation/Ferengi border. Sarius was born on a Bolian colony along the Frontier (or what was the frontier several decades ago). Even from an early age, he showed an aptitude for engineering, playing with mechanical toys and taking them apart to find out how they worked. As a young man he learned everything he could about fixing and maintaining small air and ground vehicles, but his real dream was to work on starships. He signed on as an engineer's mate with a merchant ship visiting his homeworld and spent years traveling the stars and working on various ships, learning all he could about how they worked and how to hold them together. He gained a considerable reputation as an engineer who could work miracles with a little time and the right tools.

Eventually, Sarius used the various favors he collected during his career to arrange the funding necessary to purchase a small, derelict Ferengi space station in the Turvine System. Rumor has it that he managed to get the station for a song because the Ferengi didn't think it was worth anything. Sarius proved them wrong when he personally repaired the station's various systems over the course of ten months, refitting it almost entirely until it was better than when it was first built. His work also attracted people interested in repairs and upgrades to their vessels. Sarius provided them, and made it known that he was interested in acquiring scrap and derelict vessels, which he often took in place of payment in the early days. He quickly began to build up a considerable floating scrapyard in orbit around the station, which he named Free Dock.

As the workload increased, Sarius hired additional engineers and maintenance workers to handle things. People flocked to Free Dock for the opportunity to learn from the famous Sarius. As the engineering staff grew, so did the scrap business and the number of ships arriving at Free Dock for repairs. Once he had sufficient resources, Sarius moved into the next phase of his operation, building new vessels entirely from scrap and salvaged parts, then selling them to merchants and other private interests looking for low-cost starships. The quality of the work coming out of Free Dock assured its success, as word spread quickly throughout the sector and into the Ferengi Alliance. The Ferengi investors who originally sold Sarius the station tried to claim a share of the business, even though he repaid his loan. When Sarius threatened to leave the station, the Ferengi quickly realized Free Dock would collapse without him and relented. Still, Sarius sees at least a dozen offers from Ferengi and other investors each month, but he turns them all down.

These days, Free Dock is a thriving business, where ships of all kinds can find repair and maintenance services, and buyers can find nearly any type of scrap-built ship they can imagine. If it hasn't already been built, Free Dock's engineering crew will build it to the customer's specifications. Sarius doesn't have nearly as much time for engineering work as he used to. The business of administering Free Dock keeps him quite busy most of the time. However, for an additional charge, the legendary engineer will work on a customer's ship personally. Sarius' work is so well known that many customers are willing to pay a premium price for his personal attention, enough to keep his engineering schedule busy into the next century, at least.

Sarius gives the appearance of always being swamped with work, which is true, but he is more than capable of juggling it all. He likes to chat with visitors to the station while he works, and he's known to be quite opinionated about nearly everything. He's never married and has no family except for the crew of Free Dock, which he considered his extended family, and he treats them like a true patriarch. Characters can run into Sarius at Free Dock as customers or as new members of the Free Dock crew. They'll find Sarius a shrewd businessman, a masterful engineer, and a good employer.

Sorek

Attributes

Fitness 3
Strength +1
Coordination 2
Reaction +1
Intellect 3
Logic +1
Presence 2
Empathy -1
Psi 1
Range -1

Skills

Administration (Business) 2 (3)
Artistic Expression (Vulcan Lute) 1 (3)
Athletics (Running) 2 (3)
Bargain (Haggling) 3 (4)
Command (Starship) 2 (3)
Computer (Research) 2 (3)
Culture 2
(Federation) (3)
(Vulcan) (3)
Diplomacy (Commercial Treaties) 2 (3)
Dodge 3
Energy Weapon (Phaser) 2 (3)
Engineering, Propulsion (Warp Drive) 2 (3)
Gaming (3D Chess) 2 (4)
History (Federation) 2 (3)
Intimidation (Cold Stare) 2 (3)
Languages
(Federation Standard) 3
(Vulcan) 3
Merchant (Draconis Outback) 3 (4)
Mind Meld 3
Personal Equipment (Tricorder) 3 (4)
Persuasion (Logical Argument) 2 (4)

Physical Sciences (Physics) 2 (3)
Planetary Sciences (Climatology) 2 (3)
Planetside Survival (Desert) 2 (3)
Search 2
Security (Security Systems) 1 (3)
Shipboard Systems (Flight Control) 3 (4)
Space Sciences (Astrogation) 2 (3)
Starship Tactics (Evasion) 2 (3)
Streetwise (Draconis Outback) 2 (3)
Unarmed Combat (Vulcan Nerve Pinch) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
(Kelvira IX) 3
(Vulcan) 2

Advantages/Disadvantages

Contact (Sergei Vorusk, +2), Resolute (+3), Hides Emotions (-2)

Courage 4

Renown 24

Aggression -3
Discipline 10
Initiative 4
Openness 0
Skill 7

Sorek is captain of the merchant ship *Desert Star*, employed by the Draconis Outback Trading Station and its owner Sergei Vorusk. Sorek was born on a Federation colony world not far outside the Draconis Outback, and his family has a long history of pioneering that took them away from Vulcan some two centuries previously. Although Sorek has visited Vulcan before, he considers himself a "citizen of the galaxy." This is not out of any sense of romance (Sorek has virtually none) but simply because it would be illogical for him to attach any particular significance to Vulcan as anything other than the honored home of his ancestors.

Sorek joined the Federation merchant marine shortly after he reached adulthood, and served with them for eighteen years, traveling across several sectors on board four different ships. He chose to resign his commission when his old friend Sergei Vorusk contacted him about starting a business to trade in the newly opened Draconis Outback, a largely uncharted new region of Federation space. Never one to refuse a challenge, Sorek accepted and became Vorusk's first ship captain, where he has been for the past few years.

While serving as captain of the *Desert Star*, Sorek and his crew have visited a number of new worlds in the Draconis Outback, and negotiated trading agreements with several of

them. Their route takes them to various Federation colonies in the region, as well as to uncharted systems looking for useful resources or signs of life, particularly intelligent life interested in trade. Sorek has earned a reputation for being cool and collected in the most difficult of circumstances, and for getting his ship out of some difficult situations. When Miradorn raiders attempted to take the *Desert Star*, Sorek used the properties of a nearby nebular cloud against them, resulting in the disabling of the Miradorn ship. He has handled other trouble in the Draconis Outback with similar aplomb.

Sorek has been married for the past eight years to T'lore, a Vulcan woman he was pledged to when they were both children. They have one son, Vorok, age 6. Sorek's family lives at the Draconis Trading Station on Kelvira IX, and he sees them whenever he can. Although being separated from his family for long periods is sometimes difficult, both Sorek and T'lore understand the necessity. Sergei Vorusk plays the doting uncle to young Vorok. Sorek and Sergei are good friends, as close as is possible for a Vulcan and a Human. In addition to their dream of making the trading outpost a success, the two men share an enjoyment for three-dimensional chess, and play frequently. They maintain a running game over subspace when Sorek is away from the outpost for long periods of time.

Characters can encounter Captain Sorek and the *Desert Star* nearly anywhere in the Draconis Outback. Sorek may be simply passing through or he might be involved in delicate negotiations with a new colony or even a newly discovered species. Characters can also serve as members of Sorek's crew for a merchant series set primarily within the Draconis Outback. They should find him a fair and decent captain, although somewhat unbending when it comes to "illogical" emotional matters.

T'kel

Attributes

Fitness 3
Strength +1
Coordination 2
Dexterity
Intellect 2
Perception +1
Presence 3
Empathy -1
Psi 0

Skills

Administration (Business) 2 (3)
Artistic Expression (Romulan flute) 1 (2)
Athletics (Jumping) 2 (3)
Bargain (Haggling) 2 (3)
Command (Starship) 2 (3)
Computer (Programming) 2 (3)
Culture (Romulan) 3 (4)

Dodge 3
Energy Weapon (Disruptor) 3 (4)
Engineering, Systems (Cloaking Device) 3 (4)
Espionage (Forgery) 1 (3)
History (Romulan) 1 (3)
Intimidation (Cold Stare) 2 (3)
Languages
(Federation Standard) 3
(Ferengi) 1
(Romulan) 3
(Vulcan) 2
Law (Romulan) 2 (3)
Merchant (Black Market Goods) 3 (5)
Personal Equipment (Communications) 2 (3)
Planetside Survival (Forest) 2 (3)
Primitive Weaponry (Romulan *kailune*) 2 (3)
Search 3
Security (Security Systems) 3 (4)
Shipboard Systems (Flight Control) 3 (4)
Space Sciences (Astrogation) 2 (3)
Starship Tactics (Evasion) 3 (4)
Stealth (Hiding) 2 (3)
Streetwise (Romulan Underworld) 2 (4)
Unarmed Combat (Romulan Martial Arts) 2 (3)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge (Remus) 2 (3)

Advantages/Disadvantages

Alertness (+2), Exile (-2), Shady Background (-2)

Courage 3

Renown 20

Aggression 6

Discipline 4

Initiative 0

Openness -5

Skill 5

T'kel is a Romulan smuggler who operates along the Federation/Romulan and Romulan/Klingon borders. Her ship, the *K'lonos*, is named for a small rodent native to Romulus, known for digging burrows to hide from the raptor birds that hunt it. She considers it a metaphor for her own life, hunted by the forces of the Romulan Empire for crimes she is not responsible for.

T'kel's father was an officer in the Romulan Star Navy with a fine career and a family he loved. Unfortunately, her father's loyalty to the Empire and the Way of D'era led him to express views not in keeping with the mood of the Romulan Senate. He supported the isolation of the Romulan Empire to address concerns at home before more resources and personnel were devoted to campaigns in far-flung sectors that meant nothing to the inhabitants of the core worlds. One day, T'kel's father was arrested by the Tal Shiar, and she never saw him again. Although she was unable to find out what happened to him, she knew the terrible truth, that the Tal Shiar killed him for his defiance of the Empire. Was this how the Empire treated a man who offered it years of loyal service?

T'kel considered joining the Romulan Underground, but she had no interest in reforming the Empire. In fact, she no longer wanted anything to do with it. Instead, she left Remus and became involved with a band of smugglers operating along the Romulan border. It was only a matter of time before she was able to gain control of the band. She worked her way into the confidence of its leader before arranging for his death. Then she took over and no one else was foolish enough to defy her. Since that time, T'kel has made a successful name for herself as a smuggler, developing contacts throughout the border regions. She knows a number of routes in and out of the Neutral Zone, and which ports are the best markets for her goods.

Perhaps her greatest achievement was the acquisition of a Romulan cloaking device, salvaged from a damaged scout ship in the Neutral Zone. With the device installed on board the *K'lonos*, T'kel is able to evade most Federation and Klingon sensors with ease, and she is difficult for even the Romulan authorities to locate. Recently, in addition to crates of Romulan ale and other illegal goods, T'kel has taken to smuggling a few Romulan dissidents out of the Empire. Some of her crew are concerned this may bring the Tal Shiar down on them, but T'kel doesn't care about that. She relishes the opportunity to thumb her nose at the all-powerful Tal Shiar and exact some small measure of vengeance for her father's death.

Merchant characters may deal with T'kel as a source for Romulan goods, while Starfleet characters may be assigned to shut down her smuggling operation. In a Romulan, based campaign, the characters can meet up with T'kel as an agent of the underground, perhaps helping them to flee Romulan space. Tal Shiar characters might be assigned to find the *K'lonos* and infiltrate T'kel's crew or pose a members of the underground in order to lead her into a trap. This can become more complicated if one or more of the characters happened to know T'kel's father.

Ram Taggart

Attributes

Fitness 3

Coordination 3

Reaction +1

Intellect 2

Perception +1

Presence 3
Empathy +1
Willpower -1
Psi 0

Skills

Acrobatics (Zero-G Operations) 2 (3)
Administration (Business) 2 (3)
Athletics (Jumping) 2 (3)
Bargain (Haggling) 3 (4)
Charm (Influence) 3 (4)
Command (Starship) 2 (3)
Computer (Programming) 1 (2)
Culture 2
(Federation) (3)
(Ferengi) (3)
Dodge 4
Energy Weapon (Phaser) 3 (4)
Engineering, Propulsion (Warp Drive) 2 (3)
Fast Talk 3
Gaming (Poker) 3 (5)
History (Federation) 1 (2)
Languages
(Federation Standard) 3
(Ferengi) 2
(Klingon) 1
(Orion) 1
(Romulan) 1
Merchant (Trade Goods) 2 (4)
Personal Equipment (Environmental Suit) 2 (3)
Planetside Survival (Hostile Environments) 2 (3)
Primitive Weaponry (Club) 3 (4)
Search 2
Shipboard Systems (Flight Control) 2 (4)
Space Sciences (Astrogation) 2 (3)
Starship Tactics (Pirates and Raiders) 3 (4)
Stealth (Stealthy Movement) 2 (3)
Streetwise (Locate Contraband) 2 (3)
Unarmed Combat (Judo) 3 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge 4

Advantages/Disadvantages

Bold (+1), Contacts (+1), Wealth (+1), Code of Honor (-2), Shady Background (-1)

Courage 5

Renown 42

Aggression 8

Discipline 0

Initiative 12

Openness 7

Skill 15

Ram Taggart is something of a legend in merchant and free trader circles along the Federation/Ferengi Border, having worked the trade routes into Ferengi space for years since the Ferengi made contact with the Federation. Taggart's ship, the *Latinum Lady*, is well known throughout the sector, as is the merchant captain's penchant for strong drink, fine company, and spinning tales about his exploits on "worlds more numerous than I can count," according to Taggart himself. His stories can last as long as someone is buying the next round of drinks, and sometimes even longer than that.

More often than not, people who have heard a number of Captain Taggart's stories realize that some of the details are not compatible. As near as anyone can tell, Taggart is originally from Earth, the Australian continent, to be precise, although his illustrious ancestors include an Indian princess who knew Khan Noonian Singh, and an Irish sailor who visited to shores of Australia when it was first being colonized. Taggart wanted to travel to the stars ever since he was a boy and enrolled in Starfleet Academy as a young man, but found Starfleet too "stuffy" for his tastes and dropped out after his sophomore year.

He signed on board a merchant freighter as a crewman and traveled the length and breadth of the Federation, encountering dozens of species and different worlds. He talks about the pleasure palaces of Rigel, colonies all along the frontier, border skirmishes with Klingon renegades, and encounters with Cardassians, Terrellians, Breen, and others.

Eventually, Taggart earned enough of a reputation that he wanted to make a go of it on his own as a merchant captain. He saw his opportunity in the first contact between the Federation and the Ferengi, a highly mercantile species. Arranging for the lease of a ship, Taggart was one of the first Federation merchants to make contact with the Ferengi Alliance, and one of the only ones to actually come out ahead in the bargain. Taggart talks about his first dealings with the Ferengi and how he taught some of his first Ferengi associates to play poker, then proceeded to win huge contract concessions from them in the process. He's particularly fond of the story of how he won the *Latinum Lady* in a game with a wealthy Ferengi DaiMon.

For the past fifteen years, Taggart has worked the trade routes between Ferengi and Federation space, with forays into Cardassian space and regions like the Badlands and Bajor Sector. He's even been into the Gamma Quadrant from time to time, traveling through the Bajoran wormhole. Along the way he's had to deal with Cardassians,

Klingons, and Jem'Hadar, and he's keep his business going all through the conflicts surrounding Bajor Sector, including the Dominion War.

These days, business has settled down somewhat for Ram Taggart, but he has more than enough stories to earn him drinks in nearly any port in the Alpha Quadrant. His success has paid off in making him reasonably wealthy, and he's looking into expanding his business ventures, possibly with backing from some Ferengi associates of his. If the crew has a decent ship, or they're good merchants in search of one, then Ram Taggart might be just the man they're looking for. If the characters are competing merchants, they'll find the wily Captain Taggart difficult competition indeed, but more than willing to share a drink and a story with them when the business is done. Starfleet or other characters looking for someone with connections inside the Ferengi Alliance may come looking for Taggart, and rumor has it he knows more than a few covert ways in and out of the Cardassian Union, something spy and rogue characters might find interesting.

Chapter Two: Security Organizations

The duties of Starfleet are both numerous and challenging. In addition to exploration, first contact, diplomacy, and scientific research, Starfleet is responsible for the security and protection of the United Federation of Planets. Starfleet has established specialized branches of the service to handle the organization's wide range of duties. This includes a number of specialized services involved in security to one degree or another.

This chapter details the major branches of Starfleet concerned with security, along with the Federation's civilian security agency, the Federation Intelligence Service. It also provides information on creating security characters, including new traits, skills, overlays, and background packages.

Starfleet Rangers

One of the most romantic branches of Starfleet is the Starfleet Rangers, a fairly recent innovation in the service. The Rangers emphasize planetary survival skills and the ability to work alone for long periods of time, allowing Rangers-operating both singly and in small groups-to explore, patrol, and protect the borders of Federation space.

History

Starfleet ranger training began as a series of courses at the Academy intended to teach planetary survival skills necessary for officers visiting undiscovered and unexplored worlds on the fringes of known space. While comprehensive, the survival courses were fairly basic, with some more advanced programs available.

The Rangers began to develop as a true branch of service during the Federation's first war with the Cardassian Union. The Cardassian War pointed to some weaknesses in Federation defense strategy; many young Starfleet officers operating on worlds like Setlik III and

Davros II were unprepared for the requirements of guerilla-style warfare and survival under the harsh conditions they encountered.

The remote locations of many Federation colonies along the Cardassian border made things even more difficult, spreading Starfleet resources thin. Although a single starship was more than capable of protecting a colony, Starfleet could not spare a ship for every single colony. In many ways, in fact, a *Nebula*- or *Ambassador*-class ship with a crew of hundreds was overkill in responding to the kind of skirmish warfare the Cardassians were engaged in. A smaller, more precise, response was required.

Toward that end, Starfleet began the Ranger program, proposed by Captain Robert Crichton. The program trained Starfleet officers in planetary survival, scouting, small-unit tactics, and defensive strategies to protect small and often isolated colonies on border worlds. Officers who underwent the Ranger training program were better equipped to operate along the border worlds and to work in small groups or alone for extended periods of time, without the support of a large starship.

The program proved a success. The Rangers were able to better coordinate colony defenses against Cardassian raids, providing a quicker response time and putting a stop to incidents like the Setlik III massacre, which resulted largely from Starfleet's inability to be everywhere at once. The Rangers were everywhere, or at least that was how it must have seemed to the Cardassians, who now discovered a small and capable Starfleet presence on every colony world, ready and waiting for them. Rather than conducting sneak-attacks against helpless outposts, the Cardassians encountered prepared and armed resistance to their attacks, which allowed colonies to hold out long enough for help to arrive.

Many Rangers earned medals of commendation for their actions during the Cardassian War, and Starfleet Command decided to maintain the Ranger program after the signing of the Cardassian peace treaty, finding other trouble spots along the Federation frontier where their skills could be equally useful. The Rangers proved themselves in newly discovered areas like the Draconis Outback and the Kellinan Reach. They also protected Federation colonies in hot-spots like the Neutral Zone border, the border of the Klingon Empire, and in the newly established Cardassian Demilitarized Zone.

The sole black mark on the Rangers' spotless record came when a number of Starfleet Rangers assigned to the DMZ chose to leave Starfleet and join the Maquis, a group of renegades opposed to Cardassian control of planets in and along the DMZ. To this day, the Rangers consider the Maquis defection an embarrassment, and they have a strong dislike for both the Maquis and the Cardassian military.

The Rangers proved invaluable to the Federation during the Dominion War, since they were able to adapt well to the harsh conditions and manpower shortages caused by the war. While Starfleet vessels maneuvered in strategic battles against Cardassian and Dominion forces, Rangers operated behind enemy lines, scouting out Dominion strongholds and troop positions, sabotaging operations, and fermenting rebellion on Dominion-controlled worlds. Starfleet awarded medals of valor to many Rangers for their

actions during the war, including a small team of Rangers largely credited with overthrowing the Dominion occupation of Betazed in the final days of the war.

Organization

Today, the Starfleet Rangers have the status of a special branch of Starfleet Security. Starfleet officers from any department can serve in the Rangers under the aegis of the Security Branch. Some remain with the Rangers for many years, while others serve only a single tour of duty before accepting assignment elsewhere, usually a posting to a starship or starbase. Since the formation of the Rangers, Starfleet has seen an increasing number of career Ranger officers, who have devoted their entire career to the organization. These officers are valued for their experience and their ability to teach their skills to a new generation of Rangers.

The Rangers remain under the command of Admiral Robert Crichton, the man who developed the program. Admiral Crichton is quite proud of "his" Rangers and does his best to ensure they receive the respect they are due, while at the same time pushing for expansion of the Ranger program and the use of Rangers in a wider range of tasks throughout the Federation. Currently, Admiral Crichton is stressing the Rangers' peaceful uses as aids to colonization.

Operations

The Starfleet Rangers specialize in "small-scale" operations, the sort of things where a large starship would either be overkill or simply impractical. Their duties break down into several broad categories: exploration, colonization, relief, and security.

Exploration duties include scouting and exploring newly discovered planets (in preparation for a full-scale planetary survey), investigating unusual planetary phenomena, and assisting Federation scientists in establishing research stations, particularly "duck blinds" for anthropological study of other species.

Colonization duties include assisting in the transportation of colonists and the establishment of new colonies, including site planning and development, establishing vital colony systems, mapping and survey expeditions, and similar operations.

Relief efforts involve Rangers rendering aid and assistance to Federation and allied worlds threatened or struck by natural disasters. Rangers plan and coordinate evacuations, deliver vital supplies and equipment, offer medical assistance, and help in rescue and rebuilding efforts following a disaster.

Finally, the Rangers act to protect the security of the Federation, particularly its borders and colonies. This includes investigating and assessing potential threats to the security of the Federation and its colonies, and conducting precision operations against Federation adversaries in time of war. It also includes peacekeeping operations during times of civil

unrest, and assisting in smooth the transition between governments, such as following the Cardassian withdrawal from Bajor.

Overlay

Starfleet Ranger

A Starfleet Ranger's skills are aimed at self-sufficiency and the ability to operate in a variety of environments, and under a variety of conditions.

Athletics (Choose Specialization) 1 (2)
Computer (Choose Specialization) 1 (2)
Diplomacy (First Contact) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
Engineering, Systems (Choose Specialization) 1 (2)
First Aid (Choose Specialization) 1 (2)
Language
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Choose Specialization) 1 (2)
Planetary Tactics (Guerilla Warfare) 1 (2)
Planetside Survival (Choose Two Specializations) 2 (3) and (3)
Science, Any (Choose Specialization) 1 (2)
Stealth (choose Specialization) 1 (2)
Unarmed Combat (Choose Specialization) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)

Rapid Response Teams

Starfleet and the Federation prefer to resolve conflicts peacefully whenever possible. However, they also recognize there are times when a peaceful solution is not possible. Those are the times when Starfleet calls upon its Rapid Response Teams.

History

Throughout its history, Starfleet has been an organization devoted to exploration and expanding the frontiers of knowledge. Its military functions are primarily defensive. However, events in recent years have highlighted the need for personnel trained in small-unit tactics for ground and station operations. Cardassian raids on Federation colonies, along with the Borg invasion of 2367, showed that a few well-placed and highly trained personnel could make the difference between a successful defense and a terrible defeat. In response to these needs, Starfleet initiated the Rapid Response Team program. Security personnel were formed into small, highly mobile teams, and trained in traditional military tactics.

The program proved a complete success. On the occasions when Starfleet has been forced to use the Rapid Response Teams-such as the attempt by Bolian separatists to capture and hold Starbase 214 for ransom in 2369, or the riots on the Korba IV penal colony-the use of the teams resulted in a quick resolution of the situation with minimal loss of life.

During the Dominion War, the Response Team program was expanded as the Federation's need for trained and capable soldiers became extreme. A large number of Response Team members died fighting Jem'Hadar troops while holding or retaking vital Federation outposts, and the RRT personnel were honored with Starfleet commendations for valor and bravery.

Following the end of the Dominion War, Starfleet took steps to maintain the remaining Rapid Response Teams at pre-war levels, despite demands from more militant factions of Starfleet Command to continue expanding the program. The Federation, and Starfleet, wishes to return to the business of peace as soon as possible, but the Rapid Response Teams always stand ready for the call to action to protect the values the Federation holds most dear, with their lives, if necessary.

Organization

The Rapid Response Team is based around a squad-level of organization, a small 5 or 6 person ground consisting of a commanding officer of Lieutenant rank or higher, a medic, and 3 or 4 security/operations officers. The members of the squad train together on a regular basis to hone their skills and function efficiently as a team.

The Superintendent of the Rapid Response Teams answers directly to the Chief of Starfleet Security, making the teams a special branch of the Office of Starfleet Security. Teams are mobilized in times of need. Otherwise, they are assigned to starships and starbases as ordinary security officers, with some additional training requirements, available for duty when Starfleet calls.

Operations

Rapid Response Team operations include assaulting, capturing, and maintaining tactical positions in times of crisis or war. Starfleet has worked to expand the functions of the Response Teams to include more peacetime functions, particularly counter-terrorist actions, strikes against pirates and raiders, aid and assistance to planetary authorities in times of crisis, search-and-rescue operations, and liberation of illegally held territory. The aim is to use the RRTs in a "surgical" manner-cutting with precision to remove unhealthy elements while leaving the rest of the body intact and healthy.

Overlays

Response Team Operations

The Response Team Operations officer is focused on vital military and security skills for the purpose of defense. They are trained in the use of a wide variety of weapons, vehicles, and military tactics, along with technological skills useful in the field, somewhat at the expense of Starfleet's broader education in diplomacy and the humanities.

Athletics (Choose Specialization) 1 (2)

Computer (Choose Specialization) 1 (2)

Demolitions (Choose Specialization) 2 (3) **OR** Heavy Weapon (Phaser and Phaser Rifle) 2 (3) and (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

Engineering Systems (Weapons) 1 (2)

Language

Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (Choose Two Specializations) 2 (3) and (3)

Planetside Survival (Choose Two Specializations) 1 (2) and (2)

Primitive Weaponry (Knife) 1 (2)

Unarmed Combat (Choose Specialization) 2 (3)

Vehicle Operations (Choose Two Specializations) 1 (2) and (2)

Zero-G Training +2

Response Team Command

The unit commander is responsible for the team in the field and accomplishing the unit's tactical goals. A good team commander requires quick judgment, the ability to lead, and a knowledge of the unit's abilities (and limitations).

Athletics (Choose Specialization) 1 (2)

Command (Combat Leadership) 2 (3)

Computer (Choose Specialization) 1 (2)

Dodge 1

Energy Weapon (Phaser Rifle) 2 (3)

Language

Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (Choose Specialization) 1 (2)

Planetary Tactics (Small Unit) 2 (3)

Planetside Survival (Choose Specialization) 1 (2)

Strategic Operations (Choose Specialization) 2 (3)

Vehicle Operations (Shuttlecraft) 1 (2)

Zero-G Training +2

Promotion-Lieutenant +3

Response Team Medic

Response Team medics are trained for field triage and emergency surgery. They have to work under difficult conditions, usually without the aid of a sickbay or infirmary. They specialize in running through fire to reach the side of wounded comrades, and they know how to defend themselves, when need be.

Athletics (Choose Specialization) 1 (2)
Computer (Choose Specialization) 1 (2)
Dodge 1
Energy Weapons (Phaser and Phaser Rifle) 2 (3) and (3)
Engineering, Systems (Medical Equipment) 1 (2)
First Aid (Combat Trauma and one other Specialization) 2 (3) and (3)
Language
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Medical Sciences (Surgery and one other Specialization) 2 (3) and (3)
Personal Equipment (Medical Tricorder) 2 (3)
Planetside Survival (Choose Two Specializations) 1 (2) and (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Zero-G Training +2

Response Team Pilot

RR Teams need to get in and out of some difficult spots. This requires the skills of a highly trained pilot, able to fly under combat conditions to delivery a team while evading enemy sensors, then get them out again when the job's done.

Athletics (Choose Specialization) 1 (2)
Computer (Choose Specialization) 1 (2)
Dodge 1
Energy Weapons (Phaser and Phaser Rifle) 2 (3) and (3)
Engineering, Propulsion (Impulse and Warp Drive) 1 (2) and (2)
Language
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Communicator and one other Specialization) 1 (2) and (2)
Planetside Survival (Choose Two Specializations) 1 (2) and (2)
Starship Systems (Flight Control and Transporter Systems) 2 (3) and (3)
Vehicle Operations (Shuttlecraft and one other Specialization) 2 (3) and (3)
Zero-G Training +2

Strategic Engineering Corps

"We build for peace," is the motto of the Starfleet Strategic Engineering Corps or SE Corps. The Strategic Engineering Corps provides the material support for security branches like the Rangers and Rapid Response Teams in the field, designing and building shelters, landing facilities, hospitals, and even permanent bases in the most difficult conditions.

History

The Strategic Engineering Corps was set up as a branch of the Starfleet Corps of Engineers in the early-23rd century as a response to the needs of Starfleet bases and ships involved in early conflicts with the Klingon Empire. The SE Corps allowed Starfleet to quickly establish bases along the Klingon border to watch for any signs of aggression, and to fortify colonies near Klingon sectors against the possibility of raids. Further events like the Axanar Rebellion and brushes with the Romulans and the Gorn proved the usefulness of the SE Corps, which allowed Starfleet to rapidly replace lost facilities and put stop-gap measures into place while those facilities were being rebuilt.

The experience and training of the Strategic Engineering Corps continued to serve the Federation through a number of other conflicts, including war with the Cardassian Union, skirmishes with the Tholians, and the loss of several Neutral Zone bases (along with numerous starships) to the Borg. The Corps enabled Starfleet to bounce back from these losses quickly, ready to handle the next challenge that came its way. In times of relative peace, the SE Corps still has plenty of work to do, building pressure domes for research and terraforming stations, hollowing out asteroids to build observation and communications relays, and handling construction work in the most difficult, dangerous, and out-of-the-way places inside and outside Federation space.

During the Dominion War, the SE Corps proved invaluable in establishing new strategic outposts and reinforcing existing facilities to prepare them in the event of a Dominion attack. They've also been heavily involved in rescue operations and the reconstruction of facilities damaged during the conflict.

Organization

The Strategic Engineering Corps is a branch of the Starfleet Corps of Engineers. Engineers with the right skills and the ability to work in difficult conditions can apply for training with the SE Corps. The Corps works as a regular part of the Corps of Engineers during peacetime. When the need arises, members of the SE Corps are formed into teams and sent into dangerous areas.

The SE Corps is under the command of the Chief of Strategic Engineering, Admiral Hoj Gorren, a Tellarite known for his coolness under fire and his gruff manner the rest of the time.

Operations

The primary duty of the Strategic Engineering Corps is the construction and repair of vital facilities in hazardous areas or during times of crisis. This includes everything from building a strategic outpost on the front of a war zone to aiding in disaster relief and prevention. SE Corps engineers assist in building shelters to protect populations from impending disasters, from meteor strikes to radiation storms, earthquakes, and tsunamis. They build command centers, hospitals and triage areas and temporary quarters for

Starfleet personnel operating in the field. They assist in salvage and repair operations of damaged and derelict vessels and stations, particularly in hostile areas. They also rescue victims of disasters where matters like structural damage and systems failures are concerned. In peacetime, the SEC handles some of the Corps' most dangerous assignments, working on "hell planets" with crushing gravity, tremendous heat or cold, corrosive atmospheres, and so forth.

One of the key technologies used by the SE Corps is replicators, which manufacture everything from spare parts to entire structures. Still, the Corps often has to work without the benefit of things like industrial replication units, and their training includes the ability to make use of whatever local materials are available to get the job done.

Overlays

SEC Engineer

The SEC Engineer is trained, not only in engineering, but also in handling difficult conditions and defending herself and others while in the pursuit of her duties.

Athletics (Choose Specialization) 1 (2)
Computer (Choose Specialization) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
Engineering, Material (Civil) 2 (3)
Engineering, Systems (choose two Specializations) 1 (2) and (2)
Language
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose two Specializations) 1 (2) and (2)
Physical Science (choose Specialization) 2 (3)
Planetside Survival (Choose Specialization) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

The Trachka

One of the most unique branches of Starfleet service is the Trachka. Descended from an Andorian military unit with a long and glorious history, the Trachka are now some of the fiercest protectors of the Federation way of life.

History

The true origins of the Trachka are shrouded in the mists of the history of Andoria's darkest time, the Time of Lament, and the history of the woman who brought that dark age to an end, Lor'Vela. The destruction of all records about this time makes it difficult to say exactly when or how the organization was founded. According to legend, the Trachka began as a loose alliance of warriors from several different Andorian *keth* (clans) led by Lor'Vela, after

she defeated her mother Geshev in a duel. When Lor'Vela's leadership helped bring together the warring *keth* of Andoria, she dissolved her own clan to begin the healing process. The warriors of the Trachka pledged themselves to uphold Lor'Vela's dream. "We serve no one *keth*," they said. "We serve *Andor* (the world)."

In the centuries since then, the Trachka have been loyal to their oath, renewed by every new warrior who joins their ranks. They were instrumental in defending the new Andorian Council from challenges, and in putting down minor wars and rebellions. They fought and shed their blood to protect the ideal of a united and peaceful Andoria for all *keth*, all people.

For many years during Andoria's space age, the Trachka held only a ceremonial role in the world they'd helped to make. The peace Andoria enjoyed made the old martial order seem outdated, no longer necessary. But the Andorians value their past, and honored the Trachka, which still found recruits seeking to learn their ways, to take up the oath to defend Andoria and its way of life. And the Trachka were still called upon to fulfill their oath, from time to time, fighting against Rigelian pirates and dangerous renegades.

Contact with the people of Earth, and Andoria's historic decision to join in the founding of the United Federation of Planets, revitalized the Trachka. Trachka Commander Jervis Soo'lien attended the Babel Conference as part of the Andorian delegation, to offer a new oath pledging his order to the service of the greater whole once again. Before the gathered representatives, Soo'lien offered a new oath. "We serve no one world," he said. "We serve the Federation."

Organization

The Federation Council accepted the Trachka's generous offer, and the order-along with other volunteers from the member worlds-became a part of the new Federation Starfleet. The Trachka eventually became a part of Starfleet's Security Branch, the department best suited to their skills in the arts of war and defense. The Trachka remain an elite unit of Starfleet Security. Membership is not limited to Andorians; members of a number of different species have been invited to join over the years.

Membership in the Trachka is considered a great honor, and one of Starfleet's highest commendations-the Star of Andoria-is taken from a Trachka medal of valor. Perhaps only one out of every thousand applicants is chosen to undertake the Trachka's training regime, and only one out of every twenty of these actually completes the rigorous course required to become a Trachka. Trachka education consists of an appreciation for Andorian culture, tradition, and history as well as combat skills. It includes training with the Andorian *iruk*, the traditional weapon of the Trachka.

The Trachka is headed by a Commandant, who reports to the head of Starfleet Security. Officers in the Trachka may be assigned to special security units, or to regular security postings throughout Starfleet. Officers are permitted to wear a special pin on their uniform indicating their membership in the Trachka.

Operations

The Trachka are some of the finest soldiers and warriors in the Federation, recognized throughout the galaxy for their prowess and abilities. They serve to defend Federation worlds and citizens from any and all attacks, and even Klingon warriors admit the Trachka are formidable adversaries in battle.

In practice, the Trachka unit operates much like a Rapid Response Team in dealing with threats to Federation security. They are elite troops and special forces, assigned by Starfleet Command to the most dangerous and difficult missions in times of war, used to protect Federation interests in times of peace. The Trachka serve as ceremonial guards in diplomatic circumstances, including at meetings of the Federation Council. They escort important diplomatic and political figures, aid in the defense of vital Federation outposts, and provide aid and assistance to worlds in need, particularly planets threatened by outside forces (provided that such assistance does not violate the Prime Directive).

Overlays

Trachka Trooper

The Trachka Trooper is trained in warfare and defense as art forms, along with an appreciation of Andorian culture, history, and values. Trachka also have a number of Advantages, from careful selection of applicants and grueling training.

Athletics 2 (3)
Culture (Andorian) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
History (Andorian) 1 (2)
Language (Andorian) 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (Small-Unit) 2 (3)
Primitive Weapon (Iruk) 2 (3)
Unarmed Combat (Andorian Martial Art) 2 (3)

Advantages: Alertness (+2), High Pain Threshold (+2), Quick-draw (+2)

Disadvantages: Code of Honor (Starfleet, -4)

Trachka Pilot

The Trachka pilot serves to get his comrades into and out of combat situations. Pilots must brave enemy weapons fire and other obstacles to reach their destination. They require a skilled hand and iron determination.

Athletics 1 (2)
Computer (choose Specialization) 1 (2)
Culture (Andorian) 1
Dodge 1
Energy Weapon (Phaser) 2 (3)
History (Andorian) 1 (2)
Language (Andorian) 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (Small-Unit) 1 (2)
Planetside Survival (Arctic) 1 (2)
Primitive Weapon (Chaka) 2 (3)
Unarmed Combat (Andorian Martial Art) 2 (3)
Vehicle Operations (Shuttlecraft and one other Specialization) 2 (3) and (3)

Iruk

When they broke with the *keth* structure, the Trachka also abandoned the use of the *chaka*, the traditional Andoria weapon. Instead they adopted the *iruk*, a weapon seen as less practical (and less deadly), but requiring greater skill to master. The *iruk* is a metal staff that can vary in length from two meters to 30 centimeters. Trachka learn to use the *iruk* at various lengths as a staff and a baton. They view their weapon's non-lethal nature as a sign of their devotion to peace while being willing to fight when necessary.

Size: from 2 meters to 35 centimeters long

Mass: 6 kg

Accuracy: 9

Block: +3

Damage: 3 +2D6

The Federation Intelligence Service

For exploration and defense, the Federation relies on Starfleet. For pure research, it calls upon the Science Council. For upholding and enforcing the law within its borders, the Federation turns to the Federation Intelligence Service, or FIS for short.

History

The Federation Intelligence Service was founded shortly after the formation of the Federation itself in the latter half of the 22nd century. Their charter, to uphold and defend the Constitution of the United Federation of Planets, and investigate any potential threats to the laws or the security of the Federation.

The FIS quickly found themselves with a great deal to do, as the Federation began to draw the attention of the surrounding civilizations, and it went through its early years of settling into a new government and way of doing things. The FIS handled a number of early

"growing pains" within the Federation, including a radical splinter group on Andoria that sought to "liberate" their world from the Federation alliance and return to the old ways of their warrior culture. There were also matters involving smugglers, pirates, and other criminals seeking to prey on Federation shipping, along with the invention of new forms of crime as new technologies and ways of thinking became available. FIS agents tracked down and brought these criminals to justice according to Federation law, making it clear that the Federation's open society was not an invitation to criminals.

Over time, the relationships between the FIS and local law-enforcement agencies was more clearly defined, and the Intelligence Service expanded its operations to accommodate the needs of new Federation colony worlds, and a steady roster of new member worlds. It also became responsible for counterintelligence operations within the Federation, dealing with spies and saboteurs from different civilizations seeking to weaken the Federation alliance, from surgically altered Klingons to Romulan Tal Shiar agents to shapeshifting Dominion spies.

Organization

The FIS is organized in a hierarchical structure, with offices operating on most Federation member worlds. These offices answer to a sector office, which answers to a regional office, which in turn answers to the central office of the FIS on Earth. The Intelligence Service reports directly to the President and the Federation Council. It is a civilian organization, not a part of Starfleet.

FIS agents work out of a local office, but have considerable latitude regarding travel when necessary in pursuit of their duties. The FIS maintains its own fleet of *Runabout*-class ships for short-range operations. For longer trips, they have the authority to arrange passage on board Starfleet vessels, and can even commandeer them, if the situation is urgent enough.

The FIS recruits its agents directly, choosing from a vast pool of resources in the Federation's civilian police, security, and administrative organizations. Personnel from planetary security forces are common recruits, as are former or retired Starfleet officers. New personnel are trained at the Service's own Academy, in a classified location in Federation space.

Federation Intelligence Service Ranks

Cost	Rank
0	Support Staff
1	Junior Agent
2	Field Agent
3	Special Agent
4	Branch Director
5	Section Director

6	Regional Director
7	Director of the FIS

Operations

The primary duty of the FIS is enforcing Federation law within Federation space, particularly as it pertains to interplanetary activities. The FIS investigates reports of suspicious activities within the Federation, usually forwarded to them by local authorities, but also provided by private citizens and the Service's own agents. If field agents find evidence of a crime, they are empowered to investigate and apprehend the parties involved, so long as the crime involves more than one planet, takes place outside a planetary jurisdiction within Federation space, or planetary authorities request the involvement of the FIS.

The FIS distributes the useful information it uncovers to the appropriate organizations within the Federation. Among other things, this allows the Service to act as a clearinghouse of information for various security and police forces on Federation member worlds. The authorities on Tellar can report the flight of a known criminal to Bolarus IX so security personnel on Bolarus can be prepared to arrest him when he arrives. FIS agents can and do pursue criminals throughout Federation space, although they are not empowered to operate outside the Federation.

The Service also acts to protect the Federation from any internal threats it discovers, unless the threat falls under the jurisdiction of another agency. For example, Starfleet generally handles any military threats to Federation security. Problems the FIS deals with include suspected terrorist or dissident organizations, foreign spies and saboteurs, theft of Federation property or information, threats to Federation citizens and personnel, and so forth.

Overlays

FIS Agent

The typical FIS Agent is trained in a variety of skills involving data-collection and analysis, as well as defensive skills and the ability to go wherever a case may lead, even into the darker corners of space.

Computer (Data Alteration) 1 (2)
 Disguise (choose Specialization) 1 (2)
 Energy Weapon (Phaser) 1 (2)
 Espionage (choose Specialization) 2 (3)
 Fast Talk 1
 Language (Federation Standard) 1
 Law (Federation Law) 1 (2)
 Personal Equipment (choose Specialization) 1 (2)
 Search 1

Security (Security Systems) 2 (3)
Stealth (choose Specialization) 1 (2)
Streetwise (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 2 (3)

FIS Undercover Agent

The FIS Undercover Agent is a specialist in covert operations, particularly infiltrating criminal and subversive organizations in order to gather information and expose them. They work alone or in small groups, under constant threat of exposure and death.

Computer (Data Alteration) 1 (2)
Culture (choose Specialization) 1 (2)
Disguise (choose Specialization) 1 (2)
Energy Weapon (Phaser) 1 (2)
Espionage (choose Specialization) 2 (3)
Fast Talk 1
Language
(Federation Standard) 1
(Any other) 1
Law (Federation Law) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Search 1
Security (Security Systems) 1 (2)
Stealth (choose Specialization) 1 (2)
Streetwise (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 1 (2)

FIS Counter-terrorist Agent

Counter-terrorist agents are trained to deal with direct threats to life and property from criminals, particularly terrorist situations like hostage taking, bomb threats, and sabotage. From ferreting out hidden bombs to commando raids to rescue hostages, counter-terrorist agents handle it all.

Demolitions (Bomb Disposal) 2 (3)
Energy Weapon (Phaser) 1 (2)
Engineering, Systems (Power Systems) 1 (2)
Espionage (choose Specialization) 1 (2)
Fast Talk 1
Language (Federation Standard) 1
Law (Federation Law) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (Small-Unit) 1 (2)
Search 1
Security (Security Systems) 2 (3)

Stealth (choose Specialization) 1 (2)
Streetwise (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 2 (3)

The Bolian Solidarity Bureau

The Bolians value the racial and planetary solidarity that allowed them to overcome dangerous national conflicts on their homeworld and win membership in the Federation. At least, *most* Bolians do. It's those who don't value Bolarus IX's solidarity that are the concern of the Bolian Solidarity Bureau.

History

The Bolian Solidarity Bureau was established shortly after Bolarus IX's conditional acceptance into the United Federation of Planets (for details, see **Planets of the Federation, Vol. 1**). The World Council of Bolarus IX created the Bureau to help ensure their world's fragile unity was not threatened, so Bolarus could earn its place as a full member of the Federation. The Bureau assisted diplomatic efforts to keep the wary nations of their homeworld cooperating. More importantly, the BSB worked to track down and deal with dissident elements that threatened the planet's peace, including organizations that wanted to block Bolarus IX's entrance into the Federation.

Now, with the Bolians as full members of the Federation, the Bureau's duties have expanded. The BSB functions as the law-enforcement arm of the World Council, handling crimes on Bolarus IX, although their jurisdiction is still somewhat in dispute as compared to the local, national, police forces. The Bureau is also continuing to deal with potential threats to Bolian unity, such as the Secessionist movement. Like the Bolians, the Bureau prefers to handle matters quietly, behind the scenes, so they tend to keep a fairly low profile.

Organization

The Bolian Solidarity Bureau is run by a council of three administrators, called the Triumvirate, one chosen from each of the three major nation-states on Bolarus IX. The three work surprisingly well together, and the organization's day-to-day operations are quite smooth despite (or perhaps because of) the distribution of centralized authority. Below the Triumvirate are Regional Administrators for each of the major areas of the planet, followed by Local Overseers, who direct Bureau agents in the field. Lastly there are the field agents themselves, who perform investigations, apprehend criminals, and spend a great deal of time filling out datawork for the Bureau's massive Central Archives.

The Bureau chooses its agents carefully and personal politics, unfortunately, do become an issue, since Bureau agents are expected to uphold the ideals of Bolian unity and those of the Federation. There is no lack of qualified candidates, however.

Although the Bureau cooperates however it can with Federation authorities, including Starfleet and the Federation Intelligence Service, they prefer to handle internal matters with as little outside interference as possible. This is not because any xenophobia or prejudice on the part of the Bolians, more a matter of planetary and racial pride. The Bolians don't want to be seen as "less civilized" than other Federation member races, so they prefer to handle their domestic problems quietly without outsiders taking any notice.

Operations

Agents of the Bolian Solidarity Bureau are empowered to investigate any crimes that take place within the Bolarus system that cross the lines of local jurisdictions or in any way "threaten the unity and peace of Bolarus IX or the Bolian people." The Bureau generally interprets these guidelines in as broad a manner as possible, allowing the local authorities to handle minor crimes while the Bureau deals with international affairs, particularly politically-charged crimes like terrorism and sedition. They also handle smuggling and black market activities, along with any crime that involves non-Bolians (especially crimes with the potential to cause a diplomatic incident).

BSB agents receive information about a crime from local authorities or informants and begin an investigation, or are ordered to do so by their superiors, based on information gathered by field agents. Although they have the right to assistance from the local authorities, BSB agents often encounter some territorial feelings on the part of local Bolian authorities, and have to smooth over relations while handling their investigations.

Once they have gathered sufficient evidence, agents can attempt to make an arrest and bring the perpetrators to justice. The Bureau is justifiably proud of its exemplary record, having handled problems with interstellar smugglers and similar criminals. Minority detractors of the Bureau claim that most of the interstellar criminals the Bureau has dealt with wouldn't have come to Bolarus IX if it weren't for the planet's involvement in the Federation. The Bureau (and the Bolian government) denies such allegations as foolish.

The greatest challenge facing the BSB is the Bolian Separatist Movement. The separatists threaten the very unity the Bureau is pledged to protect, while they see the BSB and its agents as icons of the "new order" they want to overturn. Thus, many separatist attacks have been aimed at the BSB and its personnel, making the matter an intensely personal one for many agents.

The Bureau's failure to solve the separatist problem quickly enough has resulted in the World Council petitioning the Federation and Starfleet for assistance in dealing with the problem. This has resulted in some mixed feelings among BSB agents assigned to work with Federation personnel. On the one hand, they are grateful for the assistance but, on the other hand, the Bolians prefer to handle these matters on their own, and feel somewhat embarrassed in front of their Federation colleagues.

Overlay

BSB Agent

The typical BSB Agent is trained in investigation and data-analysis, along with defensive skills and a strong dose of diplomacy.

Administration (Logistics) 1 (2)
Computer (Research) 1 (2)
Diplomacy (Bolian Affairs) 1 (2)
Energy Weapon (Phaser) 1 (2)
Espionage (Counterintelligence) 2 (3)
Fast Talk 1
Language (Bolian) 1
Law 1
(Bolian) (2)
(Federation) (2)
Personal Equipment (choose Specialization) 1 (2)
Search 1
Security (Law Enforcement) 2 (3)
Unarmed Combat (choose Specialization) 2 (3)

Character Creation

This section presents information on creating Starfleet Security characters, supplementing the material from the *Star Trek: the Next Generation* core rulebook. The information in this section is also usable with the *Star Trek: Deep Space Nine* setting and the *Star Trek Roleplaying Game*, although some modification may be necessary.

In general, all the branches described in this chapter exist in all three *Star Trek* eras. The Starfleet Rangers were established during the *Next Generation* era, and did not exist before it, the same with the Rapid Response Teams.

Character Concept

The first step is to develop a character concept, an overall idea of the type of character you want to play. This should include the character's species and general profession. Look over the security branches described in this chapter and see if any appeal to you. Or perhaps you'd prefer a security officer who is more of a generalist, in which case the Security overlay from the *Star Trek: the Next Generation* core rulebook may suit your needs.

Whatever your choice may be, think about the kind of person you want your character to be. Does she worship the ideals of Starfleet like Lieutenant Yar? Or is he gruff and duty-driven like Worf? Get an idea of your character's personality in mind to help guide you as you choose background and development options.

Then look at the different Development Packages available at each stage of character development and pick the ones most suited to your concept. If none of the available

packages fit your idea, consult with your Narrator about making up something suitable, spending the Development Points from that stage as necessary to get what you want for your character. Looking through the Background Packages might also suggest different ideas if you're stuck for a character concept. What about a security officer who suffered from a violent crime as a child, or an officer with a strong religious/ideological background?

Guidelines

Security officers are found everywhere in Starfleet: on board starships and starbases, stationed at planetary facilities and spacedocks, and at important Federation locales like home worlds, Starfleet Headquarters, and Starfleet Academy. It's a fairly easy matter to incorporate any of the security officer types found in this book into an ongoing *Star Trek* series, whether or not it focuses on security operations.

Security Branch Characters

Players may wish to play characters from any of the various security branches discussed in this book. They should choose the appropriate overlay from that branch to develop their character, and may wish to choose from the additional Background Packages presented on pages XX-XX.

Although it is possible to base an entire series around a single branch of Starfleet Security, it is more likely security characters will be part of a larger *Star Trek* series involving non-security characters. Fortunately, this is not a problem. Starfleet prefers generalists among its personnel rather than specialists. Even the fairly specialized security types like Rapid Response Team or Trachka personnel can be found performing other duties in Starfleet. Characters can take these roles as part of their duties without having them dominate the entire series.

For example, Worf's Klingon heritage played an important role in many *Next Generation* episodes. However, Worf was also a Starfleet security officer, and his role on board the *Enterprise* did not always revolve around his Klingon heritage or the responsibility he felt to his people and the Empire. Likewise, a Trachka officer can serve on a starship, wear the badge of his rank in the organization, and become involved in plots connected to the Trachka, their history, and their duty to the Federation, without dominating the entire series.

Security Branch Backgrounds

Characters can also incorporate the different security branches discussed in this book as part of their background history without making it a current concern. For example, a character might have served a tour with the Starfleet Rangers or a Rapid Response Team, the ship's engineer might have done a stint with the Strategic Engineering Corps, or the ship's medical officer might have been a medic with the Trachka in his younger days. The

characters are no longer members of those organizations, but they took the appropriate packages from Academy Life or their Tours of Duty to reflect their training.

The Narrator can bring the different branches into play when old friends and crewmates from those days show back up in the character's life. For example, the former Ranger might get a cryptic message from an old crewmate who's still in the Rangers, asking him to meet her to talk about something she discovered on an uncharted planet, something that concerns the safety of the whole Federation!

Expanded Early Life History

The character receives 5 Development Points to spend during Early Life.

Rogue Upbringing: Fast Talk 1, Streetwise (choose Specialization) 1 (2), Dark Secret (upbringing -1).

The character was raised in a criminal environment; either a lawless world (or part of a world) or by criminal parents or guardians such as thieves, pirates, or other rogues. When and why the character chose to leave this environment, and why the character chose to enter Starfleet are interesting questions for the player to answer.

Security Upbringing: Law (choose Specialization) 1 (2), Security (Law Enforcement) 1 (2), Intolerant (criminals, -1)

The character was raised around security personnel and picked up the basics of security and law enforcement. This may have been on board a ship or starbase (where one or more of the character's parents were security officers) or on a planet where the character's parents were involved in local or Federation security.

Expanded Academy Life History

The character receives 8 Development Points to spend during Academy Life.

Advanced Flight Certification: Shipboard Systems (Flight Control) 1 (2), Vehicle Operation (Shuttlecraft and Atmospheric Craft) 1 (2) and (2), Bold +1.

Ranger Training: Planetary Survival (two specializations) at 1 (2) each, Planetary Tactics (Guerilla Warfare) 1 (2), and +1 to Vitality Edge.

Rapid Response Team Training: Energy Weapon (Phaser and Phaser Rifle) 1 (2) and (2), Planetary Tactics (Small-Unit) 1 (2), Promotion +1.

Strategic Engineering Corps Training: Engineering, Any (choose Specialization) 1 (2), Engineering, Material (Civil) 1 (2), Innovative +2.

Trachka Training: Culture (Andorian) 0 (1), Language (Andorian) 0 (1), Planetary Tactics (Small-Unit) 1 (2), Primitive Weapon (Chaka) 1 (2), +1 Willpower Edge, Promotion +1, Militant -2.

Expanded Tour of Duty History

The character receives 10 Development Points to spend during his first posting and 5 Development Points for each subsequent tour of duty.

Tour of Duty Packages (First Tours cost 10 Development Points)

Colonial Security: Administration (colonial government) 1 (2), Security (Law Enforcement) 1 (2), Strategic Operations (Colonial Security) 1 (2), World Knowledge (colony world) 0 (1)

Counterintelligence: Espionage (Counterintelligence) 1 (2), Fast Talk 1, Stealth (Hide) 1 (2), Perception Edge +1

Counter-terrorist Action: Diplomacy (Negotiations) 1 (2), Planetary Tactics (Small-Unit) 1 (2), Security (Security Systems) 1 (2), Famous Incident +1. Additional points in Famous Incident can be balanced with additional disadvantages like Medical Problem, Militant, or Vengeful.

Criminal Investigations: Search 1, Security (Law Enforcement) 1 (2), Streetwise (choose Specialization) 1 (2), +1 Perception Edge.

Cultural Contact: Diplomacy (Planetary Affairs) 1 (2), Strategic Operations (strategic analysis) 1 (2), World Knowledge (specific planet) 0 (1), Species Friend +3.

Disaster Relief: First Aid (choose Specialization) **OR** Engineering, Material (Civil) 1 (2), plus Administration (Logistics) 1 (2), Personal Equipment (choose Specialization) 1 (2), Famous Incident +1.

Ground Assault: Energy Weapon (Phaser and Phaser Rifle) 1 (2) and (2), Heavy Weapons (choose Specialization) 1 (2), Planetary Tactics (Small-Unit) 1 (2).

Guerilla Action: Energy Weapon (Phaser) 1 (2), Planetary Tactics (Guerilla Warfare) 1 (2), Stealth (Stealthy Movement) 1 (2), Promotion +1.

Peacekeeping Action: Command (Combat Leadership) 1 (2), Planetary Tactics (Peacekeeping) 1 (2), Security (Law Enforcement) 1 (2), Promotion +1.

Rapid Response Team: Heavy Weapons (choose Specialization) 1 (2), Planetary Tactics (Small Unit) 1 (2), Planetside Survive (choose Specialization) 1 (2), Promotion +1

Search and Rescue Action: First Aid (Trauma) 1 (2), Personal Equipment (Tricorder) 1 (2), Shipboard Systems (Sensors) 1 (2), Famous Incident +1.

Undercover Work: Disguise (choose Specialization) 1 (2), Fast Talk 1, Streetwise (choose Specialization) 1 (2), +1 Willpower Edge, Contact +1, Dark Secret -1.

Additional Tours (Cost 5 Development Points each)

Colonial Security: Security (Law Enforcement) 1 (2), Strategic Operations (Colonial Security) 0 (1), World Knowledge (colony world) 0 (1).

Counterintelligence: Espionage (Counterintelligence) 1 (2), Stealth (Hide) 0 (1), Perception Edge +1.

Counter-terrorist Action: Diplomacy (Negotiations) 0 (1), Planetary Tactics (Small-Unit) 1 (2), Famous Incident +1.

Criminal Investigations: Security (Law Enforcement) 1 (2), Streetwise (choose Specialization) 0 (1), +1 Perception Edge.

Cultural Contact: Diplomacy (Planetary Affairs) 1 (2), Strategic Operations (strategic analysis) 0 (1), World Knowledge (specific planet) 0 (1)

Disaster Relief: First Aid (choose Specialization) **OR** Engineering, Material (Civil) 1 (2), plus Personal Equipment (choose Specialization) 0 (1), Famous Incident +1.

Ground Assault: Energy Weapon or Heavy Weapons (choose Specialization) 1 (2), Planetary Tactics (Small-Unit) 0 (1), Famous Incident or Promotion +1.

Guerilla Action: Planetary Tactics (Guerilla Warfare) 1 (2), Stealth (Stealthy Movement) 1 (2), Promotion +1, Dark Secret ("I did things I'm not proud of" -2).

Peacekeeping Action: Command (Combat Leadership) 0 (1), Planetary Tactics (Peacekeeping) 1 (2), Security (Law Enforcement) 0 (1).

Rapid Response Team: Command (Combat Leadership) 1 (2), Planetary Tactics (Small Unit) 1 (2), Promotion +1, Obligation (Rapid Response Teams) -2

Search and Rescue Action: First Aid (Trauma) 1 (2), Personal Equipment (Tricorder) 0 (1) or Shipboard Systems (Sensors) 0 (1), Famous Incident +1.

Undercover Work: Disguise (choose Specialization) 1 (2) **OR** Fast Talk 1, Streetwise (choose Specialization) 0 (1), +1 Willpower Edge, Contact +1, Dark Secret -1.

Traits from other *Star Trek* books

Some of the Traits provided in the packages and overlays in this chapter come from *Star Trek* products other than the *Next Generation* core rulebook. These traits, and their sources, are summarized here for easy reference.

Archetypes

Human Starfleet Ranger

Total Points: 124

Service Record:

Service Number: D213-872 SR

Rank: Lieutenant

Early Childhood: Rescued from Auberon VII ("Failed Colony")

Starfleet Academy: Exploration Training

Duty History

Posting/Duration/Service/(Package)

Cadet Tour: *U.S.S. Hermes*/1 year/Border Patrol along the Romulan Neutral Zone/(Border Patrol)

First Tour: Corferia Colony, Terraform Command/3 years/assisted in the Terraforming of Corferia II/(Terraforming Mission)

Second Tour: *U.S.S. Apollo*/3 years/Cardassian Demilitarized Zone/patrol and dealing with Maquis raiders and arms smugglers/(Hostile Duty)

Background: You were born on Auberon VII, a heavily forested world settled by the Federation some fifty years ago. When a plague struck the colony and medical supplies ran out, you assisted your father, a physician, in preparing substitutes from local herbs and roots, learning a fair amount about botany. Starfleet eventually determined that a biological agent in the local ecosphere made the planet unsuited for colonization without further terraforming, and the colony was abandoned. You never forgot how it felt to live in a threatening environment, and you wanted to learn everything you could about surviving on your own.

When you came of age, you applied to Starfleet Academy. You chose the Starfleet Rangers for your branch of service because they were closest to your goals: the ability to see new worlds, learn to survive on them, and make them inhabitable for colonists. The Rangers also gave you the opportunity to work alone, which you preferred. Although you made some friends at the Academy, you were occasionally cited for your "antisocial tendencies."

You liked working on Corferia II with the terraforming team, not a lot of people to get in your way. But Starfleet reassigned you to border patrol along the Cardassian DMZ, where

you saw action against the Maquis and various smugglers and arms-dealers supporting them. You can't understand how people like the Maquis can betray the ideals of Starfleet and the Federation, or why they won't accept help like Auberon VII did.

Personality: You're something of a loner at heart. You've learned to depend on yourself first and foremost, and you sometimes find it difficult to rely on other people. You're happiest when you're exploring new places and facing the challenges they offer alone or in a small group of people you can trust. You don't always fit in with "regulation" Starfleet officers.

Quote: "There's definitely some sort of anomaly there. The only way we're going to know for sure is if I go and have a look."

Attributes

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

Skills

Administration (Logistics) 2 (3)
Athletics (Climbing) 3 (4)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Diplomacy (First Contact) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
Engineering, Systems (Choose Specialization) 1 (2)
First Aid (Choose Specialization) 1 (2)
History (Human) 1 (2)
Language (Federation Standard) 3
Law (Starfleet Regulations) 1 (2)
Life Science (Biology) 1 (2)
(Botany) 2
(Exobiology) 2
Personal Equipment (Tricorder) 1 (2)
Planetary Science (Climatology) 1 (2)
Planetary Tactics (Guerilla Warfare) 1 (2)
(Small-Unit) (2)
Planetside Survival (Arctic) 2 (3)

(Desert) (3)
(Forest) (3)
Shipboard Systems (Sensors) 1 (3)
Space Science (Astrogation) 1 (2)
(Astrophysics) (2)
(Stellar Cartography) (2)
Stealth (Hide) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Auberon VII) 1 (2)

Traits

Alertness (+2), Promotion (+1), Intolerant (Maquis, -2)

Renown: 3

Aggression: 2 Discipline: 0 Initiative: 0 Openness: 0 Skill: 1

Courage: 3

Resistance: 3

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

Equipment: phaser, combadge, tricorder

Andorian Response Team Member

Total Points: 126

Service Record:

Service Number: D738-390 RR

Rank: Lieutenant Commander

Early Childhood: Raised by Ambassador Jel'ura and her family (Political Upbringing)

Starfleet Academy: Rapid Response Training

Duty History

Posting/Duration/Service/(Package)

Cadet Tour: Starbase 272/1 year/Rescued hostages on board the *S.S. Andromeda* (Heroic Action)

First Tour: Starbase 43/6 years/Patrolled Klingon border for renegades and pirates (Border Patrol)

Second Tour: Starbase 43/4 years/Officer exchange with Klingon vessel *K'vok* (Officer Exchange Program)

Third Tour: Starbase 43/6 years/RRT missions to border worlds and colonies (Rapid Response Team)

Background: Your mother is Jel'ura of *Keth Kor*, an Andorian Ambassador to the Federation. As a result, you were exposed to many different cultures, giving you an appreciation of the diversity and richness of the Federation.

When you were a teenager, your mother was kidnapped by Andorian terrorists, members of a renegade clan seeking independence from the Federation. Starfleet and Andorian Defense officers rescued your mother and the other hostages. The incident taught you just how precarious things like freedom and law could be, even in the Federation. The achievements of the Federation do not come easily, or freely. They must be struggled for, and protected always.

You enlisted in Starfleet rather than the Andorian Defense Force, against the wishes of your father, causing a rift between you. On your cadet tour, you took charge of the situation when terrorists seized the starliner *S.S. Andromeda*. Your actions saved the lives of the hostages and earned you a promotion. Since then you have risen through the ranks to command your own Rapid Response Team. Your understanding of other cultures (including your stint as an officer on board a Klingon vessel) gives you an understanding of the motivations of others that serves you well, both as a commanding officer, and as a means of understanding your adversaries.

Personality: You are worldly and experienced, having seen a great deal in your travels in and out of Starfleet. You consider yourself a citizen of the Federation first and foremost, and you don't like to see cultural or personal issues interfering in anyone's duty. You expect the officers under your command to fulfill their duties to the best of their ability and you push no one harder than you push yourself. You like to try and get inside the heads of your opponents, think as they do, and reason out your next move.

Quote: "I recall a similar incident when I was on border patrol. The renegades used metal-bearing rocks to screen themselves from our sensors, but I managed to compensate for it. Perhaps we can use that technique here."

Attributes

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

Skills

Athletics (Choose Specialization) 1 (2)
Command (Combat Leadership) 1 (2)
Computer (Choose Specialization) 1 (2)
Culture (Andorian) 2 (3)
(Klingon) (3)
Diplomacy (Interplanetary Affairs) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
Engineering Systems (Weapons) 1 (2)
Heavy Weapon (Phaser Rifle) 2 (4)
History (Andorian) 1 (2)
Language (Andorian) 2
(Federation Standard) 1
(Klingon) 1
Law (Federation Law) 1 (2)
(Starfleet Regulations) 2
Personal Equipment (Communications) 2 (3)
(Tricorder) (3)
Planetary Tactics (Small-Unit) 1 (2)
Planetside Survival (Arctic) 1 (2)
(Urban) (2)
Primitive Weaponry (Chaka) 2 (3)
Primitive Weaponry (Knife) 1 (2)
Shipboard Systems (Sensors) 1 (2)
Social Sciences (Political Science) 1 (2)
Space Sciences (Stellar Cartography) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Ground Vehicles) 1 (2)
(Shuttlecraft) (2)
World Knowledge (Andoria) 1 (2)

Traits

Commendation +1, Contact (Andorian consulate) +1, Language Ability +2, Promotion +3, Quick Draw +2, Zero-G Training +2, Obligation (Rapid Response Teams) -2, Rival (Andorian Defense Force) -1

Renown: 5

Aggression: 0 Discipline: 0 Initiative: 4 Openness: 1 Skill: 0

Courage: 3

Resistance: 4

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

Equipment: Compression Phaser Rifle (type 3c), Combadge, Tactical Display PADD, Tricorder

Tellarite Response Team Pilot

Total Points: 98

Service Record:

Service Number: D387-905 RR

Rank: Lieutenant

Early Childhood: Raised on ships and starbases (Starfleet Brat)

Starfleet Academy: Advanced Piloting Certification

Duty History

Posting/Duration/Service/(Package)

Cadet Tour: *U.S.S. Paris*/1 year/escorting merchant and colony ships along the Federation border (Convoy Duty)

First Tour: *U.S.S. Falcon*/3 years/Con officer (Shakedown Cruise)

Second Tour: Starbase 272/4 years/RRT pilot (Starbase Mission)

Background: Your family has been in Starfleet for three generations, all of them engineers. Although you were interested in tinkering with plasma conduits and field coils as a youth, your real interest was in flying ships, not building or maintaining them. You wanted to be at the helm, guiding your ship through the stars. So it was with a slight disappointment to

your parents that you decided to enlist in Starfleet as a Con Officer, and specialized in shuttle and small craft piloting at the Academy. You earned a position with the Academy's precision flight team, and your parents' disappointment was washed away when they saw your squad perform at the Academy graduation ceremonies.

Your very first tour into space was less than eventful, escorting merchant and colony ships along the frontier. There were some incidents, certainly, to liven up the routine, but not the kind of challenge you wanted. Your time aboard the *U.S.S. Falcon*, serving as Con Officer for her shakedown cruise was much more interesting. It was on board the *Falcon* that you became acquainted with the Starfleet Rapid Response Teams when the ship took a team on board for a mission where you were assigned to pilot their shuttle. After the mission you immediately put in for transfer. You knew just where you wanted to serve. The captain put in a good word for you and you ended up stationed at a starbase, working as an RRT pilot.

Personality: The faster it goes, the more challenging it is to fly, the better you like it. You really come alive when you're at the helm of a ship, and you become very attached to the ships you fly. You spend time taking care of them, and your protective of your territory. You take damage to your ship personally. You're prone to boasting about your piloting skills, but you're more than willing to back up your claims should anyone call you on them.

Quote: "Hang on, here we go!"

Attributes

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

Skills

Administration (Logistics) 1 (2)
(Starfleet) (2)
Athletics (Climbing) 1 (2)
Computer (Programming) 1 (2)
Culture (Tellarite) 2 (3)
Dodge 1
Energy Weapons (Phaser and Phaser Rifle) 2 (3) and (3)
Engineering, Propulsion (Impulse Drive) 2 (4)
(Warp Drive) (3)
Engineering, Systems (Communications Systems) 2 (3)

(Environmental Systems) (3)
(Transporter Systems) (3)
(Weapon Systems) (3)
History (Tellarite) 1 (2)
Language (Federation Standard) 1
(Tellarite) 2
Law (Starfleet Regulations) 1 (2)
Merchant (Frontier Markets) 1 (2)
Personal Equipment (Communicator) 1 (2)
(Tricorder) (2)
Persuasion (Debate) 2 (3)
Planetside Survival (Arctic) 1 (2)
(Mountains) (2)
Shipboard Systems (Flight Control) 2 (4)
(Sensors) (3)
(Transporter Systems) (3)
Vehicle Operations (Atmospheric Craft) 2 (3)
(Close Orbital Craft) (3)
(Shuttlecraft) (3)
World Knowledge (Tellar) 1 (2)

Traits

Contact (Starfleet) +1, Commendation +1, Innovative +1, Promotion +2, Zero-G Training +2, Rival (Starfleet) -2

Renown: 7

Aggression: 0 Discipline: 0 Initiative: 1 Openness: 0 Skill: 6

Courage: 3

Resistance: 3

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

Equipment: phaser, combadge, engineering toolkit

Bolian SEC Engineer

Total Points: 109

Service Record:

Service Number: E314-762 EN

Rank: Lieutenant (j.g.)

Early Childhood: Loved to tinker with machines (Grease Monkey)

Starfleet Academy: Colonization School

Duty History

Posting/Duration/Service/(Package)

Cadet Tour: Norrica VII colony/1 year/colony operations and development

First Tour: Velos II colony/3 years/colony planned and development/(Terraforming and Colonization)

Second Tour: Cardassian Demilitarized Zone/4 years/defense planning and preparation/(Hostile Frontier Defense Mission)

Background: You were born and raised on a Federation colony world where you learned self-sufficiency and got a chance to indulge in your love for machinery of all kinds. By the time you were a teenager, you were well known in the community for your skill with machines, which eventually earned you a place at Starfleet Academy to study engineering. You specialized in colonization, since you were interested in helping other Federation colonies in getting started. You spend your first year out of the Academy on Norrica VII, assisting colony operations and development.

It was during your posting to the Velos III colony that you realized some of the true dangers inherent in colonization. Velos III is a planet of intense geological activity, but Federation engineers found ways to channel the planet's instabilities, to begin terraforming operations. When a disastrous quake struck the terraforming station, your quick actions helped rescue some of the trapped personnel and get them to safety. It was then that you decided to apply to the Strategic Engineering Corps, and you were accepted.

You've spend the last four years in operations along the Cardassian border, particularly the Demilitarized Zone, setting up Federation defensive and listening outposts to protect colonies in that area from Cardassian incursion. You've also seen action on worlds that suffered attacks from "renegades" (some of which you believe were backed by the Cardassian government).

Personality: You honestly get along better with machines than most people. You feel for people, and you want to help, but you're not all that good in social situations, and experience has shown that people-especially civilians-often make foolish choices. You are justifiably proud of your skills, and you like a challenge. You often talk about objects as though they possessed personality traits of their own, calling machines "stubborn" or "cooperative." You realize that many people don't understand the challenges and hardships of colony life.

Quote: "Relax, we'll have the main systems back up and running in no time, assuming the storm didn't do any further damage to the ionic couplers."

Attributes

Fitness 3
Strength -1
Coordination 2
Dexterity +1
Intellect 2
Logic +1
Presence 2
Psi 0

Skills

Administration (Logistics) 3 (5)
Athletics (Climbing) 1 (2)
Computer (Modeling) 2 (3)
Culture (Bolian) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
Engineering, Material (Civil) 2 (4)
(Mechanical) (3)
Engineering, Systems (Environmental Systems) 1 (2)
(Transporter/Replicator Systems) (2)
History (Bolian) 1 (2)
Language (Bolian) 2
Language (Federation Standard) 1
Law (Starfleet Regulations) 1 (2)
Life Science (Exobiology) 1 (2)
Personal Equipment (Communications) 1 (2)
(Tricorder) (2)
Physical Science (Physics) 2 (3)
Planetary Science (Geology) 1 (2)
Planetside Survival (Arctic) 1 (2)
(Forest) (2)
Social Science (Archeology) 2 (3)
Starship Tactics (Cardassian) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Bolarus IX) 1 (2)

Traits

Curious +1, Promotion +1, Intolerant (civilians) -2

Renown: 2

Aggression: 0 Discipline: 1 Initiative: 0

Openness: 0 Skill: 1

Courage: 3

Resistance: 3

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

Equipment: combadge, phaser, engineering tricorder, tool kit

Andorian Trachka Trooper

Total Points: 116

Service Record:

Service Number: N724-644 ST

Rank: Lieutenant

Early Childhood: *Keth* Kaleth (from *Among the Clans*)

Starfleet Academy: Advanced Tactical School

Duty History

Posting/Duration/Service/(Package)

Cadet Tour: Federation Embassy on Andoria/1 year/security staff

First Tour: *U.S.S. Thalassa*/4 years/frontier defense/(Hostile Frontier Defense)

Second Tour: Starbase 114/4 years/tactical defense missions (Hostile Duty)

Background: You were born on Andoria as a member of the *keth* (clan) Kaleth, known for its skill with the animal sciences. You studied exozoology as a youth, and you also studied the history and traditional fighting styles of your people. You excelled in the use of the *chaka*, a traditional Andorian weapon, and your blood was warmed by tales of the Trachka, the heroic warriors who set aside their clan differences to support a united Andoria. You decided at a very young age to join the ranks of the Trachka, no matter what it took.

When you came of age, you applied to Starfleet Academy as a security officer. Life at the Academy was unlike anything you had experienced before, but you threw yourself into the challenge wholeheartedly, your goal always in mind. Your high marks at the Advanced Tactical School earned you the praise of your instructors. Your posting at the Federation embassy on Andoria earned you further attention, and the opportunity you wanted.

Training with the Trachka made your experiences at the Academy seem easy by comparison, but you handled even this rigorous training, because at last you had achieved your goal. The day you were awarded your Trachka badge and *chaka* was the proudest of your life. Now your work with your crewmates to safeguard the Federation from those who would see this most remarkable society brought down. That will never happen, not so long as one Trachka lives.

Personality: You're proud and noble, although a bit naïve and idealistic. You view your current position as a great honor, since there is no higher calling than to serve the cause of the Federation. You perform your duties to the best of your ability, always keeping in mind that your performance reflects on the honor of your unit and the Trachka as a whole. Your friends are always trying to get you to "loosen up" (as the humans say) and relax a bit more.

Quote: "I volunteer, sir."

Attributes

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

Skills

Administration (Logistics) 1 (2)
Athletics 2 (3)
Computer (Programming) 1 (2)
Culture (Andorian) 2 (4)
Dodge 1
Energy Weapon (Phaser) 2 (3)
History (Andorian) 1 (3)
Language (Andorian) 3
Law (Starfleet Regulations) 1 (2)
Life Sciences (Exozoology) 1 (2)

Personal Equipment (Tricorder) 1 (2)
Physical Science (Physics) 1 (2)
Planetary Tactics (Small-Unit) 2 (4)
Planetside Survival (Arctic) 1 (2)
Primitive Weapon (Chaka) 3 (4)
Shipboard Systems (Sensors) 1 (2)
(Tactical) (2)
Starship Tactics (Cardassian) 1 (2)
(Planetary Support Tactics) (2)
(Romulan Tactics) (2)
Unarmed Combat (Andorian Martial Art) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Andoria) 1 (2)

Traits

Bold +2, Excellent Hearing +3, High Pain Threshold +2, Promotion +2, Vengeful -2

Renown: 4

Aggression: 3 Discipline: 1 Initiative: 0 Openness: 0 Skill: 0

Courage: 3

Resistance: 5

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

Equipment: combadge, phaser, Andorian *chaka*, Trachka insignia

Andorian Trachka Pilot

Total Points: 111

Service Record:

Service Number: N224-712 ST

Rank: Lieutenant

Early Childhood: Raised on Starbase 51 (Starfleet Brat)

Starfleet Academy: Advanced Flight Certification

Duty History

Posting/Duration/Service/(Package)

Cadet Tour: Starfleet Naval Yards/1 year/shakedown cruise/(Shakedown Cruise)

First Tour: Starbase 51/4 years/shuttle pilot/(Starbase Mission)

Second Tour: Starbase 114/4 years/tactical shuttle pilot/(Hostile Duty)

Background: Your family has been in Starfleet for over a century, both your parents are Starfleet officers. You were raised in a Starfleet culture, but you were also taught to respect and honor your Andorian heritage. From the time you were very young and your father took you aboard your first shuttle, you've wanted to fly. You learned to pilot a shuttlecraft at a young age, and you learned your way around a starbase. Your parents were quite proud the day you were accepted into Starfleet Academy, even prouder when you graduated, and your performance with the Academy's precision flight team qualified you for a place with the Trachka.

You spend time working at the Starfleet Naval Yards in and around your Trachka training. It was a difficult time, but you handled it well. Your first assignment was working as a shuttle pilot at Starbase 51, the "local boy" returning home to a hero's welcome. But working on the same starbase as your family wasn't always easy. Eventually you realized it was time for you to be out on your own, and you put in for a transfer. Life on Starbase 114 isn't quite the same as it was at home. There's a good deal more going on, for one thing. But flying difficult missions along the borders of hostile territory is your specialty, and your skills have earned you the respect of your crewmates.

Personality: You're a bit of a hotshot. You're a very good pilot, and you know it. You like nothing better than flying a shuttle-or even an old-fashioned atmospheric craft-through the most difficult obstacles. Your training is aimed at small, maneuverable vehicles that can operate in an atmosphere. You get static sometimes from the starship pilots who think you're "just a shuttle jockey." But once they see you in action, they usually know better.

Quote: "We're coming in hard and fast, Commander. ETA, 74 seconds."

Attributes

Fitness 3

Vitality +1

Coordination 2

Intellect 2

Logic -1

Perception +1

Presence 2

Psi 0

Skills

Administration (Logistics) 1 (2)
Athletics 1 (2)
Computer (Modeling) 1 (2)
Culture (Andorian) 2 (4)
Dodge 1
Energy Weapon (Phaser) 2 (3)
Engineering, Propulsion (Impulse Drive) 1 (2)
Engineering, Systems (Environmental Systems) 1 (2)
History (Andorian) 2 (3)
Language (Andorian) 3
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (Small-Unit) 1 (3)
Planetside Survival (Arctic) 1 (2)
Primitive Weapon (Chaka) 2 (4)
Science, Any (choose Specialization) 1 (2)
Unarmed Combat (Andorian Martial Arts) 2 (3)
Vehicle Operation 3
(Atmospheric Craft) (4)
(Shuttlecraft) (4)
World Knowledge (Andoria) 1 (2)

Traits

Bold +1, Promotion +2

Renown: 4

Aggression: 0 Discipline: 0 Initiative: 1 Openness: 0 Skill: 3

Courage: 3

Resistance: 4

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

Equipment: combadge, phaser, Trachka insignia

Human FIS Agent

Total Points: 113

Service Record:

Badge Number: FIS7714F

Rank: Agent

Early Childhood: Parents killed during a raid on Galvan II outpost (Orphaned)

FIS Academy: Forensic Training

Duty History

Posting/Duration/Service/(Package)

First Tour: FIS Frontier Bureau/4 years/criminal investigations (Criminal Investigation)

Second Tour: FIS Frontier Bureau/3 years/counter-terrorist operations (Counter-terrorist
(Counter-terrorist Action)

Background: You hail from the Galvan II outpost, where your parents were killed by a Cardassian raid. You were forced to survive on your own until help arrived, and you learned first-hand how important law and order are to a society, as well as how vulnerable the Federation can be to its enemies. Rather than join Starfleet, which you see primarily as a scientific and exploration organization, you decided to join the Federation Intelligence Service to protect the Federation from forces that might threaten it and its citizens. You took your early training in first aid and your recollections of your mother's career as a doctor and trained in forensic medicine at the FIS Academy.

After graduation, you took an assignment with the Frontier Bureau, investigating criminal cases and matters of interest to Federation security out along the frontier regions. Your investigations helped sharpen your skills and your appreciation for detail. Your successes led to a promotion and a transfer to the FIS counter-terrorist division, where you put your skills to work protecting the Federation from threats both internal and external. Your last case involved an investigation of the Vulcan Separatist Movement. You admire the Vulcans for their emotional control and dedication to peace, and you're pleased your work may have helped safeguard Vulcan's membership in the Federation.

Personality: A lot of people consider you somewhat cold, when all you're doing is being businesslike and doing your job. You try not to become emotionally involved with your work, because you believe it clouds rational judgment. In truth, you're passionately devoted to the FIS and to the safety of the Federation. You're not going to allow another incident like the one that killed your parents to happen again, not so long as there is something you can do to prevent it. You're something of a workaholic, and you don't quite know what to do with your off hours, when you get them.

Quote: "Take a look at this wound, it was clearly made by a multi-bladed weapon, possibly Klingon, but I suspect it's just supposed to *look* Klingon."

Attributes

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

Skills

Athletics (Running) 2 (3)
Charm (Influence) 1 (2)
Computer (Data Alteration) 1 (2)
Culture (Human) 2 (3)
Diplomacy (Negotiations) 0 (1)
Disguise (Human) 1 (2)
Energy Weapon (Phaser) 1 (2)
Espionage (Intelligence Techniques) 2 (3)
Fast Talk 1
First Aid (Combat Trauma) 1 (2)
History (Human) 1 (2)
Language (Federation Standard) 3
Law (Federation Law) 1 (2)
Medical Science (Forensics) 1 (2)
(Surgery) (2)
Personal Equipment (Tricorder) 1 (2)
Planetary Tactics (Small-Unit) 1 (2)
Search 2
Security (Law Enforcement) 2 (3)
(Security Systems) (3)
Stealth (Stealthy Movement) 1 (2)
Streetwise (Locate Contraband) 2 (3)
(Vulcan Underground) (3)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
World Knowledge (Earth) 1 (2)

Traits

Famous Incident +1, Promotion +1, Hides Emotions -2

Renown: 5

Aggression: 0 Discipline: 0 Initiative: 3 Openness: 0 Skill: 2

Courage: 3

Resistance: 2

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

Equipment: phaser, comlink, PADD (with files and identification)

Human FIS Undercover Agent

Total Points: 104

Service Record:

Service Number: FIS0304U

Rank: Agent

Early Childhood: Born and raised on Luna (Normal Upbringing)

FIS Academy: Counterintelligence Training

Duty History

Posting/Duration/Service/(Package)

First Tour: FIS Intelligence Division/4 years/information gathering and analysis (Criminal Investigations)

Second Tour: FIS Undercover Division/2 years/infiltration of the Orion Syndicate (Undercover Operation)

Background: You were born and raised on Luna, Earth's moon, in the city of New Berlin. A natural mimic and performer, you considered becoming an actor as a youth, but instead you found yourself attracted to a career with the Federation Intelligence Service, helping safeguard the Federation. At the FIS Academy, your talents found good use in the Counterintelligence Division, learning data-analysis and undercover operations techniques.

You spent your first years out of the Academy studying information the FIS believed connected to the shadowy Orion Syndicate, a vast criminal organization with influence throughout the quadrant. You compiled a great deal of information about the Syndicate and learned more about Orion culture and language to assist you in your duties. This made you a natural choice when the Service decided to send several agents into the Rigel System under cover in order to infiltrate the Syndicate and learn more about their operations in Federation space.

Posing as a human "trader" of dubious character, you spent two years working to establish yourself in the Rigelian underground, in order to make contact with a member of the

Orion Syndicate. You know you are getting close to making a breakthrough, it's just a matter of time, provided the Syndicate isn't already on to the fact that you're investigating them.

Personality: You're something of a social chameleon, able to blend into almost any situation. You always got along well with people even before you joined the FIS, and the Service's training has only enhanced your abilities. You're easygoing and friendly, although your cover identity often forces you to act harsh and unpleasant. You're loyal to the Federation and willing to go to great lengths to ensure the safety of the Federation and its citizens. That includes being willing to kill, if necessary, in order to protect your identity and your mission.

Quote: "I'm sorry, but I had to be sure you were the ones I was supposed to meet. This way."

Attributes

Fitness 2
Coordination 2
Reaction +1
Intellect 3
Perception +2
Presence 3
Empathy +1
Willpower +1
Psi 0

Skills

Athletics (Climbing) 2 (3)
(Running) (3)
Artistic Expression (Acting) 1 (2)
Computer (Data Alteration) 1 (2)
Culture (Human) 2 (3)
(Orion) (3)
Disguise (Orion) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Espionage (Counterintelligence) 2 (3)
Fast Talk 1
History (Human) 1 (2)
Language (Federation Standard) 3
(Orion) 1
Law (Federation Law) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Chemistry) 1 (2)

Search 2
Security (Law Enforcement) 1 (2)
(Security Systems) (3)
Stealth (Hide) 1 (2)
(Stealthy Movement) (2)
Streetwise (Locate Contraband) 2 (3)
(Orion Syndicate) (3)
Unarmed Combat (Aikido) 1 (2)
World Knowledge (Earth) 1 (2)

Traits

Promotion +1

Renown: 3

Aggression: 0 Discipline: 0 Initiative: 0 Openness: 0 Skill: 3

Courage: 3

Resistance: 2

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

Equipment: concealed comlink, disruptor, knife, disguise kit

Bolian BSB Agent

Total Points: 104

Service Record:

Service Index: 447642

Rank: Agent

Early Childhood: Child of Administrator Renn (Political Upbringing)

Academy: Bureau of Solidarity Agent

Duty History

Posting/Duration/Service/(Package)

First Tour: Criminal Investigations Division on Bolarus IX/4 years/(Criminal Investigations)

Second Tour: Investigation of Bolian Separatist Movement on Bolarus IX/4 years/(Counter-terrorist Action)

Third Tour: Starfleet/Federation Liaison during Separatist investigation/1 year/(Officer Exchange)

Background: Your father is a Regional Administrator for the World Council and a strong supporter of Bolian unity and the Federation. You learned as a child that Bolarus IX's entrance into the Federation was one of the greatest achievements in its history, one that averted a terrible war between factions on your planet, and helped your people to bring themselves into a new era. The Federation has been good for Bolian civilization, allowing your people limitless opportunities as well as a lasting peace.

Unfortunately, not all Bolians feel that way. A small faction of Separatists agitate for independence from the Federation, most likely so they can re-ignite old conflicts and issues of nationality better left in the history records, to your mind. Your older brother agreed and joined up with the Bolian Solidarity Bureau, the organization entrusted with maintaining the rule of law on Bolarus IX and with tracking down and apprehending terrorists. He was a good man, and he died when he took a blast from a terrorist's phaser intended for a World Council official.

You chose to follow in his footsteps by joining the Bureau and ensuring that no other Bolian would lose a family member to terrorism again. You spent some time in criminal investigations, but eventually your unending requests to be transferred to the Planetary Affairs Division and their special Investigative Unit devoted to dealing with the separatists was approved. You've proven yourself an exemplary agent, even saving the life of a Federation ambassador assigned to Bolarus when terrorists attempted to sabotage her shuttle. That led to your current assignment as liaison between the Bureau and Starfleet personnel working with the authorities. You're not entirely pleased with Starfleet's involvement. You feel the separatists are a Bolian problem, and you keep telling yourself it's not personal.

Personality: You're devoted to your duty and to the ideals of Bolian unity and Federation membership. You're a peaceful person at heart, but long exposure to the more dangerous elements of society has given you a touch of cynicism, you know too much to consider yourself innocent any more. You carry out your duties with efficiency and quiet pride, but you also make it clear when others are stepping into what you consider your territory. You have great respect for the progressive elements of Bolian and Federation culture, and disdain for those who can't recognize the good they've done.

Quote: "My father raised me to respect the law and everything we've achieved to bring us this far. If only everyone understood how precious those achievements are."

Attributes

Fitness 2
Strength -1
Coordination 2
Dexterity +1
Intellect 2
Perception +2
Presence 2
Psi 0

Skills

Administration (Logistics) 2 (4)
Computer (Research) 1 (2)
Culture 2
(Bolian) 3
(Human) 3
Diplomacy 2
(Bolian Affairs) (3)
(Federation Affairs) (3)
(Negotiations) (3)
Energy Weapon (Phaser) 1 (2)
Espionage (Counterintelligence) 2 (3)
Fast Talk 1
History (Bolian) 1 (2)
Language
(Bolian) 2
(Federation Standard) 1
Law 1
(Bolian) (2)
(Federation) (2)
Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (Small-Unit) 1 (2)
Search 2
Security 2
(Law Enforcement) (4)
(Security Systems) (3)
Social Science (Political Science) 1 (2)
Streetwise (Find Contraband) 1 (2)
Unarmed Combat (choose Specialization) 2 (3)
World Knowledge (Bolarus IX) 1 (2)

Traits

Contact (World Council) +1, Famous Incident +1, Language Ability +2, Promotion +1,
Rival (BSB) -1, Vengeful (Separatists, -1)

Renown: 3

Aggression: 0 Discipline: 0 Initiative: 0 Openness: 0 Skill: 3

Courage: 3

Resistance: 2

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

Equipment: Phaser, Communicator, pocket PADD for taking notes

Skills and Traits

Existing Advantages

The following advantages are useful and common for security officers: Alertness, Ally, Bold, Contact, Excellent Senses (any kind), Favor-Owed, High Pain Threshold, Peripheral Vision, Quick-Draw, Resolute, Shrewd, Strong Will, Tactical Genius, Toughness, Weapon Master, and Zero-G Training. A few of these are explained in more detail below.

Ally

Security officers sometimes have the ear of someone higher up in the chain of command, giving them an ally they can call upon from time to time. Note that a security officer's regular commanding officer is not necessarily an ally, even if their relationship is a good one. Allies are willing to go out of their way to help the character.

Contact

Many security officers-especially those stationed on planets or space stations-develop local contacts to keep them informed about what's going on. Some security officers have contacts scattered all over the sector, or even the quadrant, informants who keep them up to date on different things. At the Narrator's discretion, a higher level of the Contact advantage may represent a larger number of lower-level contacts, such as Contact at the +2 level being a number of mid-level bureaucrats or fellow officers.

Favor-Owed

Security officers help save lives and safeguard valuables, so they often earn the trust and admiration of the people they serve. A security character could certainly have picked up a favor or two during her career; from fellow Starfleet officers who owe their lives to the character, to a small-time criminal the character showed leniency towards, who's now a legitimate (and wealthy) merchant.

New Advantages

These advantages are available to all characters from the Universal Table during character creation, although they're particularly common among Security characters.

Ignore Pain (+4)

The character's threshold for pain is nothing short of remarkable. The character ignores all Skill Test modifiers for being Injured or Wounded. The other effects of injury (including lost actions and being knock down) still apply, and the character is still rendered unconscious at Incapacitated or greater. The character receives two extra dice for Skill Tests involving resisting pain or torture.

Incorruptible (+1)

The character is extremely devoted to duty or a personal code of honor, and is very difficult to sway using bribery, persuasion, or any other form of coercion. The character receives an extra Courage Point to resist any attempt to subvert him in any way, provided that the character's duty is involved in some way. So the character gains the Courage Point to resist an attempt to bribe him while he's on duty, but not when a Ferengi trader tries to sell him some trinkets when he's off-duty later on.

Intimidating (+1)

The character has some quality others find intimidating. It might be height, appearance, bearing, a deep voice, a steely stare, or a disturbing smile, whatever the Narrator and the player agree upon. The character gains an extra die for Intimidation Skill Tests.

Sense of Character (+2)

The character has a keen sense of people and their motives, particularly when it comes to the character's personal safety and the safety of others. The character knows who can and cannot be trusted, who's potentially dangerous, and so forth. The character gains an extra die for Skill Tests to detect potential threats whenever dealing with someone they can see or hear. This advantage does not affect things like ambushes, but the character is more likely to pick a dangerous criminal out of a crowd.

Will to Survive (+2)

The character's will to live is unusually strong, giving the character an additional Near Death damage level. In effect, it requires twice the normal amount of damage to move the character from Near Death to Killed.

Existing Disadvantages

The following Disadvantages are fairly common among security officers: Argumentative, Code of Honor, Obligation, Obsessive Tendencies, Rival, and Sworn Enemy. Some of these are discussed in greater detail below.

Some Disadvantages are not generally appropriate for security officers (at least, not those in the service of Starfleet or the Federation). These include Bloodlust, Fanatic, Greedy, Impulsive, Intolerant, Low Pain Threshold, Pacifism, Physically Impaired, Poor Senses, Species Enemy, Vengeful, Weak Will, and Weakness. Some of these are looked at in more detail below.

Code of Honor

This "disadvantage" is common among Federation and Starfleet security officers, where it is considered a virtue (even though it does limit the character's choice of actions at times). The Defender and Starfleet Codes are particularly common.

Fanatic

Although Starfleet security personnel can sometimes seem fanatical in their devotion to Starfleet and the Federation, most are better described as "loyal." Blind loyalty and fanaticism are traits Starfleet discourages in its people, they prefer officers willing to ask questions and do what they feel is right rather than blindly follow orders.

Intolerant

Starfleet and the Federation are built on tolerance for different cultures and points of view, so intolerance from their officers is frowned upon. Some security officers are Intolerant of a particular class of criminals (raiders, smugglers, and so forth, a -1 disadvantage) or even all criminals (a -2 disadvantage). Intolerant characters have difficulty doing undercover work, since they find it difficult to conceal their contempt for the criminal element. They also cannot have any criminal contacts, and they're likely to develop a bad reputation with the criminal element.

Obsessive Tendencies

Security officers may become obsessed about a particular criminal or suspect, especially after chasing them for a long period of time, acquiring something of a "Captain Ahab complex." The Kobliad security officer Kajada's obsession with the criminal Rao Vantika is one example. A security officer may also be obsessed with bringing down a particular criminal organization, or punishing a certain type of criminal, although this can also be covered by Intolerance.

Pacifism

The "Self-defense" level of this disadvantage is a possibility for some security personnel, but since security officers may sometimes be called upon to undertake offensive action against intruders and such, it is preferable to avoid it altogether.

Sworn Enemy

Security personnel make enemies, sometimes a lot of them. As with the Contacts advantage, the Narrator may wish to allow a higher level of this disadvantage to reflect a larger number of low-level enemies, so a small group (-2) might be various small-time criminals with nothing in common other than their dislike for the same security officer.

New Disadvantages

These disadvantages are available to all characters from the Universal Table during character creation, although they're particularly common among Security characters.

Infamous Incident (varies)

The character was involved in some incident that left a black mark on his or her reputation and causes others to think poorly of the character. This can be anything the player and the Narrator agree upon, from a dangerous stunt at the Academy that got a fellow cadet killed to negligence on an Away Team mission that resulted in disaster. The incident is entered into the character's permanent personnel file, available to anyone who bothers to read it.

For every -1 Disadvantage, the character gets 2 negative Renown Points. These points are usually applied to Discipline for Starfleet characters (since infamous incidents usually show a lack of discipline), but they can apply to any Aspect the player and the Narrator agree upon. Characters with high positive Renown in other areas may be able to make up for the bad reputation, but others will still judge them on it.

Note this disadvantage assumes the incident is widely known, like other things that earn characters Renown Points. For an infamous incident a character is *hiding*, take the Dark Secret disadvantage (*Star Trek: the Next Generation RPG*, p. 107).

Militant (-2)

Force may not be the only solution to a problem but to the character with this disadvantage, it's the best one. Militant characters view everything in terms of combat, strategy, and tactics. The character takes any opportunity to resolve a situation using force unless the player spends a Courage Point to avoid it. Spending the point allows the character to consider other options. Attempts to convince the character from using force are made at a -1 die penalty.

A militant character won't necessarily attack at the first opportunity. He can be quite peaceful most of the time. But when faced with a difficult situation, he'd rather fight his way out of it than talk any day of the week. This disadvantage is considered such by Starfleet, which prefers to solve disputes peacefully when possible. A character with a reputation for using excessive force may have trouble with promotion and advancement in Starfleet.

Existing Skills and Specializations

A number of skills described in the *Star Trek: the Next Generation RPG* are of particular use to security characters. These skills are explored in greater detail here.

Administration

The Administration skill is useful to security officers in a number of ways: for handling the day to day operations of a security officer, branch, or division; for handling a security operation in the field; and while performing investigations involving a large amount of datawork.

Handling day to day management requires an Administration (Logistics) Skill Test against a difficulty based on the size and complexity of the operation (Routine for a small, well-trained security team to Difficult or more for a vast organization spread across the quadrant). Success subtracts the character's Administration skill level from a target cumulative Test Result when working in concert with other members of the organization. The Narrator can also decrease the Difficulty of Combined or Extended Tests by one level for those under the character's direction. The same guidelines apply to handling an operation in the field in terms of things like supplies, schedules, and similar activities, but not tactics or combat movements (these are covered by the Planetary Tactics (Small-Unit) skill).

A security officer conducting an investigation can also make an Administration (Bureaucratic Manipulation) Skill Test to pry useful information out of any bureaucratic organization or system. Success lowers the Difficulty of Tests with related skills like Search by one level. For example, FIS Agent O'Connor makes an Administration Skill Test to get some cooperation out of a balky Zakdorn clerk. He succeeds, lowering the difficulty of his Computer Skill Test to find the information he's looking for by one level.

Engineering, Material (Civil)

The Civil Engineering specialization of the Material Engineering skill is used to design and build (or re-build) structures on a planetary surface, everything from buildings to bridges, dams, roads, and so forth. It is used for establishing outposts and colonies on new worlds, including surveying and choosing suitable sites for construction.

Civil Engineering is also useful to characters dealing with planetary crises, from natural disasters to terrorist attacks and their aftermath.

During a crisis, a successful Skill Test can tell the character where to find the safest place in a structure or location, likely areas of stress and structural weakness, any hidden or hard-to-find places in a structure, and so forth. This allows the character to find shelter in a quake or other disaster, or possibly ferret out the location of a terrorist bomb. Conversely, it also allows a terrorist to pick the ideal location for an explosive or other form of sabotage.

In the aftermath of a crisis, a successful Civil Engineering Skill Test reveals things like dangers from power conduits, fuel sources, and such (Routine); likely safe locations and areas where the most damage occurred (Moderate); ways of reaching trapped victims and safely dealing with debris and rubble (Challenging); shoring up badly damaged structures temporarily and dealing with massive structural damage (Difficult); and so forth.

Espionage

Although many of the security branches described in this book must deal with espionage, spies, and saboteurs, Federation security organizations do *not* involve themselves in espionage (that is the province of Starfleet Intelligence). At best, organizations like the Federation Intelligence Service are involved in counterintelligence operations to safeguard the Federation.

The Counterintelligence specialization of this skill is common for security personnel dealing with espionage on a regular basis. It allows the character to anticipate the techniques used by spies in order to counter them. The Traffic Analysis specialization is also common for security officers, since it allows them to recognize patterns in otherwise unrelated information. A successful Skill Test can pick up clues from surveillance data and related information. The Narrator determines the Difficulty based on circumstance.

Medical Sciences (Forensics)

Security investigations in the 24th century often rely on advances in the forensic sciences. A character with this skill can carry out an examination of a crime scene for clues like DNA traces, cell samples, fingerprints, and other evidence, and can analyze that evidence to come to some conclusions about the perpetrator. The character can also examine cadavers and perform an autopsy to learn more about the cause of death.

Routine: Scanning for fingerprints or DNA traces.

Moderate: Perform a routine autopsy, where the cause of death is reasonably clear. Identify a potential suspect based on forensic evidence.

Challenging: Perform an autopsy where the cause of death is unclear (resulting from a disguised toxin or pathogen).

Difficult: Identify a rare or little-known cause of death (a genetically engineered microvirus, for example). Uncover forensic evidence deliberately erased or altered.

Nearly Impossible: Finding forensic evidence undetectable to conventional scans and methods.

Planetary Tactics

This skill is a key one for security characters, since it focuses on coordinating tactical and strategic operations on a small scale. Note that although the skill description specifies "the surface of a planet," planetary tactics also work perfectly well on board a starship or space station, any situation where the scale is smaller than that of starships.

Defensive: This specialization focuses on defensive tactics and means of defending and holding ground against an enemy. Many Starfleet and Federation security personnel specialize in this area, since the Federation prefers to fight defensively, when it has to.

Guerilla Warfare: This specialization focuses on the tactics of a small force against a much larger-usually better armed-force. Guerilla warfare relies on mobility, stealth, and surprise, along with an understanding of the enemy's plans and methods. Characters use this specialty to plan sneak attacks and other guerilla tactics.

Offensive: This specialization focuses on offensive tactics and ways of overcoming the enemy in the most efficient way possible. It is more common with warlike cultures like the Klingon and Cardassians than it is with the Federation.

Small-Unit Tactics: The Small-Unit specialization focuses on individual groups of people, usually no more than 20 or so, as opposed to entire military units or armies. Since Starfleet security operations usually involve small units of elite officers, this specialization is common. Small-unit tactics rely on mobility and the individual skills of the unit members.

Terrorism: Similar to the Guerilla Warfare specialization, Terrorism concentrates on the use of attacks to break enemy morale and force capitulation, usually against a larger force. Although Starfleet and the Federation do *not* practice terrorism, many small military and political groups do, and knowledge of their methods is useful in fighting them.

Security

This skill is the primary ability of all security officers, covering familiarity with security systems, procedures, and techniques. For directing personnel, use Administration and Command. For handling tactical matters, use the Planetary or Starship Tactics skill.

Detention: This specialization focuses on keeping and holding prisoners in a secure area such as a brig, stockade, or jail. It includes an understanding of the systems used in such places, along with prisoner-handling procedures and techniques.

Law Enforcement: This specialization includes the various practical skills of security: standing guard, monitoring vital areas, arranging checks, neutralizing and apprehending criminals, and so forth. This also includes knowledge of the laws being enforced.

Security Procedures: This specialization involves knowledge of security procedures and protocols, how to carry out various tasks, filing reports and other datawork, conducting interrogations and the rights of suspects, and so forth. Criminals often find a knowledge of such things useful in evading security forces.

Security Systems: Technology and techniques intended to secure an area. The character knows how to build, install, modify, and disable (or at least avoid) such measures. In some cases, the relevant Engineering skill may be required.

New Skills and Specializations

These new specializations look at areas of existing skills relevant to security operations.

Engineering, Systems (EPS)

This specialization involves electroplasma systems (EPS), which are used to distribute power on board starships, space stations, and other facilities. The Federation, Klingon Empire, and the Cardassian Union all use EPS for power distribution. This specialization allows the character to locate, maintain, repair, and deactivate EPS power conduits and nodes. Shutting down a target's power systems provides a useful tactical advantage.

Stealth (Ambush)

This specialization is based around setting up for a sneak attack against an unaware target. The character makes a Stealth (Ambush) Skill Test to set up the ambush. The Test Result becomes the opponent's Target Number to detect the ambush. If the opponent fails to detect the ambush, the character gains surprise over the target (*Star Trek: TNG*, p. 125).

Routine: Setting up an ambush in heavy jungle or similar cover.

Moderate: Setting up an ambush in a darkened urban area.

Challenging: Setting up an ambush in daylight with moderate cover.

Difficult: Setting up an ambush at night in fairly open terrain (fields, desert).

Nearly Impossible: Setting up an ambush in daylight in open terrain (desert, etc.)

Strategic Operations (Ground)

This specialization focuses on Strategic Operations on a planetary surface rather than an interplanetary or interstellar scale. The character can lead and direct an army against other opponents on the same planet. Use the difficulties given on page 86 of the *Star Trek: TNG* rulebook.

Throwing (Coordination)

This skill is used to throw hand-held weapons, from something as primitive as a rock or a throwing axe to something as sophisticated as a grenade. The character's Fitness (plus Strength edge) in meters determines the range increments for throwing. So a character with Fitness 2 has a Point Blank range of 2 meters, a short range of 4 meters, Medium range of

6 meters and Long range of 8 meters. Use the normal **Ranged Combat Difficulty Table** to hit (*ST:TNG*, p. 130).

Specializations: Baseballs, Grenades, Rocks, Specific Weapon.

Unarmed Combat (Zero-G Fighting)

This specialization of Unarmed Combat is based around fighting in zero gravity or micro-gravity conditions. Characters with this skill can make a Routine (4) Skill Test to ignore the +1 penalty for fighting in zero-G for that round. For more information on fighting in zero gravity, see **Chapter Four**.

Vehicle Operations (Armored Vehicle)

This specialization focuses on operating armored ground vehicles, including tanks, personnel carriers, armored hovercraft and anti-gravity carriers, and similar military vehicles. It is considered a separate specialization from ordinary ground vehicles. Operating the vehicle's systems (like shields or communications) requires the appropriate Shipboard Systems skill, while firing vehicle-mounted weapons uses the Heavy Weapons skill.

Chapter Four: Security Systems

This chapter provides expanded rules and game information for handling different aspects of security work brought up elsewhere in this book. These rules should all be considered optional expansions. Narrators can use them to add depth and flavor to episodes and series focusing on security operations. In situations where exact detail is less important, the Narrator can gloss over these rules in order to save time and keep the game moving by just calling for an appropriate Skill Test.

Communications

One thing that can be difficult to secure is communications. A transmission can be overhead by anyone with a receiver tuned to the proper band, making communications vulnerable. A number of technological solutions have developed to keep communications private and prevent eavesdropping, but for every technique of covert communication, there is a way around it.

Codes

The simplest means of keeping a communication secret is by using some sort of pre-agreed code essentially an artificial language that conceals the true information of the message. Starfleet encodes high-priority messages and has coded communications channels for (relatively) secure communications through subspace. Species like the Ferengi routinely encode all their communications. In the age of isolinear computer processors, codes can

be very complex. Fortunately, with the help of the same computers (and universal translation software) it is still possible to break most codes, given time.

Code breaking uses the Espionage (Encoding) skill. It is an Extended Test, with a turn length of 15 minutes. The Difficulty of the test and the total Test Result required are based on the complexity of the code, and the tools available at the character's disposal. Fairly simple codes are Routine and require a total of around 10, while complex codes are Challenging or higher, and require a total of 30 or more. Ferengi codes are Nearly Impossible to break. Several characters can work together to break a code, making it a Combined Test (*ST:TNG*, p. 121).

Encryption

Encryption is a complex mathematical algorithm that scrambles the information content of a transmission. The receiver can reconstruct the message using a special mathematical sequence called an encryption key. Encryption is handled by computers, which are capable of performing the massive calculations required. Complex encryption sequences are very difficult to break, requiring considerable time and computing power. Decrypting a message is an Extended Test of the Espionage (Encoding) skill or Physical Sciences (Mathematics). The turn length is 30 minutes; breaking encryption takes considerable time. The Difficulty and total Test Result required are based on the complexity of the encryption sequence. Most encryption is a Difficulty of at least Challenging, and a Total Result of 30 or more.

Piggybacking

A common means of covert communication is "piggybacking" a transmission within another, innocuous signal to prevent it from being noticed. This requires a carrier signal of the proper strength (like a subspace transmission) going in approximately the same direction that the message must travel, and detectable by the intended recipient. Successfully piggybacking a message requires a Shipboard Systems or Personal Equipment skill test using the Communications specialization. The Difficulty is based on the conditions, but should be at least Moderate, Challenging is more common.

One simple means of piggybacking a message is by sending an extremely simple signal, like Morse code or another repeating pattern. This can often be disguised as background noise or static. It's a Routine or Moderate Difficulty to send, but it's more difficult for the receiver to notice it unless they're expecting to get such a message.

Filtering Communications

With 24th century computer technology, it's a simple matter to modify the sounds and images transmitted in communications. A Shipboard Systems (Communications) Skill Test allows a character to modify a communication, altering its visual and audio components to present whatever image the character wishes. The Difficulty of the test is based on the complexity of the change desired. Making the captain look like a Klingon, standing on a

Klingon bridge, for example, might be Moderate, while making the captain appear as a Tholian or a Sheliak, speaking in their native language, is Challenging at least.

A communications filter changes the way the receiver sees and hears communications sent from the ship. For example, a filter might make the crew look like Cardassians, standing on the bridge of a Cardassian ship. This is a useful supplement to the other forms of deception. If a patrol ship's long range sensors tell them they are tracking a Cardassian freighter, and their communication with the ship shows a Cardassian crew on board, they're not likely to suspect that the vessel is really a Starfleet *Nebula*-class starship.

Computer Systems

The center of nearly every security system in the 24th century is a computer. Control the computer, and you control the security system. The computer is the "brain" of a starship or installation, making it one of the parts most vulnerable to subversion and attack. Since the computer controls many functions automatically, completely outside the control of its crew, damage or sabotage of a ship's computer can sometimes leave it helpless.

Starship computers communicate with the outside world in a variety of different ways. They use the ship's external sensors to gather information for navigation, to avoid hazards to the ship and crew, and to provide the crew with useful information about their surroundings. They use internal sensors to monitor the locations of crewmembers, route communications, maintain environmental conditions, and dozens of other functions. Communications (both internal and external) are routed through the ship's computer, and the computer is in regular contact with outside sources of information like time-base beacons, surveillance satellites, probes, and similar objects. Computers on board stations, or planetside, function in much the same way.

A character can attempt to use the Computer (Data Alteration/Hacking) skill to gain unauthorized access to a computer. Computer systems contain multiple levels of security to prevent this sort of unauthorized access, making it difficult under most circumstances. This is an Extended Test (*ST:TNG*, p. 120) with a Turn Length of 5 seconds (or one combat round). The total cumulative Test Result required is up to the Narrator, but should be at least 30, more for foreign or alien computer systems. The difficulty is based on the familiarity of the computer system: Moderate for very familiar systems (a Starfleet officer accessing a Starfleet computer), Challenging for somewhat familiar systems (a Starfleet officer accessing a Klingon computer), Difficult or higher for unfamiliar or alien systems.

The enemy can roll a Computer or Starship Systems (Sensors) Test against the infiltrator's Test Result each turn to determine if the intrusion attempt is detected. A dramatic failure on the infiltrator's part automatically alerts the enemy to the intrusion attempt. Once the enemy is alerted, the Computer Skill Test becomes an Opposed Test. A character on the enemy ship can make a Computer (Data Alteration or Programming) Skill Test each turn. Subtract the enemy's Test Result from the character's cumulative total each turn, representing the enemy wearing away at the infiltrator's success by using security measures to block him.

Example: Ensign Roberts is trying to gain access to the computer of a Federation ship under the control of hijackers to gain his ship a tactical advantage. The Narrator sets the total Test Result required at 30 (since Ensign Roberts is quite familiar with Starfleet computer systems). Roberts makes his Computer Skill Test, scoring a Test Result of 8 on the first turn. The Narrator makes a test for the enemy. The hijacker at the bridge tactical station hasn't noticed the intrusion, so far, so good.

Roberts makes his second test, while the Captain is talking to the leader of the hijackers, stalling for time. This time he gets a Test Result of 6, he's almost halfway there, when the hijackers notice him. They break off communications and open fire. "Keep at it, Ensign!" the captain says. Roberts makes his third test. This time, the hijackers are attempting to block him. Roberts gets a Test Result of 6 again. The Narrator rolls a total for the hijackers, getting a 4. Fortunately, they're not too computer savvy. Still, Roberts has a net gain of only 2 points on his cumulative total this turn, bringing it up to 16. It's in doubt whether or not he'll be able to gain access to the other ship's computer in time to do any good.

Passwords and Prefix Codes

The above rules assume the character does not have authorized access to the computer system. In some cases, however, the character may have access, in which case only a Routine Computer (Data Alteration or Programming) Skill Test is required to carry out the character's commands. This was the case in the *Next Generation* episode "Peak Performance," where Lt. Worf accessed the *Enterprise's* computer from the *U.S.S. Hathaway* and fed it false sensor data. When Data changed the security access codes, he blocked Worf's access.

Part of an operation to penetrate a location's security may consist of getting the proper access codes for the location's computer, circumventing its security measures. This is not as simple a matter as finding out a password or a sequence of numbers. Computers in the 24th century are quite intelligent, and generally have voice-recognition capabilities as well, so a password or code may need to be delivered by a particular voice as well. Voice synthesizers may be able to get around this problem. If the computer requires an additional verification like a DNA scan further counter-measures are required.

Starfleet gives each starship its own prefix code, providing outside access to the ship's computer to other Starfleet personnel. In the event of an emergency, or a takeover of the ship, another Starfleet vessel can use the prefix code to override the ship's computer system and take command of its key functions. In effect, a character on the other ship can operate the ship's computer as if it were an extension of his own ship's computer. Clever and knowledgeable hijackers will change a starship's prefix code as soon as possible to prevent other Starfleet vessels from simply overriding their command systems and, say, shutting down their shields or warp drive.

Command Codes

Codes can also be used to limit computer access to certain authorized individuals or locations. This is routinely done on board Starfleet vessels and installations; computer users must give an authorization code (by voice, so their voiceprint can also be scanned) in order to access certain restricted information and functions. For example, only the captain and the first officer of a starship can access the ship's auto-destruct system, and only in tandem. The more limited the system's access, the harder it is to overcome its security protocols.

Authorized characters can also oftentimes change the available access. For example, the captain of a Starfleet ship has the authority to localize command functions, preventing the ship's computer from accepting commands from any locations other than the one's specified. The captain can also lock out any or all of the computer's functions and place a code that unlocks them into the system. Until an authorized person inputs the code, those computer functions are no longer available.

Finally, as an emergency measure, the ranking command officer can lock out *all* of a starship or starbase's command functions, preventing anyone from accessing the computer until those functions are restored. This is done to prevent an enemy from seizing control of a boarded ship, allowing the crew the opportunity to take counter-measures.

Deflector Shields

A ship's deflector shields are its prime means of defense against attack. Although shields can be overcome with sufficiently powerful force, enemies may choose to rely on clever tactics to penetrate an enemy's deflector shields, especially if they lack weapons sufficiently powerful to penetrate them otherwise.

Shield Modulation

One tactic for penetrating deflector shields is to learn the exact modulation, frequency, and nutation of the shield. With this information and a Routine (3) Shipboard Systems (Tactical or Weapons Systems) Test, it is possible to adjust an energy-based weapon, such as a phaser, disruptor, or photon torpedo, to penetrate the shields as if there weren't even there. Such an adjusted weapon ignores the effects of the target's shields altogether. Given the power of most starship weapons in the 24th century, such an attack can be devastating.

The key to pulling it off is getting the exact shield data, which cannot be obtained by sensor scans, it must come directly from the opposing ship's computer system in order to be effective. This means the attacker must either infiltrate the other ship's computer to obtain the data (see **Computer Systems**, above) or they must have an agent on board the opposing ship able to transmit the data to them. Klingon renegades Lursa and B'Etor used this tactic against the *Enterprise-D*, resulting in the destruction of the ship's stardrive section (and the deaths of the Klingon sisters, as well).

This tactic is best used as a sneak-attack. Once the target realizes what is happening, all they need to do is rotate the shield's modulation, frequency, and nutation to block the enhanced weapons. The attacker needs to obtain the modulation data again and re-tune their weapons to the new settings.

Shield Override

Infiltration of the enemy ship's computer system can allow an attacker to override and shut down the enemy's shields. This is usually quite difficult under normal circumstances, but it's possible if the attacker has the enemy ship's prefix code, giving them easy access to the computer and command systems. Using the prefix code to shut down the other ship's shields is standard Starfleet procedure when confronting a Starfleet vessel that's been hijacked or is otherwise under unauthorized control.

Trickery

Characters can use plain and simple trickery to get an opponent to lower their shields voluntarily. The most common tactic relies on the fact that shields inhibit transporter function. By choosing to "play dead," a ship can wait until an enemy closes to transporter range, then lowers their shield to beam over boarding parties. At that moment, the enemy ship is vulnerable to attack.

The difficult part of this tactic is it requires an enemy likely to board the ship rather than simply destroy it, such as raiders, or an opposing military force. It also requires the ship to lower its own shields and shut down enough systems to appear helpless. Make an Opposed Test of the Starship Tactics Skills of the characters involved (either the captains or tactical officers of the ships). If the ambushing ship is successful, their opponents are caught off guard. Once the enemy ship is able to act, they can raise their shields again with a Routine (3) Shipboard Systems (Shields) Test.

Characters may also be able to get an enemy to lower their shields using other tricks. The Narrator should judge their chance of success, based on an appropriate Skill Test.

Transporting Through Shields

Under normal circumstances, deflector shields block the operation of transporters, neutralizing any tactical advantage they might offer. However, a character may be able to find a weakness in the shields and transport through them. For example, the shields have to cycle in order to allow the ship's sensors to pick up information. The "window" created by the cycle is extremely small, only a fraction of a second, but enough for a skilled operator to take advantage of it. This requires a Challenging Shipboard Systems (Transporter) Skill Test, and is usually only possible when the shields of the transporting ship are down, making it a dangerous maneuver at best in the midst of combat.

Locks

Locks keep things that open closed-from doors to boxes. A lock can be a simple mechanical affair (easy to overcome with the right tools) or a more sophisticated electronic lock. Electronic locks usually have additional security features built into them, such as identifying their owner by fingerprints, retinal print, voice, DNA scan, galvanic skin response, or similar criteria. Locks can be overcome using proper tools and the Security (Security Systems) skill. Generally, opening a lock is an Extended Test with a turn interval of 5 seconds (1 round) and a Difficulty and required Test Result Total based on the sophistication of the locking mechanism and the availability of tools.

Lock Difficulty Table

Type of Lock	Difficulty	Test Result Total Required
Simple mechanical	Routine	10
Complex mechanical	Moderate	15
Simple electronic	Moderate	18
Complex electronic	Challenging	25
Sophisticated electronic	Challenging	30 or more
Limited tools	+2	+5
No proper tools	+4	+10

Security Procedures

Starfleet uses a large number of security procedures and protocols to safeguard the lives of its personnel, and to prevent valuable Starfleet resources from falling into the wrong hands. Starfleet's complete security regulations take up a book many times the size of this one, covering everything from proper handling of prisoners to emergency situations.

It would be impossible to cover every aspect of security operations in complete detail. This section provides an overview of the most basic and vital security operations, allowing the Narrator and the players to extrapolate from it and information from the *Star Trek* shows, and other products from Last Unicorn Games.

Guarding Vital Areas

One of the primary duties of the Security department on board a starship or starbase is safeguarding vital areas that may be vulnerable to theft or sabotage, or that might draw intruders. Such areas include the bridge, main engineering, the central computer core, cargo bays containing valuable goods, the shuttlebays, and the brig. When the ship or station is not on alert, guards are routinely posted at security stations on the decks located near these vital areas, able to monitor the security scanners and respond quickly if there is a need.

For a yellow alert, security personnel are placed on guard at vital points throughout the ship. They may be given special orders regarding access to those facilities (such as allowing no one but the Captain and First Officer access). The security guards allow access to authorized crewmembers unless ordered otherwise. The Captain, First Officer, or Security Chief can also give certain crewmembers access privileges, as needed.

Under red alert, security guards are posted on all decks, as well as vital areas of the ship. If an intruder alert is sounded, security personnel guard all turbolifts and airlocks, and begin sweeping the ship for signs of intruders. Information is relayed back to the main computer and the Security Chief.

Standard procedure calls for at least one security guard on duty in the transporter room when unknown or potentially dangerous individuals transport on board. The transporter chief can hold such individuals in stasis in the pattern buffer if necessary to await the arrival of security, and transporter scanners automatically detect any dangerous weapons or other devices, and can render them inoperative before the subject rematerializes, making security's job easier.

Guarding the Captain

One of the prime duties of Security is safeguarding the commanding officer of a starship or station. The captain is considered a vital element of the ship, and treated accordingly. The captain should have a security escort at all times in red alert situations, and when beaming down into any situation that might become dangerous. The Security Chief and/or Operations Officer helps to safeguard the captain while on the bridge, but additional security personnel should be present if trouble is expected.

Part of safeguarding the captain involves performing security sweeps of areas before the captain enters or beams into them. Security personnel check for any potential hazards and ensure they are within reasonable limits before the captain arrives. The captain can, of course, override standard security procedures in these matters, but it is not recommended.

Away Team Procedures

Security personnel form a vital part of Away Team Missions and every away team is well-advised to have at least one security officer, more if the Away Mission is expected to encounter trouble (particularly armed resistance). In some cases, away teams may be made up entirely of Security (and Command) personnel.

While on an Away Mission, the duties of the Security personnel include: 1) Remaining alert for any signs of danger to the crew or mission; 2) Safeguarding the lives of all away team members, particularly senior officers; 3) Gathering tactical and strategic information regarding any possible threats; and 4) Taking necessary action to ensure the first three priorities, including the use of force, but only as a last resort.

While all Starfleet personnel on Away Missions are expected to remain alert, it is the security officer's duty to look out for potential threats to the Away Team. This includes the use of tricorder scans for hazards (both natural and artificial) and "reading" the reactions of any life-forms the crew may encounter. The security officer should make recommendations to the commanding officer of the Away Team with regards to appropriate security precautions.

It is important to note that Starfleet security officers are expected to take a *defensive* posture with regard to possible threats. Stunning (much less injuring) native life-forms "simply because they *might* pose a threat" is against Starfleet regulations. A strategic withdrawal is normally the most prudent response in a dangerous situation, followed by neutralizing the danger as quickly as possible, if a withdrawal is not an option.

Red Shirt Syndrome

Security "extras" in the *Star Trek* television shows get regularly phasered, stabbed, blow up, disintegrated, frozen solid, and eaten by alien life-forms with such regularity that it's become something of a joke among *Star Trek* fans. Called "Red Shirt Syndrome" (for the red shirts security personnel wore on the original series), it leads players to believe that any security NPC who accompanies them is surely a dead man.

In some cases, you can use this to your advantage, killing off non-player security characters for the same reasons *Star Trek* writers have: mainly to show just how dangerous a particular threat is, or to show off its unique (and probably unpleasant) means of killing people. Red-shirts also make good characters to get turned into sludge-rats (or styrofoam polygons) by omnipotent alien entities.

You can also play players' red-shirt expectations against them. For example, a non-player character who's *not* a security officer might suffer an unfortunate fate. Science officers are a good second choice, since they're usually investigating phenomena that can turn deadly without even a moment's warning. In certain situations, you can also throw players for a loop by having the malevolent alien choose one of their characters to kill first! Things should ideally turn out to be an illusion of some sort (or something else should be able to bring the character back to life). But putting the players in the role of the "red shirts" sometimes can lend a feeling of tension and fear to the game, and make the players a bit less likely to treat NPC security officers like cannon fodder.

Imprisonment

There are occasions when a Starfleet crew may find itself with prisoners: criminals they have apprehended, captured attackers, or even unknown aliens. In general, Starfleet crews are authorized to keep such individuals imprisoned until they can be turned over to the proper authorities, either of the planet or civilization that has jurisdiction, or to Federation authorities at a Starbase.

Each starship or station is generally equipped with a brig to hold prisoners. The brig consists of one or more cells equipped with force fields and a security station. On board larger ships and space stations brigs are capable of holding a number of prisoners. Smaller ships may only be able to hold a handful, while the smallest ships may not have a brig at all. Crews may resort to using guest- or crew-quarters as makeshift cells by locking the door and posting guards (perhaps even reinforcing the door with a force field). Most brigs use force fields to prevent any chance of the prisoner escaping via transporter.

A starship crew is expected to turn any prisoners over to the proper authorities as soon as reasonably possible. The captain, of course, is the judge of what is "reasonable" in these situations. If the ship is already engaged in a mission, the prisoners may be held until that mission is complete and the ship has an opportunity to deal with them. More delicate political and diplomatic situations may require the crew to deal with their prisoners immediately.

Starfleet regulations require that prisoners be treated well, and that all of their life-support needs be met. In the case of non-Federation citizens, the crew should make every effort to contact the proper authorities of the prisoner's home world, although prisoners accused of crimes against Federation personnel or property should be held over while Federation authorities discuss matters of extradition with the prisoner's home civilization.

For escaping from a Starfleet (or similar) brig, see the rules in this chapter and information in Chapter Six.

Sensors

One of the prime security measures is the use of sensors, devices able to pick up and monitor certain types of information, sending out an alarm or activating other security measures when they detect intruders.

Sensor technology in the 24th century is capable of picking up nearly every type of energy in the electromagnetic spectrum (and some exotic energies outside of it), along with biological matter, and even specific DNA sequences. Most sensor packages consist of multiple types of sensors, each detecting something different. For example, a sensor suite might scan for electromagnetic disturbances, ionization traces (indicative of a transporter beam), infrared signatures for body heat and working machinery, and so forth.

Visual Sensors

Visual sensors transmit a visual image of the area they are set to scan, similar to old-fashioned security cameras. They can be crudely overcome by blacking them out with some opaque material (paint, for example). A more sophisticated option is to install a device that feeds the sensor's data back into it, creating a "loop" and effectively blinding the sensor.

Motion Sensors

Motion sensors detect molecular displacement traces created by moving objects. The sensors generally have a "threshold" of movement they are designed to detect. If the threshold is set too low, the random movement of air molecules can be enough to set the sensors off. Low-grade motion sensors can be evaded by moving very slowly (a Challenging Stealth (Stealthy Movement) Skill Test). Otherwise, it is easiest to defeat motion sensors by overcoming the computer that controls them (see **Computer Systems**).

Infrared Sensors

Infrared (or IR) sensors pick up infrared radiation or heat sources, including the body heat of warm-blooded lifeforms. Characters can overcome them by wearing special anti-IR clothing to mask their heat signature, or by programming a device like a tricorder to emit an IR scattering field (a Challenging Personal Equipment (Tricorder) Skill Test).

Electromagnetic Sensors

These sensors detect electromagnetic disturbances of various kinds, including the operation of certain devices, the use of energy weapons like phasers, and so forth. They can be avoided by not using any high-energy devices, although this can make overcoming *other* sensors more difficult. Characters can also use technology to shield electromagnetic impulses, preventing them from being picked up by the sensors.

Subspace Sensors

These sensors are fairly rare; they detect disturbances in the subspace field, such as those caused by warp nacelles or a transporter beam. They can detect anyone beaming in or out of an area, and provide information to help track the transporter beam's source. Subspace sensors are difficult to overcome, but a Difficult Shipboard Systems (Transporter) Skill Test can slip a transporter beam in "between" sensor cycles.

Starship Sensors

Starships rely heavily on the data provided by their various sensors for tactical and navigational decisions. Without its sensors, a ship is effectively blind and deaf, unable to detect anything except by having someone go to a window and look out. Therefore, many tactics in starship combat are based on fooling or shutting down an opponent's sensor systems.

Sensor Interference

There are a number of ways of evading sensor scans. The most basic is using some form of matter or energy as "cover" to interfere with the sensors' operation. Normally, the tactical officer makes a Moderate (7) Shipboard Systems (Sensors) Skill Test to obtain a sensor lock on an opposing ship. Interference increases the Difficulty of this Test, making it harder to lock on to the opposing ship.

Examples of interference include things like the following:

- Asteroids or other space debris laden with heavy metals that confuse sensors. This also includes intentionally manufactured "chaff" released into space to confuse a ship's sensors.
- Nebular clouds containing sensor-screening elements and electromagnetic interactions that block sensors. Ships operating in such a cloud are virtually blind.
- Powerful electromagnetic and subspace energy fields, such as the radiation of an unstable or flare star, or even the magnetic field of a planet's poles. These energies make it difficult for the sensors to detect anything.

The Narrator should decide how much any given type of interference increase the Difficulty of Shipboard Systems (Sensor) Tests, at least by one level of Difficulty, sometimes more. In effect, the interference serves as a kind of natural "cloaking device" for the ship, with a rating determined by the Narrator.

The main drawback of most methods for interfering with an opponent's sensors is they interfere with the sensors of *both* ships, leaving them both stumbling around, effectively blinded. Fighting in a nebula is like two combatants fighting in a darkened room. In some cases, character with more experience dealing with sensor interference may still find it to their advantage, and it's preferable to being destroyed by a superior vessel.

Fooling Sensors

In some cases it is possible to not only block an opponent's sensors but to fool them entirely, feeding them false or misleading information. Usually, this involves gaining access to the opposing ship's computer system (see **Computer Systems**, above) and sending false input codes to the sensors. This allows the character to make the sensors "believe" just about anything; enemy ships where there are none, system failures or problems that don't really exist, and so forth. Characters on the opposing ship realize the image is false when it doesn't live up to their expectations (the enemy ships don't open fire, the failed system continues to function, and so forth). A crewmember can also realize the computer's error with a Moderate (7) Shipboard Systems (Sensors) Test.

There are also other, somewhat cruder, means of sending false signals to an enemy ship's sensors. One is to modify the signals sent out by your own ship, giving the enemy false impressions about it. This is usually accomplished by modulating the shields, altering transponder frequencies and signals, and modifying warp field signature. A Moderate (7) Test using the appropriate Engineering skill can modify one of the ship's systems to send a simple false signal, like making the warp signature of a Federation ship appear Klingon, for example. A Challenging (10) Test can significantly alter the ship's signals, making a Federation starship appear as a Cardassian cargo-hauler to all but visual sensors. A Difficult (13) Test even provides some screening against visual sensors, but cannot fool them entirely. Still, combined with some Fast Talk and a communications filter (see **Communications**), this can go a long way.

Psionics

One of the most difficult security and surveillance measures to avoid is the use of psionic abilities, particularly telepathic skills, in detecting criminal or subversive thoughts. Telepathy is not commonly used in espionage or security work. Federation law forbids telepathic scans of unwilling subjects, although Federation telepaths have sometimes detected criminal plots purely by chance, picking up on the surface thoughts of the criminals before they carried out their scheme. Ambassador Lwaxana Troi of Betazed once foiled a plan by the Antedeanans to bomb the Pacifica diplomatic conference in this way.

Since there is no known technological means of blocking telepathy there are only two methods of evading telepathic security. The first is training in the Mind Shield skill (*ST:TNG*, p. 99), increasing resistance to telepathic scans and allowing the user to keep his surface thoughts well hidden. Since telepathic scans are used only rarely in security work, this usually suffices to protect the character from casual detection.

The second option is to control the amount of information known to the people involved in a criminal plot. If an underling doesn't know something, he can't reveal it, even under a deep telepathic scan like a mind meld. Espionage organizations like the Tal Shiar and the Obsidian Order have also been known to give their agents suicide devices, allowing them to kill themselves before they can be interrogated.

Finally, some species, like the Ferengi and the Breen, are naturally immune to telepathic detection. Species like the Betazoids that rely on telepathy in their dealings with other races are often uncomfortable around such lifeforms.

Tactical Systems

These game systems focus on the tactical, combat action in a *Star Trek* game. Although the Federation and its representatives do their best to avoid violent confrontation whenever possible, it is sometimes necessary, and Starfleet ensures its personnel have the training to come out on the winning side of such conflicts.

Ranged Combat

Ranged combat takes place using weapons that inflict damage at a distance, from muscle-powered primitive weapons like bows and spears to firearms to modern phasers. Most ranged combat in the 24th century uses energy weapons like phasers or disruptors, although there are circumstances where a Crew might be forced to use more primitive weapons, or might encounter opponents using them (particularly on less technologically-advanced worlds).

Autofire

Many ranged weapons (firearms and energy weapons) can fire multiple shots with a single pull of the trigger, increasing the chance of damaging a target, or allowing the character to

hit multiple targets at once. When a character firing an autofire weapon makes an Attack Test, every +1 over the required Difficulty indicates an additional shot from the weapon has hit the target, doing the weapon's normal damage. Apply Resistance (and armor) separately against each shot before determining what damage the target takes. Alternately, each +1 indicates an additional target is hit, provided they are within 2 meters of the previous target. Characters can "target" empty space if desired, in order to "walk" their autofire to another target. This wastes a shot, but otherwise incurs no penalty.

Example: Captain Picard is in the Dixon Hill program on the holodeck when a pair of Borg drones come looking for him. Grabbing a holographic Tommy gun from a nearby gangster, Picard fills the air full of lead, firing on full auto to take down the drones. The Narrator says the drones are at short range for the gun, making the Difficulty of the attack Routine (4). Picard's player makes his Projectile Weapon (Submachine Gun) Skill Test, getting a Test Result of 7, or 3 over the required Difficulty. He decides to hit each Borg with two attacks. The Borg are not prepared for the unexpected use of a projectile weapon, and they take considerable damage.

The drawback of autofire is that it penalizes the character's next attack with the same weapon. Firearms suffer from recoil when fired on automatic; the kickback from the explosion that propels the projectile pushes the gun's muzzle back and upward. Energy weapons suffer from overheating when fired on automatic, making them more difficult to handle. The Difficulty for an attack with the weapon on the following round is increased by one level. This continues until the character does not fire the weapon on automatic for at least one round.

Concentrating Fire

Two or more characters can choose to "concentrate" the fire from their weapons on the same target at the same time. This increases their chances of overcoming the target's Resistance and damaging it. This is more than simply attacking the same target at once-which requires no special action-it requires some coordination. Concentrating fire increases the Difficulty of the attack by +1 for each character involved in the attack. So three characters trying to concentrate their fire do so a +3 Difficulty.

Proper coordination and leadership can help offset this penalty. If the lead character of the group makes a Moderate (7) Command (Combat Leadership) or Planetary Tactics (Small-Unit) Skill Test, reduce the Difficulty penalty for concentrating fire by an amount equal to the character's skill. Note that this takes an action, during which the characters involved in the concentrated fire attack can do nothing but dodge and take orders from the coordinating character.

If a concentrated fire attack is successful, add the total damage of all attacks that hit the target *before* subtracting the target's Resistance to determine the target's Wound Level.

Example: The Enterprise Away Team is facing off against an automated weapon in the ruins of Minos. The weapon has a deflector shield that's resisting their phaser fire, so the

team concentrates their fire, hoping to overload and collapse the shield. Lt. Yar makes her Planetary Tactics (Small-Unit) Skill Test to offset the penalty for the concentrated fire attack while Cmdr. Riker and Data remain under cover. When Tasha shouts "Now!" all three Starfleet officers fire at once, focusing on the same spot. The Narrator adds the damage from all their attacks together before subtracting the Resistance of the weapon's shield. They overwhelm the shield and the weapon is destroyed.

Combat in Zero-G

Nearly all starships and space stations in the known galaxy have some form of artificial gravity. However, there are occasions when characters may find themselves operating under zero-gravity conditions, either on the hull of a ship, in the depths of space, or in the event of a failure of their ship's graviton generators. Security officers trained in zero-G combat operations may even deliberately sabotage the gravity fields on board a starship or station to give them a tactic advantage. The *Star Trek: the Next Generation* rulebook provides some basic guidelines for zero-gravity combat, this section expands on those guidelines for Narrators interested in some extra detail.

Characters operating in free-fall conditions suffer a +1 Difficulty penalty to all actions and Skill Tests. Characters with the Zero-G Training advantage ignore this penalty. Characters with the Personal Equipment (Environmental Suit) or Unarmed Combat (Zero-G Combat) skills can make a Routine (4) Skill Test to ignore this penalty for the duration of the combat or scene. A failed Skill Test imposes no further penalty, and the character can try again on his next action. A dramatic failure imposes an additional +1 penalty (or some other effect of the Narrator's choosing).

Additionally, characters in free-fall suffer a -1 to their Strength for purposes of causing damage in melee combat, since they lack the firm leverage of gravity. Characters wearing magnetic boots or otherwise anchored down ignore this penalty. Impact-based attacks also cause the attacker and the target to fly away from each other a number of meters equal to half the damage of the attack each (round down). So a brawling attack that does 5 points of damage will cause both the attacker and the target to fly back 2 meters. Likewise, firing a kinetic-based weapon (like a firearm) causes the character to fly backward at a number of meters per round equal to half the weapon's base damage. Characters wearing magnetic boots or otherwise anchored down also ignore this effect.

Movement in zero-G is usually limited to no more than a walk if the character is wearing magnetic boots. Characters moving freely can jump a distance equal to their Strength and continue moving at the same velocity each round until something halts their momentum. Executing more complex maneuvers requires an Athletics (Zero-G) Skill Test. For example, turning off your magnetic boots, leaping across a 4 meter opening, then turning your boots back on to catch the other side before you fly off into space is a Challenging action.

The first and most important thing for players and Narrators to realize about the Mirror Universe is that it is not the Federation Universe we all know and love. The Mirror Universe is a world of

unfettered evil and ambition, where good fails and the darkest elements of human (and alien) nature rule the day.

For this very reason, the familiar axioms and themes of the *Star Trek* universe are different in the Mirror Universe, sometimes subtly, other times not. These axioms help define the types of stories that fit into the Mirror Universe setting. Narrators can use these axioms and themes as guidelines for developing Mirror Universe episodes of their own. Players should also keep them in mind when designing the histories of their characters, and when considering the kinds of stories they want to play.

Axioms of the Mirror Universe

The following four axioms are all found, to a lesser or greater degree, in all Mirror Universe stories. They are similar in many ways to the axioms described for the Federation Universe (on pages 162-163 of the *Star Trek: the Next Generation RPG*). Narrators running a Federation Universe Crew through an episode or two in the Mirror Universe should stress the differences in axioms between the two settings. A Narrator running a Mirror Universe series should make sure the players are aware of the differences in axioms between the two settings before the game begins.

Cinematic Action

The Mirror Universe is a place of cinematic action, where the rule is "do unto others *before* they do unto you." The Mirror Universe is even more action-packed than the Federation Universe because in addition to outside threats, there is always the concern of danger from within the Crew, from one's own subordinates or allies. Everyone in the Mirror Universe is a potential enemy, and should be treated accordingly.

Also, the inhabitants of the Mirror Universe don't concern themselves with concepts like the Federation Prime Directive. The Prime Directive of the Imperial Starfleet is "maintain terror" and "negotiation" is conducted at phaser- or knifepoint. Away teams don't meet peacefully with new species, they deliver an ultimatum, then kill anyone who fails to cooperate. Alliances, personal or otherwise, are always a matter of convenience, to be discarded at the first opportunity. Treachery is everywhere.

Like the Federation Universe, technology in the Mirror Universe exists to support the needs of a good, dramatic story. Weapons are spectacular and used often. Everyone goes around armed, ready for trouble at any moment. Devices like agonizers and agony booths exist to punish failure. The technology of the underdogs is always inferior, clunky, and prone to breaking down. The technology controlled by the aggressors is superior, advanced, and coldly efficient. The most powerful people control secret super-technologies like the Tantalus Device (see page **XX**). In all cases, technology is simply a tool to express the axioms of the setting.

Human Action and Free Will

The Mirror Universe is a place where individuals can and do make a difference. Indeed, they're the only thing that ever does make a difference. The ability to impose one's will on others is the goal of nearly everyone in the Mirror Universe. Individual actions are important in the overall scheme of things.

Vast, impersonal forces exist in the background of the setting. Nations like the Empire and the Alliance oppress vast populations, and carry out massive wars of conquest. But the real action of the setting happens on the personal level. The focus is not on the power of the Empire, but the ambition of a single starship captain and his quest for power and glory. It is not on the politics of the Alliance, but the actions of the Intendant of Terok Nor and how she deals with the humans under her "tender care." Likewise, the actions that decide the fate of millions are based on individuals. Garth of Izar rose to power through his own efforts. Spock single-handedly changed the course of the Empire and brought about its destruction.

Of course, the key difference between the Mirror Universe and the Federation Universe is that things like the greater good do not motivate people in the Mirror Universe. Their free will is directed towards things like gaining personal power and the destruction of their enemies. A would-be emperor might believe that his rise to power is "for the greater good," but he's certainly not going to make sacrifices to benefit anyone other than himself.

Individual Competence

In addition to having the ability to chart their own destinies, individuals in the Mirror Universe are highly competent. This is even truer than it is in the Federation Universe, since the Mirror Universe has a way of weeding out the incompetent: they end up dead, or occasionally enslaved, but mostly dead. Incompetents never make it far enough to actually gain any real power.

Of course the competence displayed by individuals in the Mirror Universe is of a different sort than is found in the Federation Universe. Federation Starfleet officers and other individuals devote themselves to personal betterment for its own sake. They pursue things like art, music, and intellectual hobbies like archeology alongside athletics and career training. Personal development in the Mirror Universe is focused entirely on the acquisition and use of power. Imperial Starfleet officers are only interested in art and archeology for its ability to appraise stolen art treasures and help locate alien ruins that might contain useful technology. Things like literature and philosophy aren't studied for their own sake, but for the ability to impress others, and perhaps to learn enough about human nature to help manipulate people. Machiavelli's *The Prince* is the Mirror Universe's ideas of "great literature."

Individual competence is also important to Mirror Universe denizens because the only person you can ever really trust in the Mirror Universe is yourself. No matter how extensive a network of agents and underlings a person may have, no matter how many allies, if they are incapable of taking care of themselves, they will inevitably end up dead at the hands of one of their "trusted friends."

Triumph of Evil

This is the key axiom of the Mirror Universe. There is nothing and no one that can stand against the application of sufficient skill, determination, and treachery. Sooner or later, the forces of evil always triumph in the Mirror Universe. Individuals fall to betrayal or plots by their underlings. Rebels are sought out and crushed by the power of the Empire. The softhearted yield to the might of the stronger willed. The Terran Empire grew and prospered following this axiom. When it abandoned it, it was crushed by the Alliance, which took its place. Attempts at reform and rebellion have created temporary change, but nothing has altered the basic view that power is the ultimate goal in life, and that the strong must rule the weak.

One important factor involving this axiom is when it comes in contact with the axioms of the Federation Universe. In that case, the power of the human spirit, acting in accordance with the greater good, always triumphs over evil. That is why nearly all the "good" that has happened in the Mirror Universe has been a direct result of the intervention of people from the Federation Universe. Mirror Universe people are simply incapable of acting selflessly for the greater good. It may be that the influence of Federation Universe individuals like James Kirk and Benjamin Sisko may lead to true change in the Mirror Universe eventually, but it hasn't happened yet.

Themes of the Mirror Universe

The axioms are the basic laws that govern stories in the Mirror Universe. Individual episodes center on specific themes that showcase the various axioms in different ways. Themes provide the "why?" of the story, while the axioms describe *how* things happen in the Mirror Universe. It is the theme that provides the driving motivation of the story itself.

Not every story has to have a theme, of course. Episodes in the Mirror Universe can consist of the Crew killing their enemies, gathering booty, and plotting the demise of their associates, but themes serve to enhance the story and give it deeper meaning. Themes also help hold a series together and make it more than just one "phaser 'em dead" story after another.

Exploration and Conquest

The missions of vessels belonging to the Imperial Starfleet, or the Alliance fleet, are as much about personal gain as they are about seeking out new worlds. The Empire and the Alliance explore solely to find new worlds to conquer. They make contact with new species and civilizations to take control of them, and loot whatever valuable resources they might have. Planets are only of interest based on their value as targets. Archeological ruins are explored only to find valuable or useful artifacts. Unusual phenomena are explored only to discover how to use them as weapons, or to understand them enough to prevent rebels from using them against you. Exploration is a purely selfish activity, not a quest for knowledge for its own sake.

This not only serves the expansion of the state, but more importantly, it increases the personal power of the individuals involved. A skilled conqueror is likely to parlay his or her skills into the ability to make conquests at home as well as on the frontier. Mirror Universe history records a number of individuals whose personal power became so great as a result of their conquests that they were able to seize positions of power for themselves with ease. Discovery of a unique resource or piece of information can be the key to personal ascension. Of course, it can also become the key to personal destruction, if the secret falls into the wrong hands, or if allies are willing to betray you in order to seize your discovery for themselves.

Not all exploration and conquest stories have to be about new worlds or alien cultures. The Crew can also explore the labyrinthine corridors of power, dig up carefully hidden conspiracies against them, discover and gain new allies, and conquer enemies at home just as well as they can explore things in the depths of space. It is often possible to combine the two types of exploration together into a single story.

Self-Aggrandizement

The desire for personal gain is also a theme in and of itself. Selfishness pervades the Mirror Universe, and everyone is motivated by a desire for personal power and all that comes with it. This theme can be as simple as seizing control of a new world or resource to add to your personal power, or as complex as an apparent sacrifice that can lead you to even greater gains in the long run. The important thing to keep in mind is the "angle." Nobody does anything in the Mirror Universe unless it benefits them in some way. The key is figuring out how, before it's too late to do anything about it.

Although everyone in the Mirror Universe is ultimately out for themselves, that doesn't mean people can't work together. For one thing, the smart ones realize there's strength in numbers and it's good to have allies. Also, the weak tend to follow the strong, hoping they can get some measure of their power. If they are patient and careful, they may even be able to gather enough power to topple their superior and take their place. As long as everyone is getting something out of the deal, things work smoothly. It's when someone inevitably decides they want a bigger piece of the pie that it starts getting tricky.

Dilemmas of Power

People in the Mirror Universe seek power, and are usually willing to do whatever they have to in order to get ahead. This includes betraying friends, family, or other allegiances in the name of personal gain. Ironically, one needs to cultivate such personal relationships in order gain power, so people in the Mirror Universe are constantly building up networks of allies, knowing that everyone one of them is a potential traitor who might turn against them. The more powerful you become, the more complex, and potentially treacherous, your network of agents and allies becomes. Those who are in the strongest positions of power are also the ones present the most tempting targets, so powerful characters have to spend considerable time safeguarding their position.

Episodes involving dilemmas of power are primarily focused on roleplaying and dialog between characters, as they seek to maintain their useful relationships and protect their own positions while others are scheming against them and looking to advance themselves, usually at the expense of their superiors. The Narrator can use this theme to foster a certain amount of group unity, by presenting an outside enemy and forcing the Crew to band together for mutual protection. On the other hand, Narrators can also use this theme to foster more conflict within the Crew, as they plot and scheme against each other. For more information on handling this type of story, see page **XX**.

Free Will

In many ways, the Mirror Universe is a place of ultimate free will, where you are only limited by your personal power when it comes to getting your own way and imposing your will on others. Of course, everyone is trying to achieve "free will" at the same time you are, and the dynamics of power say that only a few are going to climb high enough to have complete free will, while the majority are bound to the will of those few who rule. The key is to become one of the few rather than the majority. Stories involving this theme are about the struggle to gather the power you need to carry out your will, instead of carrying out somebody else's.

Free will is also about decision-making, and the individual decisions of people affect the course of history in the Mirror Universe. Your decisions and choices decide whether you succeed or fail, and certain choices can affect things for everyone. The more power you have, the more your choices matter, because they have the potential for affecting everyone. If an Imperial officer makes a poor

choice and dies, then only he is affected, and possibly his Crew. But if the Emperor makes a poor choice, then it is the entire Empire that suffers.

Might Makes Right

In the Mirror Universe, free will and "legitimacy" rest in the hands of those with the power to claim them. The Emperor is always right because he says so, and because he has the power to back up what he says. Mirror Universe denizens see no hypocrisy in this. In fact, they're very open and honest about it. To their point of view, it is more hypocritical to claim that the opinions of the powerless masses matter in the slightest.

Power rightfully belongs to whoever can seize it and continue to wield it. If you are foolish enough to let down your guard, even for an instant, then you deserve exactly what's coming to you. Of course, if you are foolish enough to attack someone with agents capable of avenging his dead, then you also deserve what's coming to you. A person who advances through ruthless, careful planning and action is to be admired and feared, and ultimately plotted against.

Mirror Universe Themes

Here are some story ideas that demonstrate some of the common Mirror Universe themes:

Exploration and Conquest

- The Crew visits a new, unexplored, planet and must determine if it is worth conquering and how best to go about it.
- The Crew encounters a new lifeform. Is it a possible threat to be destroyed or a possible asset they can use?
- A member of the Crew discovers a plot against him or her. Who is behind it, and why?
- The Crew hears about the promise of powerful alien technology in a lost ruin. Do they pursue it, and who gets control of it?

Self-Aggrandizement

- A Crewmember is offered a dangerous mission. It has the potential for personal gain if successful, but disaster if something goes wrong.
- A breakdown in ship or station systems endangers the Crew. Was it sabotage?
- A Crewmember is threatened by an alien virus or infection. Is it an accident or an assassination attempt? Does the Crewmember trust the medical officer or look for a cure on his own?
- The Crew spies or enters into a false alliance with a potential enemy in order to learn more about his plans and resources before moving against him.
- A Crewmember plots the assassination of a superior officer to advance in rank.

Dilemmas of Power

- The Crew is offered the opportunity to assist a senior officer in a plot to overthrow his superior. Is it a genuine offer or some sort of trick?

- A Crewmember gains access to a "treasure map" that leads to some valuable resource. Trouble is, he can't find it alone. Who does he trust enough to ask for help and how much does he tell them?
- The Crew is dealing with a new and hostile species. Do they destroy them or seek to cultivate them as useful (if dangerous) allies?
- A superior officer is behaving strangely. Does the Crew turn against him, or is his odd behavior some sort of test or trick to expose disloyalty among the Crew?

Free Will

- The Crew is captured by enemies and must cooperate in order to escape.
- A Crewmember is given the authority to decide an important matter that may affect the Empire, such as wiping out a new race or choosing to conquer them.
- An omnipotent being toys with the Crew, enforcing its will on them, until they surrender. It loses interest when they choose not to "play."

Might Makes Right

- The Crew is assigned to destroy a city or colony as an example to a world that has defied the Empire.
- A new world must be conquered and brought under control.
- A seemingly weak or undeveloped civilization secretly holds the key to a great source of power (whether or not they know it).
- A Crewmember uses a newly acquired resource (from blackmail to alien technology) to advance in rank. How does the rest of the Crew react?

Chapter Two: Mirror Physics

The Mirror Universe is a curious place. By many of the standards known to Federation science it should not even exist at all, yet it does. Not only that, but it remains remarkably similar to the Federation Universe, down to duplicates of individual people. The Federation's few contacts with the Mirror Universe have given scientists only a limited understanding of the physics involved in the creation and sustaining of such a parallel universe. This chapter covers where the Mirror Universe "is" in relation to the Federation Universe, how to get there, and (more important from a Federation standpoint) how to get back.

For more information on parallel timelines and dimensional travel in general, consult the *All Our Yesterdays* sourcebook from Last Unicorn Games.

The Continuum

The Mirror Universe, like all parallel timelines, is believed to lie parallel to the Federation Universe in a six-dimensional continuum: three dimensions of space, and three of time. The dimensions of space (height, width, and depth) are familiar. The linear motion of time (past-present-future) can be considered one "dimension" of time. Time's other dimensions are made up of probability fields that

are the "height" and "width" of time. In essence, these temporal dimensions encompass every possible past, present, and future that *could* exist, and does, "elsewhere" in the continuum.

In these higher temporal dimensions lie a potentially infinite number of timelines, running parallel to the familiar Federation Universe. The amount of divergence between universes - essentially the difference between their quantum signatures - determines how "far apart" they are in temporal terms. The Mirror Universe lies quite "close" to the Federation Universe in a dimensional sense, one of the reasons it was the first parallel dimension encountered by visitors from the Federation Universe.

Quantum Signatures

Everything in a particular timeline has a unique energy "signature" that can be measured on the quantum level, and cannot be changed by any means known to Federation science. This quantum signature is normally of little interest, since it is common to everything in the universe. However, objects from *outside* the universe have a different quantum signature. This includes people and objects from a parallel dimension. A quantum scan can determine whether or not something is from the same universe as the scanner. If the quantum signature of the subject's home dimension is known, then it can also be identified. This requires a Moderate (7) Personal Equipment (Tricorder) Test.

Note that at present the quantum signature of the Mirror Universe is not widely known in the Federation and vice versa, so correctly identifying the universe of origin for either requires some time and a computer records search (a Moderate (7) Computer (Research) Test).

Quantum Flux

Although the quantum signature of matter cannot be altered by any known means, it is possible to place matter in a state of quantum flux. This causes the affected matter to become "unstuck" in the space-time continuum, shifting "sideways" through time into another dimension. Transporters have the potential to place matter into a quantum flux state, and use a component known as a quantum resonance oscillator to keep the matter stream in the correct quantum state with relation to the rest of the universe, preventing it from going into quantum flux. As we will see, a failure of the quantum resonance oscillator can lead to quantum flux, along with a number of other high energy phenomena.

The Mirror Universe

The Mirror Universe is unusual, even for a parallel dimension. Most parallel dimensions known to Federation science are what might be termed *alternate histories*. They diverge from known Federation history at a particular place in space-time, known as the *divergence point*. From that moment on, they follow their own history, but before the divergence point, they are identical to the Federation Universe, save for a difference in quantum signature.

Some parallels appear to have diverged from Federation history so long ago that it is difficult to determine the divergence point. These parallels are quite different from the Federation Universe, up to and including vastly different life forms evolving on Earth, Vulcan, and other planets of the galaxy. The further the divergence point is from the Federation present, the less likely it is for the parallel to have anything even remotely resembling Federation Universe history.

The Mirror Universe appears to be the exception. Although Mirror Universe history is quite different from Federation Universe history, going back centuries at the very least, many aspects of the Mirror Universe are remarkably similar to the Federation Universe, including the presence of certain individuals in both universes. For example, when Captain Kirk and his crew first encountered the Mirror Universe, they accidentally beamed on board an *Enterprise* that was an almost exactly duplicate of their own, down to the presence of an acid stain Dr. McCoy recalled from his own sickbay. Although the Terran Empire differed radically from the Federation in terms of politics and culture, it still had many of the same people.

With a history that diverged even decades previously, much less centuries, the odds of the Mirror Universe having a duplicate *Enterprise*, with an almost identical crew, are astronomical. The odds of there being a Benjamin Sisko and a duplicate crew of Deep Space Nine nearly a century after Kirk verges on the impossible. The events described by Intendant Kira, including the fall of the Terran Empire at the hands of the Alliance, should have so scrambled the human gene pool that Sisko and co. should never have been born. And yet they exist in the Mirror Universe, along with duplicates of many other people from the Federation Universe. Why?

The exact answer is uncertain, but Federation scientists who have studied the phenomenon of the Mirror Universe have offered a theory. They suggest that the Mirror Universe represents some kind of "quantum inversion field," an almost literal "mirror" of the Federation Universe. The inversion field creates a universe that duplicates the Federation universe on a macroscopic scale, while altering events and personalities on a smaller scale. Take the example of looking at your reflection in a mirror. The image looking back at you appears nearly identical to you, but if you were to hold up a book or a sign, the writing in the mirror appears backwards. So it is with the Mirror Universe. The large-scale things are nearly the same: planets, people, and even starships and space stations, but many of the details, the "writing" of the universe, are the opposite of what they are in the Federation Universe.

This "quantum inversion field" theory implies a strong relationship between the Mirror Universe and the Federation Universe, a kind of interdependency. Events in the Federation Universe may serve to dictate or at least influence events in the Mirror Universe. It may be that the Mirror Universe is only that, a reflection of the Federation Universe. If the Federation Universe was destroyed, the Mirror Universe might cease to exist as well. Of course, it is equally possible the Federation Universe is actually the reflection, and the Mirror Universe is the "real" one, or that they are both equally "unreal," reflections of some "higher" reality. Still, the strong relationship between the two realities on the quantum level seems to be what makes travel between them relatively easy compared to other quantum phenomena.

Quantum Mirroring

One result of this theory about the nature of the Mirror Universe is what scientists call "quantum mirroring." This essentially describes the fact that events and individuals often appear duplicated in both universes despite the larger-scale differences between them. For example, the lives of individuals from both universes are often extremely similar, even down to the smallest details, despite larger difference in personality and attitude.

Dr. McCoy's acid stain is a prime example. Although the Dr. McCoy from the Federation Universe was clearly a very different person from his Mirror Universe counterpart (who was described as "weak-willed" and prone to drinking excessively) both men experienced an identical accident that left an identical stain on their respective workbenches. Likewise, the Benjamin and Jennifer Sisko

from the Federation Universe and their counterparts from the Mirror Universe were both married, although the Federation Jennifer died during the Borg assault on Wolf 359, while the Mirror Jennifer separated her husband and continued her work as a scientist. The list of similarities goes on and on.

Quantum mirroring somehow "synchronizes" certain events between the two universes. Scientists are uncertain how this happens, or why certain events are mirrored almost exactly, while others are distorted or altered, and some events are not mirrored at all. They speculate that it may be possible to influence the events in the Mirror Universe through a greater understanding of the phenomenon, but to what degree remains unknown.

Quantum Flux Shifting

The only known means of travel between the Federation Universe and the Mirror Universe involves putting a subject into a state of quantum flux matched to the particular quantum resonance of the other universe. The affected matter shifts out of one universe and into the other. Returning to the original universe is a matter of once again placing the subject in a state of quantum flux and matching the resonance of the original universe. This is somewhat easier, since the subject's natural quantum signature always matches that of the subject's home universe.

This technique was first discovered accidentally by the crew of the *U.S.S. Enterprise* in 2267, when an ion storm over the planet Halka caused a failure of the quantum resonance oscillator in the ship's transporter system. When members of the bridge crew attempted to beam aboard, they entered a state of quantum flux and shifted into the Mirror Universe. At the exact same moment, the bridge crew of the *I.S.S. Enterprise* shifted into the Federation Universe. The two crews being on (essentially) the same mission, and beaming back to their vessels at the same moment is another example of the quantum mirroring between the two universes. *Enterprise* Chief Engineer Montgomery Scott was able to reverse the quantum flux process to return the crew to their home universe, while at the same time the crew of the Mirror *Enterprise* was returned to their universe.

Although some scientific investigation of the *Enterprise* mission took place, the Federation Council decided on a policy of non-intervention in the Mirror Universe. Although Captain Kirk's actions in the Mirror Universe could be interpreted as a violation of the Prime Directive, the Council decided that the Directive did not specifically cover interference in the history of a parallel universe. Captain Kirk's actions were overlooked, and the definition of the Prime Directive was extended to include the Mirror Universe. Research into the nature of the Mirror Universe has been necessarily limited as a result.

Quantum Flux Transporter

The primary means of access between universes remains the quantum flux transporter. By modifying the quantum resonance oscillator of a standard transporter system, it is possible to place the matter stream in a state of quantum flux, shunting objects into a different universe during the re-materialization process. Targeting the transporter requires the quantum signature of the target universe; otherwise the subjects may become lost in the space-time continuum.

Making the necessary modifications to a transporter requires a Difficult (14) Systems Engineering (Transporter) Test, with a Challenging (11) Shipboard Systems (Transporter) Test to operate it successfully. A failure on either test means the transporter does not function as a means of

interdimensional travel, although no harm comes to the subjects of the transport. A dramatic failure on either test results in the transporter sending the subjects to a random parallel universe, then burning out (leaving no means for the travelers to return). Because of the potential danger to the travelers, and the possible complications of contact with other parallel universes, the Federation and Starfleet restrict dimensional travel to times when it is absolutely necessary.

Apparently, the Terran Empire (and later the Klingon-Cardassian Alliance) modified the quantum resonance oscillators of their transporters systems to make quantum flux transport impossible, most likely to keep people from fleeing their grasp by escaping into parallel timelines. The existence of the Federation Universe was kept secret from most people, out of concern that knowledge of parallel timelines might inspire hope and rebellion in subject populations. Still, residents of the Mirror Universe have modified transporters to function as quantum flux transporters, and have used them to visit the Federation Universe.

Wormholes

Normally wormholes provide a "shortcut" to a different point in space-time. Thus far, all the wormholes known to the Federation connect different points within the same timeline; that is to say wormholes appear limited to the three dimensions of space and the linear dimension of time, rather than extending into the "sideways" temporal dimensions. However it is theoretically possible for a wormhole to connect two parallel timelines. Such a wormhole would most likely be short-lived, formed by high-energy interactions in the vicinity of strong subspace or gravitic forces (such as an active warp field or possibly a black hole). A ship could use an interdimensional wormhole as a means of traveling from one universe to another.

Experience has also shown that a resonant warp field applied to a normal wormhole can cause anything inside the warp field to enter a state of quantum flux, shifting it between universes. This occurred in 2370, when a Federation runabout carrying Major Kira Nerys and Dr. Julian Bashir suffered a warp malfunction inside the Bajoran wormhole, sending the ship and its crew into the Mirror Universe. By modulating the warp field exactly, it is theoretically possible for a ship entering a wormhole to travel to a parallel universe intentionally. Doing so would require a Difficult (14) Propulsions Engineering (Warp Drive) Test to successfully modify the ship's warp field. A failure on the test means the ship does not enter quantum flux, while a dramatic failure can catapult the ship into another timeline altogether rather than the desired destination.

Quantum Singularities

A quantum singularity is a point of incredibly intense gravity, so powerful that neither light nor normal matter can escape from its pull. The gravity emitted by a quantum singularity can stress local space-time in such a way as to cause spatial and temporal distortions. Chroniton particle emissions are common around quantum singularities, which may interact with subspace to cause unusual phenomena. The Romulans use a forced quantum singularity as a power source for their starships rather than a Federation-type antimatter engine.

An encounter with a quantum singularity in deep space, or the failure of an artificial singularity like those found aboard Romulan vessels, could accidentally induce a state of quantum flux. For example, a battle between a Federation and Romulan vessel could lead to the formation of a quantum fissure, or simple phase shift both vessels out of normal space-time into another universe. Returning in such a case would require the cooperation of both vessels and crews.

A vessel might be able to channel the energies of a quantum singularity, in conjunction with a warp field, to place matter in a state of quantum flux. The Klingons and Romulans experimented with a similar technique to shift a cloaked vessel out of phase with ordinary matter, not only making the vessel completely undetectable by conventional scanners, but also allowing it to pass through ordinary matter unharmed. All the experiments ended in disaster and were abandoned by both Empires. Two experimental phase cloak vessels vanished entirely, never to be seen again. It is possible they were phase shifted out of the universe entirely and into a parallel universe (although not the Mirror Universe, apparently).

Deliberately using a quantum singularity to phase shift a vessel into a parallel universe would be a Difficult (14) feat of Propulsion Engineering (Warp Drive) at best. Failure would most likely disable the vessel's warp drive at the very least. A dramatic failure could lead to anything from the disappearance or destruction of the ship to strange temporal phenomena to a visit to an undiscovered parallel universe (accompanied by a burnout of the warp drive, making it very difficult to get back).

Quantum Fissures

A quantum fissure is a weak point in the space-time continuum where different parallel timelines come in contact. It can be thought of as a kind of "quantum keyhole" between different universes. Normally, quantum fissures are extremely small, and short-lived, of little concern to anyone. However, certain high-energy subspace interactions, particularly warp fields, can cause quantum fissures to grow and de-stabilize, creating a more volatile interface between dimensions. Exposure to such a quantum fissure can place objects in a state of quantum flux, causing them to shift between different parallel universes.

In 2370, the *U.S.S. Enterprise* encountered an unstable quantum fissure, which caused hundreds of thousands of parallel universes to begin converging with the Federation Universe. The crew used a broad-spectrum warp field to safely seal the fissure and return the other timelines to their proper orientation in space-time. Sealing an unstable fissure in a similar manner requires a Challenging (10) Propulsion Engineering (Warp Drive) Test.

A quantum fissure could theoretically be used as a means of travel between parallel universes, but a means of controlling the fissure and choosing a destination would be required. A very precise application of warp fields might accomplish this, but any error would lead to a destabilization of the fissure. Such a technique should be Nearly Impossible (Difficulty 15+) for Level Six civilizations like the Federation. Alien technology - like that of the Iconians - might employ artificial quantum fissures as a means of dimensional travel.

Alternate Modes of Transport

There are a number of other possibilities for travel between parallel universes. The options presented here are based used a plot devices rather than technologies the Crew can rely on with any certainty. They are good for "accidental" dimension travel stories or when the Narrator wishes to introduce a unique form of dimensional travel into the series. Narrators should feel free to expand on the ideas presented here for use in their own games.

Warp Fields

Warp field and warp drive technology is an integral component to many of the modes of interdimensional travel above. Warp fields have the ability to alter the properties of local space-time and, as the Traveler has pointed out, the Federation's understanding of the relationship between warp fields and reality is in many ways only beginning. A static warp bubble once created an alternate reality, so it is quite possible an application of warp fields might provide a means to travel to parallel universe.

Warp fields mixed with exotic phenomena like quantum fissures, singularities, cosmic strings, and so forth create a recipe for sending a starship nearly anywhere (and anywhen) a Narrator wants, including into a parallel like the Mirror Universe. Getting back may involve duplicating the circumstances of the original accident - often involving a short-lived interstellar phenomenon, like an unstable wormhole or quantum fissure. Or the Crew may need to find another way to return home.

Time Travel

Time travel normally involves moving along the linear dimension of time, but it is possible some methods of time travel could - intentionally or accidentally - permit movement "sideways" through time into a parallel universe. Experiments involving time travel and the nature of time, such as Paul Manheim's experiment from "We'll Always Have Paris" (TNG), could open a "window" into the Mirror Universe, or simply catapult the scientist and the Crew into the Mirror Universe altogether, with or without a means of getting back home.

The different methods of time travel, and parallel universes in general, are covered in more detail in the **All Our Yesterdays** sourcebook from Last Unicorn Games.

Psionics

It may be possible to psionically induce quantum flux in an object, causing it to shift from one universe to another. This **Quantum Shift** ability is a Psionic Skill, albeit one unavailable to player characters and largely unknown in the Alpha Quadrant. The difficulty of a Quantum Shift Test is based on the parallel universe the character wishes to visit. Parallels "close" to the Federation Universe have a Moderate or better difficulty, while those "farther away" in a dimensional sense are more difficult. The difficulty also varies based on the local field density and other phenomena, which may shift from time to time, allowing the Narrator to make using this ability more of less difficult as desired.

Quantum shifting is best reserved for strange alien beings like the Traveler or the Q. A powerful Quantum Shifter could bring a Crew (or even a whole ship) along for the ride. This offers a good way of getting the Crew to a parallel universe without necessarily giving them the ability to get back (especially if Q isn't feeling particularly generous at that moment).

Artifacts

"Artifacts" covers any advanced, alien technology that provides the ability to travel between dimensions. The technology most likely comes from an alien race that is long extinct, like the Iconians, the Preservers, or the mysterious builders of the Guardian of Forever. It is technology so advanced that Federation species are like cavemen in comparison.

Most of these ancient races built their technology to last (the Guardian of Forever is *billions* of years old, for example). Generally, the instruction manuals haven't survived along with the device, so the Crew has to rely on trial-and-error in order to make it work. Most often, an alien artifact is activated accidentally and shifts the Crew (and possibly their ship) to another dimension before they can do anything to stop it. Getting back requires figuring out how to make the device work again, which isn't always the same as what made it work the first time.

With advanced dimensional travel technology, it is quite possible an ancient species or two visited the Mirror Universe (and other parallels) long ago. In fact, the Preservers or Iconians of the Mirror Universe may have been the same race from the Federation Universe, or perhaps the two parallel races were in contact with each other. Of course, it's equally possible the builders of the Guardian of Forever went to war with their Mirror counterparts, resulting in the destruction of both their civilizations.

Like psionic dimension travel, alien artifacts fall under the control of the Narrator, who can introduce them as plot devices to get the Crew to the Mirror Universe and (possibly) back.

The Tantalus Field: Shattering the Mirror

One particular alien artifact deserves special attention: the Tantalus Field. Discovered by the Mirror Captain James Kirk "in the laboratory of a dead alien scientist," the Tantalus Field is a device that granted the Captain much of his power and fearsome reputation.

The Field consists of a small viewscreen and a few simple controls. By adjusting the controls, the operator can call up a view of any point within orbital distance (up to 10,000 kilometers away). No known screens or other technology can block the Tantalus Field's view. This ability alone is quite useful for covert surveillance, but the Tantalus Field's true power allows its user to "lock on" to anything in the device's field of view and destroy it with the touch of a button.

The Tantalus Field operates on a principle of quantum interference. It disrupts the target's normal quantum resonance signature. In essence, the target no longer "belongs" in normal space-time and instantly ceases to exist, vanishing in a momentary flash of light. This is more than mere disintegration; the subject is banished from reality all together. There is no known defense against the Tantalus Field; once it has you in its sights, you are as good as dead. The field has no Damage Rating or game statistics for this reason. It requires only a Routine Personal Equipment (Tantalus Field) Test to destroy anyone or anything within the field's range.

The Tantalus Field remained in the Mirror Kirk's possession until the Mirror Spock discovered its existence in 2269. With the aid of the Tantalus Field, Spock seized power on board the *U.S.S. Enterprise*. He used the Tantalus Field as one of his prime weapons in his own ascent to power in the Empire.

However, even the power of the Tantalus Field was no match for the invasion of the Klingon-Cardassian Alliance. The Field has not fallen into the hands of the Alliance, and its whereabouts remain unknown. It is rumored Spock's mysterious "disappearance" was the result of a subordinate using the Tantalus Field to assassinate him. More likely Spock still has control of the Tantalus Field, and is most likely using it to keep watch on activities in the Alliances and elsewhere, perhaps eliminating those that threaten his long-term plans, whatever they may be.

Chapter Five: The Imperial Starfleet

So, you want to join the Imperial Starfleet? Excellent! Starfleet is one of the best routes to advancement and personal power in the Empire assuming you survive the experience. The Starfleet is a symbol of the Terran Empire itself: strong, powerful, ruthless, and efficient, something that strikes terror into the hearts of our enemies. To be a Starfleet officer is to uphold a long tradition of advancing the power of the Empire, while advancing your own power as well. More than one Emperor has risen from the ranks of Starfleet to supreme power over the Empire itself.

Starfleet and the Empire

To many subject worlds and species, Starfleet *is* the Empire, or at least the only part of the Empire they will ever see. Starfleet is the Empire's strong right arm, carrying out the commands of the Emperor and ensuring that no act of rebellion against the Empire goes unpunished. Starfleet also explores the galaxy, seeking out new worlds to conquer for the greater glory of the Empire. It is with Starfleet's help that the Empire has grown, and the Empire relies on Starfleet for its continued growth and protection.

I know what you are thinking: "If the Empire relies on Starfleet, then Starfleet holds considerable power." You're right. Starfleet officers are some of the most powerful people in the Empire, ranking with Imperial Senators and other high officials. Admirals and even influential captains have shaped the future of the Empire, like the glorious Captain Garth's ascension to the Imperial Throne. That is why so many people seek to join Starfleet, because it offers a route to greater power and influence, although this is not always an easy road, as we shall see.

Some might say that Starfleet is the true power behind the Empire. This is true, but only partially. Starfleet is the enforcement arm of the Empire, but the Emperor is careful not to allow any Starfleet officers to accumulate too much power. The Emperor who allows Starfleet too much free reign is an Emperor who is quickly replaced by an ambitious Starfleet officer, such as the case of Emperor Garth's rise to power. The Emperor and the Senate carefully play the leading officers of Starfleet against each other. More importantly, high-ranking officers must always be on guard against ambitious subordinates looking to advance their own position through the elimination of a superior. If you plan to survive and advance in the ranks, it is wise to watch you back as well as keeping an eye on your goal.

Starfleet Headquarters

Starfleet Headquarters, built around the ancient Presidio Fortress in San Francisco, is a stronghold of Imperial might. It is from here that the Commander of Starfleet issues orders to fleet officers, and it is here that the will of the Emperor is heard and transmitted throughout the fleet. Starfleet Headquarters is a complex maze of activity and opportunity

for those who learn to navigate its labyrinth corridors and its complex web of allegiances and plots.

Most officers ultimately seek an appointment to Starfleet Headquarters, where the true power of the fleet lies. Once they are here they can begin working their way up the true ladder of power, to the level of the Joint Chiefs and even the rank of Starfleet Commander. Ambition runs thick as blood through the corridors of the Headquarters as admirals scheme against one another, plotting the downfall of their enemies and the elevation of themselves and their allies.

In more recent years, some officers have questioned to conventional wisdom of gaining power through a position at Starfleet Headquarters. Emperor Garth was a field officer, after all, and he parlayed his power and influence in the field into support strong enough to allow him to take the throne. Many young officers are following the Emperor's example by building networks of allies for themselves on the outskirts of the Empire, hoping to raise a powerful enough force to return and claim power for themselves. They must take great care not to draw too much attention to themselves, lest their superiors consider them a possible threat and order one of their subordinates to assassinate them and take their place.

The Starfleet Commander

The Starfleet Commander is the supreme power in Starfleet, answerable only to the Emperor and the Imperial Senate. It is one of the most influential positions in the entire Empire, and many Starfleet officers aspire to hold it, enough to keep the Starfleet Commander involved in fending off challengers for his position. The Commander-in-Chief's bodyguard is the most efficient in Starfleet, and the Commander uses the considerable resources of Imperial Security to ferret out and eliminate any potential challengers before they become a problem.

The Starfleet Commander oversees the Joint Chiefs of Starfleet, his subordinates, and most often the direct challengers for his position as head of Starfleet.

The Joint Chiefs

The Joint Chiefs are the heads of each major department of Starfleet. They make up a council that oversees and controls Starfleet as a whole under the direction of the Starfleet Commander. Each individual department chief has his or her own personal agenda to further, along with an extensive network of agents, henchmen, and allies to see that it is carried out. Of course, each chief also forms alliances with other chiefs to further their mutual goals, while working against enemies among the other chiefs, in the Imperial Senate, and so forth. These activities, along with their regular duties, keep the members of the Joint Chiefs quite busy.

For the most part, the Joint Chiefs are willing to cooperate on matters that further the cause of Starfleet as a whole, although there is often disagreement on what is and is not good for

Starfleet. Along the way, the chiefs work to further their own plans, strengthen their positions, and arrange the downfall of their enemies. Some choose loyalty to the Starfleet Commander, counting on the rewards that come from loyal service should the Commander be elevated to a higher position. Others prefer to arrange the elimination of the Commander in an effort to take that position for themselves. Naturally, doing so requires a considerable amount of support from the rest of the Joint Chiefs and enough power to back up such a claim.

Starfleet Academy

Also located in San Francisco, Starfleet Academy is where would-be officers of the Imperial Starfleet are first put to the test to determine their fitness to serve. The Academy is well known for its ability to ruthlessly weed out the incompetent and the incapable from the ranks of those who apply. Its training regime is brutal and efficient, turning raw recruits into hardened, capable officers, able to carry out the will of the Emperor and expand boundaries of the Empire.

Many attribute the Academy's renowned ruthlessness to its staff and faculty, most of whom are frustrated by their position, so far from the active ranks of the fleet, isolated from opportunities for advancement and personal gain. Still, some instructors and staff members remember the Academy's motto-*Ex Astra Imperius* ("From the Stars, Power")-and use their influence over the new generation of fleet officers to build themselves a power base for the future. Professor John Gill's brilliant political maneuvering is one of the finest examples of this strategy.

Potential cadets must meet Starfleet's high standards and pass a series of grueling tests in order to enter the Academy. Once they are admitted, the real testing begins as cadets are put through four years of learning, physical training and, most importantly, cutthroat competition to determine who will be worthy enough to graduate and earn commissions as Starfleet officers. The allies and enemies cadets develop during their Academy years often stay with them for much of their careers.

After gradation, Starfleet cadets are assigned to a cadet cruise out in the field for a year, where they either learn to survive or get weeded out by older and more experienced officers. Cadets who survive their cadet cruise are made full officers of the Imperial Starfleet.

Despite the high attrition rate among applicants and cadets, there is not lack of volunteers looking to serve in Starfleet. It still represents one of the best avenues of advancement available in the Empire.

The Mirror Academy Campaign

Looking for an interesting twist on the Academy Campaign idea described in **The Price of Freedom** and in-depth in **Starfleet Academy**? Consider running an Academy series set in the Mirror Universe, where Starfleet Academy is just as ruthless and cutthroat as the rest of

the fleet. Cadets can struggle to deal with their classes, handle threats from upperclassmen and other cadets looking to get ahead by making them look bad, and tests intended to weed out the weak. Narrators can play such a series as darkly humorous or deadly serious. Cadets that survive can "graduate" to a full-fledged Mirror Universe series. See "The Mirror Toolkit" (p. XX) for more information.

Starfleet Departments

Starfleet is a vast organization; it has to be in order to control an area as vast as the Empire. The Imperial Starfleet has several major departments handling all the various duties it carries out, from exploration and conquest of new worlds to research into valuable new technologies and day-to-day operation of facilities.

Fleet Operations: Fleet Operations oversees the deployment of starships to different sectors of the Empire, and handles things like personnel assignments and assigning starships to various missions, as requested by other departments. Fleet Operations is also responsible for maintaining the readiness of the Imperial Starfleet, ensuring that each vessel is properly maintained and ready to serve the Empire. As you may imagine, Fleet Operations is one of the most influential departments in Starfleet because it controls the fleet's vessels. The Chief of Fleet Operations can frustrate the plans of other departments by delaying their requests and tying them up in red tape, or simply ignoring them altogether. Of course, a Fleet Operations Chief who turns the rest of the Joint Chiefs against him isn't likely to hold the job for long, unless he has considerable support elsewhere.

Starbase Operations: The Office of Starbase Operations oversees the Empire's many starbases, deep space stations, and other permanent facilities, including border posts and monitoring stations. Although most tend to think of Fleet Operations as the best route to power and influence through the command of a starship, the commanders of Imperial starbases should not be underestimated, particularly those given control of newly conquered territory. These representatives of the Empire often rule entire worlds in the Emperor's name, giving them a strong power-base to work from. Of course, they must also face the possibility of rebellions and have fewer opportunities to discover new and valuable resources, but officers from this department can wield considerable power.

Starfleet Security: Although agents of Imperial Security protect the Empire, Starfleet has its own security department to protect the organization. Security officers are some of the most influential on board starship and starbases, since they monitor all activities on board and report this information to the commanding officer or a designated subordinate. Security officers also command some of the best-trained soldiers, making them powerful allies, and dangerous enemies. Still, despite their power and authority, they are still answerable to Imperial Security forces and to their own commanding officers.

Corps of Engineers: The Starfleet Corps of Engineers handles major construction projects throughout the Empire. Some of their most important work includes the design and construction of new starships and starbases. Although it is possible to gain considerable influence within the department, the Corps of Engineers is largely considered a dead-end

for personal advancement. For this very reason, engineers are often indigent and choose to lord what power they have over their subordinates and those in need of their services. For a captain in a strong position, Starfleet engineers are useful toadies to get important work done. Those in lesser positions find the Corps of Engineers uncooperative, arrogant, and petty. If you are a command officer, value a good engineer, but don't allow them to forget their station. If you are an engineer, use your power where you can, but don't forget about the enemies you may make along the way.

Science: The Science Department is like the Corps of Engineers in many ways; filled with arrogant intellectuals who like to lord their superiority over anyone they can, but who generally grovel before those with greater power or influence. Science presents more opportunities than engineering because scientists have been known to discover useful technologies or natural phenomena on distant alien worlds. Of course, they must ensure that credit for their discoveries goes to them and not their commanding officer. A wise commander uses scientists for the information they can provide, but doesn't allow them too much latitude. A scientist in control of a valuable discovery can use it to go a long way in Starfleet.

One of the most important branches of the Science Department is the Starfleet Medical Corps. The doctors and nurses of the Medical Corps are charged with maintaining Starfleet crewmembers in proper physical condition to carry out their duties. They also study the many different threats to life found in the exploration of space, and how these can best be used to the Empire's advantage. Starfleet doctors are rulers of very small fiefdoms indeed—a sickbay or infirmary and no more—but they are absolute rulers. It is best to have a doctor as an ally should you be injured or in need of their services but, as most Starfleet officers would advise, it is even better not to need them in the first place. Leave your enemies to the tender mercies of the Medical Corps rather than yourself.

Colonial Affairs: The Department of Colonial Affairs oversees the Empire's expansion and conquest, making them another of the most influential departments. They decide which worlds merit immediate conquest, which should be taken over more slowly, and which worlds should be left alone, at least for the time being. They also decide which worlds should be annihilated rather than conquered. Implementing their decisions is left up to Fleet Operations, so Colonial Affairs is often at their mercy. Fortunately for them, Starfleet officers are more than pleased to carry out their orders when it comes to conquering a new world and seizing its riches.

The department also handles the Empire's colonization programs and the administration of subjugated populations. This places Colonial Affairs close to Starbase Operations, and the two departments are traditional allies as well as rivals in their mutual sphere of operations. Starbase commanders and planetary governors must often deal with the demands of Colonial Affairs, and CA officers are often dependent on the goodwill of a local starbase commander when carrying out operations in their area.

Strategic Operations: This department is responsible for planning the strategic defense of the Empire against all enemies. It is a key department, both in the protection of the Empire

as a whole, and as a potential obstacle for would-be Emperors and other upstarts. Strategic Operations develops plans to protect the Empire from invasion and enemy attacks, strengthening its borders and key strategic areas. It also issues recommendations on the deployment of ships and starbases and provides the Emperor and the Joint Chiefs with regular reports on the security of the Empire. Anyone planning a coup or other action against the current order must carefully avoid the plans and watchful eyes of Strategic Operations, or else have allies within the department willing to look the other way. Sometimes it is possible to catch Strategic Operations by surprise. Captain Garth did so when he led his fleet to seize control of the Empire. Now Strategic Operations is more watchful for threats from within the Empire as well as from without.

Chain of Command

The most important thing for Starfleet officers is to understand the chain of command, how to use it to their advantage, and how to avoid trouble with superior and subordinate officers. The bridge and corridors of a starship or starbase may be the most difficult battlefield an officer faces—at least in comparison to the Empire's external enemies. Knowing how the chain of command works can mean the difference between success and death in an agony booth.

Positions

There are a wide number of duties on board a starship or starbase, requiring a large crew to carry them out. Starfleet routinely fields crews of 300 or more. Within this large crew are a number of important positions, primarily the commanding officers, department heads, and bridge crew.

Commanding Officer

The Commanding Officer is, of course, in command. It is the position all officer aspire toward, and are willing to kill (many times) to achieve. Commanding officers achieve their position through a combination of skill, drive, and ruthlessness, allowing them to overcome all obstacles that stand in their way, including their predecessors.

Some captains are content with their position and spend their time maintaining it and enjoying the privileges of their rank. Others have higher ambitions, to achieve admiral rank or even higher. They use their command to build the support and influence they need to achieve their goals. In either case, a commanding officer must be utterly ruthless in order to maintain discipline and guard against those who covet the position for themselves.

First Officer

A first officer is the chief lieutenant and henchman of the commanding officer. Ironically, he is also the one with the most to gain from the commanding officers sudden and unexpected demise. First officers must carefully balance the two to work themselves into a position of authority and trust. Captains learn to find a first officer they can trust, then

never to trust them. After all, most captains remember when they were first officers, and how they got to be captains.

The first officer is responsible for ensuring the crew functions in an efficient manner. This means the first officer is usually responsible for maintaining discipline and punishments as needed (unless the commanding officer is a "hands on" type). This makes the first officer feared by the crew, a useful tool. First officers can also know more about how a ship or starbase really runs. Learning the ins and outs of the crew and the assignment can give first officers an edge when it comes to dealing with their commanding officer eventually.

Helmsman

The helmsman is responsible for steering a starship, handling all flight control operations. Since helmsman is a bridge position, it is often a good opportunity for junior officers to work their way up the ladder. It is not unknown for an ambitious helmsman to get promoted to a higher position when misfortune befalls his superiors. Still, helmsman is a fairly low position in the hierarchy, and a smart helmsman watches out for the whims of his or her superiors. A helmsman who fails to perform to the commander's satisfaction may be punished as a lesson in job performance.

Navigator

The ship's navigator plots courses across space and often handles routine sensor sweeps and similar astrogation information. Like the helmsman, the navigator is generally a junior bridge officer with some opportunities for advancement, provided her or she is clever and careful enough. Navigators often work closely with the helm and may develop as allies, but all junior officers have to remain away of the ambitions of their contemporaries unless they want to serve as a mere step in someone else's climb to power.

Science Officer

The Science Officer mans the science station on the bridge of a ship or starbase and handles sensor sweeps, library computer access, probes, and similar scientific and information functions. Science officers control information, which is their sole resource and source of leverage. In general, science officers have few opportunities for advancement unless they move into the command branch; such as with science officers who also serve as first officer. Otherwise, science officers are best served to maintain the favor of their commanding officer (or their next commanding officer if there is an ambitious first officer waiting in the wings).

Still, science officers understand that knowledge is power, if it is applied correctly. Research into alien worlds and technologies can turn up information and objects of extraordinary value. The trick is keeping this information from the rest of the crew long enough to make use of it. This is a serious gamble; either turn the information over to the captain, earning his favor and allowing him to take most of the credit and power. Or else

keep the information to yourself and hope you can use it before you captain finds out and has you executed unless you can eliminate him first.

Security Officer

The ship or station's Security Officer maintains security, handles intruders, and may also serve as tactical and weapons officer, a vital role in battle (these later functions are often controlled by the helmsman). The life of a security officer is a true tightrope, walking between the opportunities for power and influence presented by the position, balanced against the dangers of choosing a side in an uncertain struggle.

In general, security remains loyal to the captain, and the security officer may serve as one of the captain's personal bodyguard. It is well known that one of the most important steps in gaining control of a ship or starbase is acquiring the loyalty of the security personnel, or at least the security officer. Having security look the other way when a plot against the captain is unfolding is vital if it is to succeed. Sometimes security can be distracted or otherwise convinced to stay out of the way, even if they do not immediately change their loyalties. Once the new commanding officer is in place, wise security personnel swear loyalty to him or her in order to avoid the inevitable purge of those loyal to the old order.

It is certainly not unknown for an ambitious security officer to take matters into his own hands when it comes to the elimination of a superior officer, especially when a good opportunity presents itself. Sometimes all a security officer has to do is look the other way. If the coup attempt succeeds, you may gain in rank. If it fails, you can claim ignorance, although that may not save you from the wrath of an angry captain.

Communications Officer

The Communications Officer handles all comm traffic, both internal and external, on board a ship or station. This is a commonly overlooked position in the bridge hierarchy, since many consider the role of communications officer little more than that of a glorified assistant. Clearly such fools do not realize the power you can hold behind the scene, nor the value of information.

The Communications Officer is in a position to know almost everything that goes on aboard ship. By monitoring routine communications, you can learn a great deal about your crew and their activities. Of course, many will use personal communicators for their clandestine messages, but even those transmissions can be detected. And communications off the ship or station must always be routed through you. The potential for blackmail is vast, as are the opportunities for passing information into the right hands, for a price.

Chief Engineer

The Chief Engineer oversees the engineering staff and maintains and repairs the systems of the ship or station. Engineers have a certain degree of influence because of their responsibilities, but it does not extend much past their own department. An engineer may

be the absolute ruler of his engine room, but that power ends when the captain calls down demanding to know what the warp drive is not operating at peak efficiency.

For this very reason, a Chief Engineer exaggerates repair estimates and other work, trying to look good for the command staff, while overworking their own personnel. As a Chief Engineer, you can usually delegate most tasks to your underlings and take credit for them later. Just make sure you keep on top of what everyone in your department is doing. You wouldn't want a particular innovation to reach the attention of the captain or first officer before you can claim credit for it.

Chief Medical Officer

The Chief Medical Officer is in charge of keeping the crew physically capable of performing their duties. Like the Chief Engineer, you can be the absolute ruler of your own domain (the sickbay) but you have little influence unless someone chooses to enter your sphere of influence. Of course, once they are in your sickbay, they are yours to do with as you please.

Starfleet doctors have almost endless opportunities to test out new techniques, treatments, and drugs on their patients. They are also some of the first to examine and vivisect new life forms for study, yielding useful biological information. In some cases they are permitted to dabble in genetic engineering and germ warfare, although the Empire generally prefers to use other methods to deal with troublesome species (such as bombarding their planet from orbit).

As a Chief Medical Officer it is wise to remain in the good graces of your commanding officer, or to cultivate a patron to protect your interests. Medical officers have only limited advancement opportunities in Starfleet, unless you make an opportunity by plying a command officer with drugs or neurological treatments. Being the power behind the command chair can provide considerable freedom and protection from your enemies.

Captain's Mate

An unofficial "position" in the ship's crew that is tradition in Starfleet is that of the Captain's Mate, more commonly known as the "Captain's Woman" or "Captain's Man" depending on the particular captain's tastes. The Captain's Mate is a favored lover who holds the captain's interest and therefore earns certain special privileges. These include better quarters (often the captain's own suite), finer luxuries and, of course, the personal attention of the captain. Although they are little more than playthings, Captain's Mates can wield considerable power and influence behind the scenes, and crewmembers know better than to cross a Captain's Mate, since their transgression is sure to get back to the captain.

Becoming a Captain's Mate can be a fast way to achieving power and influence, provided you find a suitably generous officer to attach yourself to. Captain's Mates are usually Starfleet crewmembers, but are sometimes civilians, particularly Orion slaves. Some captains treat their mates quite well, lavishing them with gifts as proof of their own

abilities. Some are even foolish enough to trust their mates, believing a mere pleasure toy could not possibly be a threat to them. They often learn their error at the point of a knife or phaser. Other captains treat their mates more harshly, usually to keep them in line, while some have been known to juggle more than one mate at a time. Captain Janice Lester, for example, usually has two or three "Captain's Men" to please her, and plays them expertly off one another to keep any one of them from becoming a threat to her.

Despite the term "Captain's Mates" are often found in the company of higher-ranking officers as well, although rarely if ever attached to lower-ranking officers. A department head or first officer might be able to easily attract a mate, but they rarely have the power to give them any special privileges.

Rank

In the Imperial Starfleet, as in life, rank and position are all-important. Your rank determines your authority, power, and influence in Starfleet. Attaining a higher rank, and keeping it, are prime activities of any Starfleet officer. Sometimes fate may favor you with an opportunity to move up in the ranks, such as the elimination of a superior for their own foolishness. Most of the time, you have to make your own opportunities and arrange openings in the ranks above so you can move into them.

The chain of command generally follows rank and seniority, although personal influence can often be as important as seniority. A ship or starbase has a commanding officer and a first officer. If they are unavailable, command then falls on the most senior commander on board. If no commanders are available, command falls to the most senior Lieutenant Commander, and so forth.

Imperial Starfleet Ranks

Admiral
Commodore
Captain
Commander
Lieutenant Commander
Lieutenant
Lieutenant (Junior Grade)
Ensign

Saluting

Officers of the Imperial Starfleet salute each other by custom, as a sign of authority. Lower-ranked officers salute first, followed by the highest ranked officer present. The Imperial Starfleet salute is made by placing your right fist over your heart, then extending your arm out, hand open and palm out. Officers who are seated must stand before they salute. Failure to salute a superior officer in a proper manner is punishable by agonizer, usually carried out on the spot by the offended officer.

Rank Hath Its Privileges

Imperial officers of high rank have many special privileges and opportunities open to them. They have more spacious quarters, more luxuries, a greater share of any booty taken on missions, and greater latitude in spending it. They use their influence to attract and maintain their own personal bodyguards, agents, and other henchmen to carry out their wishes. As you work your way up through the ranks you can experience many of these privileges for yourself.

High-ranked officers have complete authority over their underlings, dealing with them in any way they see fit. As a captain you literally have the power of life and death over your crew. You may have to answer for your actions to a superior officer (who has power over you) but otherwise you can do as you please with regard to your inferiors. If a crewman offends you, you can have him tortured in an agony booth or even killed on the spot. However, beware of an excess of cruelty towards your inferiors. The right amount of cruelty inspires fear and respect, but too much casual killing of junior officers may lead them to unite against you and attempt to replace you with a commander more to their liking.

Agents and Henchmen

One of the ways higher-ranking officers ensure their position is through the recruitment of agents and henchmen. Henchmen are generally lower-ranked crewmembers who swear loyalty to you above all else (including loyalty to the captain, unless you happen to be captain). You know you can count on them to a greater degree than you can on most crewmembers because they have a strong interest in seeing you succeed. If you succeed, your henchmen know they will be rewarded. So long as you remain strong and successful, your henchmen will remain confident and loyal for the most part. It's when you begin to look weak that henchmen begin looking for a way out, to avoid being dragged down with you. A weak officer is often betrayed by his or her own henchmen, looking to curry favor with a strong replacement.

A particular type of henchman is the bodyguard. No officer of the rank of Commander or higher would ever be without at least one personal bodyguard. This is an especially loyal henchman willing to defend you against your enemies and watch out for attacks against your person. Most high-ranking officers have several bodyguards, particularly since they have a tendency to end up dead quite often. Crewmembers accept the position of bodyguard because it is one of the surest ways of proving your loyalty to a patron and gaining their trust. Of course, some bodyguards later abuse their position or turn against their patron, so officers never trust even their bodyguards completely.

Agents are more distant from their masters than henchmen. Agents operate behind the scenes, often concealing their true loyalties to better serve their patron. Agents are often Starfleet personnel, but they do not need to be, and many officers have civilian agents serving them in a variety of ways. Although they primarily serve to gather information, acting as their patron's eyes and ears, agents carry out many other duties. These include

gathering evidence for use in blackmail, stealing items of interest to their patrons, altering computer records or otherwise greasing the wheels of the Imperial bureaucracy, and carrying out missions of kidnapping, assault, and assassination at the command of their patron.

Agents are a powerful unknown quantity, since it is difficult to be sure how many agents an officer may have. While henchmen are usually well known, agents may be anywhere. An apparently loyal henchman may in fact be an agent of your worst enemy. Many agents are also fanatical enough to remain loyal to their patron even after their patron's death, and more than a few assassins have found themselves targeted by their victim's agents, seeking to avenge his or her death.

The Agent Campaign

An interesting option for a Mirror Universe campaign is one where the players all take the roles of agents of a particular patron, such as a high-ranking Starfleet Commodore or Admiral, or even someone like an Imperial Senator or the Emperor himself! Their patron uses them as elite "troubleshooters" to ferret out the plans of his enemies, gather useful information and materials, and carry out covert missions of sabotage, kidnapping, and assassination. The characters can be Starfleet officers, civilians, or a mix of the two. Although they all serve the same patron, the characters can (and no doubt do) have personal agendas to advance, and one or more of them may even be double agents working for someone else.

The agents can remain loyal to their patron or try plotting against him, perhaps at the instigation of a new potential patron. Or the agents' patron might be killed, leaving them to decide whether or not to avenge his death. Of course, if the agents are reluctant to do so, their patron might have taken steps to ensure their compliance, such as a slow-release toxin or genetically engineered retrovirus. Only by eliminating the assassin can they acquire the cure. Then they are left with the decision of finding a new patron or striking out on their own somehow.

This sort of campaign is similar to an espionage series, described in **The First Line: the Starfleet Intelligence Handbook**. Narrators should consult that book for additional information and ideas. The "Mirror Toolkit" chapter of this book also provides ideas for different kinds of Mirror Universe campaigns.

Promotion and Advancement

The pursuit of promotion is one of the most important things in the life of a Starfleet officer and one of the great opportunities Starfleet offers. Imperial citizens who might not otherwise have any great power to speak of can, through their own cleverness and skill, rise through the ranks of Starfleet to become admirals or even beyond. You may be able to earn a promotion through diligent service to an influential patron, working as a bodyguard or trusted henchman, for example. Some few promotions also come directly from Starfleet Command, as a way of recognizing service to the Empire, and often as a result of some

influence the officer is able to bring to bear to convince Starfleet Command of his or her "worthiness."

But a Starfleet rank and commission is for life (however long that life may last). Although some officers managed to live long enough to retire, opening up their position so lower-ranked officers can advance, the number of voluntary retirements is not nearly enough to satisfy the needs of Starfleet's officers, so some involuntary "retirements" must be arranged. You advance in rank through the elimination of those above you, making room for everyone to move up through the ranks.

At first, you most likely advance through the actions of a superior officer's elimination of *his* superior. This is how most ensigns earn their lieutenant and even lieutenant commander ranks. This is one of the prime reasons junior officers attach themselves to strong command officers as henchmen and bodyguards. If their patron eliminates a superior, they benefit as well. On the other hand, if you work for a weak officer and he or she is assassinated, you gain very little.

As you rise higher in the ranks, you have to take responsibility for your own advancement. Many ambitious officers do this even when they are lieutenants or even ensigns, arranging for the elimination of superior officers. It is quite easy to convince a lower-ranked officer to do your dirty work in this case, with promise of advancement in rank. If such a pawn fails and is eliminated, there is nothing lost, and nothing to point back to you (so long as you ensure that your pawn does not talk).

Starfleet Command must still confirm promotions gained through the elimination of a superior. Starfleet rarely refuses to confirm such a promotion, but it can do so for reasons of its own, especially if the officer was sloppy or careless. Eliminating your superior in a way that endangers your ship or its mission will not endear you to Starfleet Command, nor earn you a reputation for skill or efficiency. Always ensure that your enemies are removed in an elegant manner that leaves no doubt who has done it, but no evidence to prove that belief. That is the ultimate in promotion in the fine Starfleet manner.

Uniforms

The Imperial Starfleet uniform is designed to show its wearer's rank, status, and position in Starfleet. The standard uniform consists of black trousers and boots, a colored tunic with rank insignia, and a gold sash worn around the waist. The female uniform consists of a colored skirt and halter-top, gold sash, and thigh-high boots. A service dagger is considered part of the standard uniform, and officers carry them at all times. The color of the uniform indicates the wearer's branch of service. Gold indicates command, blue for sciences, and red for ship's services. Officers commonly display medals and other indications of achievement on their uniform tunic.

Making the Most of Your Opportunities: The Career of Captain James T. Kirk

A fine example of advancement in Starfleet is Captain James T. Kirk, commander of the *I.S.S. Enterprise*. One of Captain Garth's early proteges, the young Lieutenant Kirk used his mentor's influence to arrange an assignment on board the *I.S.S. Farragut* in 2254, immediately following his graduation from Starfleet Academy.

Kirk served on board the *Farragut* for three years until 2257, when Captain Garrovick was killed by a mysterious "vampire cloud" creature near Tycho IV after Lieutenant Kirk "hesitated" to fire his the ship's phasers against the creature. Kirk moved up in rank to Lieutenant Commander following the Tycho incident and arranged to be assigned to the *I.S.S. Enterprise*, under the command of Captain Christopher Pike, where he made the acquaintance of Lieutenant Spock, a junior science officer.

While on a landing party, Kirk discovered the Tantalus Field in the looted laboratory of a dying alien scientist. With this device at his command, Kirk began slowly and systematically working his way up the ladder of command on board the *Enterprise*. By 2262, he was first officer on board the ship and later that year he arranged for the "disappearance" of Captain Pike and assumed command of the *Enterprise* with Spock as his first officer. The ship departed on a five-year mission of exploration and conquest in 2264.

The early missions of the *Enterprise* proved both successful and profitable for Kirk and his crew. They raided into Romulan space, providing a necessary show of force against the Romulan Empire. In 2267 Kirk executed Chief of Security Ben Finney for plotting against him. Lt. (j.g.) Hikaru Sulu assumed Finney's rank and position.

Shortly after Finney's execution, Lt. Commander Spock seized control of the *Enterprise* and directed it on a course for the forbidden planet of Talos IV, after imprisoning Captain Kirk and Commodore Mendez of Starbase 11. This "mutiny" was actually a ruse by Spock and Kirk to allow the *Enterprise* to approach the planet and bombard it, in order to destroy the Talosians, whose power of mental illusion posed a threat to the Empire. For his actions, Spock was promoted to the rank of Commander and both men earned medals from the Empire.

Kirk ended the conflict between Emiar VII and Vendikar by bombarding both planets until they were forced to surrender to the Empire. He also dealt with threat to Imperial mine workers on Janus VI, killing the silicate creature stalking them, and seizing its eggs for study. He put down a minor Klingon incursion into the Organia system before the Klingons could land on the planet.

In 2267, Kirk destroyed an alien weapon of unknown origin by tricking Commodore Matthew Decker into flying his starship, the *I.S.S. Constitution*, directly into the weapon. Kirk also oversaw the conquest of Gamma Trianguli VI and Coridan as new subjects of the Empire.

Regulations

Although commanders exercise considerable latitude in their decision-making, the Imperial Starfleet is still an organization based on rules and regulations. You may run your ship or station (or department) as you please, but you still have to answer to Starfleet Command for your actions. Violations of Starfleet regulations can result in various types of discipline, ranging from momentary punishment with an agonizer to demotion, removal from duty, or execution. Bend or break the rules, if you wish, but be aware of the consequences of your actions.

The Prime Directive

The first and most important regulation of the Imperial Starfleet, it's Prime Directive, is "Terror Must Be Maintained." The Terran Empire rules the stars with an iron fist, and dissenting or rebel populations must be reminded of the price they pay for defiance. The Empire cannot appear weak or else it will crumble, set upon by other civilizations like a wounded deer by a pack of hungry dogs.

The Empire learned a harsh lesson about the necessity of maintaining terror among the masses. When the *I.S.S. Ranger* went to claim Qo'noS from the Empire, the captain of the *Ranger* felt the warlike and imperialistic nature of the Klingons would make them useful subjects of the Empire, and powerful soldiers. He was right, but not in the way he hoped. Rather than breaking the spirit of the Klingons, the *Ranger* achieved only a surface conquest. The Klingons rebelled against the Empire and are beginning to go from a nuisance to a potential threat against Imperial power. It is for this very reason that the Prime Directive was established. Mercy is the worst trait a starship captain can show to a world because it gives subject races and new species hope, keeping that spark of rebellion alive rather than crushing it utterly.

The Prime Directive is enforced with a policy of zero-tolerance for rebellion or defiance of the Empire. Planets that refuse the Empire's requirements are bombarded from orbit with phaser and photon torpedo fire until they see the error of their ways and comply. Otherwise their civilization is reduced to smoking ruins, and their population is fit for nothing other than being taken away as slaves for the Imperial borite and rodium mines. Pirates, raiders, smugglers, and other criminals are hunted down and executed. Political dissidents must either recant their rebellion against the Empire (following a period of suitable punishment in an agony booth) or they are executed, along with any that foolishly chose to follow them.

These punishments serve as examples to others of the price of defiance, and teach them not to do so in the future. It is the foundation the Empire is build on.

Regulations

Starfleet's standard regulations cover the performance of the crew's duties and all the day-to-day operations of Starfleet. They describe what is expected of each crewmember, which has access to particular information or areas of a ship or station, proper modes of dress

and comportment, and so forth. Regulations are strictly enforced on most Starfleet ships and facilities in order to keep the crew in line and ensure maximum efficiency at all times.

Directives

Directives are orders coming from a superior officer. Unlike regulations, they are not permanent rules of conduct, but temporary requirements placed on a Starfleet officer or crew. Directives have all the weight of regulations, however, and ignoring an order from a superior officer is a sure way of earning swift and serious punishment, depending on the level of the infraction. A directive can come from any level above the officers who receive it; a captain can give a directive to any member of his crew, or even his entire crew, while the Starfleet Commander can issue directives to the entire Imperial Starfleet as a whole.

Starfleet officers have been known to get creative when it comes to interpreting directives given to them. If you plan on twisting the wording or timing of a superior's directive to suit your own purposes, make certain whatever you are planning successful enough to allow your superior to overlook what you've done. In this case you might only have to take a brief touch from an agonizer. Even better is when you can twist a superior's orders to make yourself look good and make them look incompetent or foolish in the eyes of their own superiors. This can lead to the elimination of a weak superior and an opportunity for advancement, assuming that your superior doesn't simply have you executed for disobeying orders, of course.

Guidelines and Traditions

As a military organization, Starfleet is full of unwritten rules. Indeed, the rules you don't find in the manual are often the most important. Learning the unwritten rules of Starfleet is one of the things many cadets fail to pick up at the Academy. Once they are in the field, you need to learn them in a hurry if you intend to make it through your cadet cruise all the way to a full commission. The officers who learn to navigate the unwritten rules as well as the standard regulations are the officers who advance the fastest.

Here are some of the more important unwritten rules and traditions of the Imperial Starfleet you should be aware of:

Trust No One. Rule Number One of Starfleet survival. Of course it will be necessary to delegate a certain amount of responsibility and authority to others as you advance in power and influence. But do not trust even your closest allies and advisors too far, or you are likely to end up with a knife in the back, or simply vaporized by a phaser blast from one of your "trusted friends." Value allies for what they are, but do not make the mistake of thinking that anyone can ever be really trusted.

Respect the Captain's Mate. The Captain's Woman or Captain's Man has great influence, far outweighing whatever official position he or she might hold. Learn who the Captain's Mate is, and give them a wide latitude. If you can curry their favor, that may be useful, but be careful about captain's who become jealous. If you intend to seduce the Captain's Mate

(or be seduced by them) make sure the captain doesn't find out until he is as good as dead (and maybe not even then).

Avoid Sickbay. Pay close attention to your medical skills training at the Academy and practice your first aid and treatment skills. Do your very best to avoid having to go to sickbay, since the doctors there are more likely to use you as a test subject for their newest drug or treatment device, which probably has nothing to do with the original reason you went there in the first place. For medical treatment, rely as much as possible on the one physician you can trust: yourself. In the meanwhile, do your best to make friends and curry favor with the medical officer and sickbay staff. If you are forced by circumstances to go to sickbay, it pays to have some influence there.

Never Show Weakness. Signs of weakness include being merciful to your enemies as well as not having the strength of will and stamina to carry out whatever tasks your superiors assign to you. Weakness invites attacks from all quarters, both superior officers who want to break you and inferiors who would like to have your position. It is like fresh blood in shark-infested waters. Do everything you can to conceal any potential weaknesses or failures, shifting the blame to others when possible.

While the Cat's Away, the Mice Will Play. It's only a violation of regulations if you're *caught*, and only then if it's by a superior officer with the ability to discipline you. The word of an inferior is generally useless against yours, unless they have some compelling evidence, and perhaps not even then, unless your infraction is something to concern the captain or first officer. Use the opportunities when your superiors have their attention elsewhere to advance your own agenda and enforce the idea among your crewmates that you are a force to be reckoned with.

Discipline

Maintaining discipline is vital to the operation of Starfleet. Junior officers must know what is expected of them and what will happen if they fail to live up to those expectations. Violating regulations presents great opportunities, but an equally great risk of punishment. Like the policies of dealing with other worlds and other species, discipline maintains the rule of fear in Starfleet and serves as an example to all officers and crew of the penalties for failure.

Discipline rests entirely in the hands of superior officers, who can handle routine discipline of their crews as they see fit. Maintaining a suitable balance of fear and reward is the mark of a skilled commander, who knows how to keep the crew in line, but is not so harsh that the crew chooses to rebel rather than continuing to serve. The unfortunate truth is you cannot execute your entire crew, or even a large portion of them, or else you find yourself with no crew at all. Fortunately, it rarely takes more than an occasional execution to keep any crew in line.

Agonizers

Agonizers are the simplest way to handle routine discipline and punish minor infractions. Before the development of agonizer technology, such punishments had to be carried out manually, usually with beatings or whippings, crude techniques that threatened to impair the subject's ability to function. The agonizer, on the other hand, is simple, elegant, and highly effective.

Each crewmember in Starfleet carries a standard issue agonizer on his or her person. It is a small device, fitting easily into the palm of the hand. The crewmember is expected to surrender his or her agonizer to a superior officer upon request. It is considered traditional to use the individual's own agonizer to administer punishment. In this way, the agonizer becomes associated with discipline, and carrying it serves as a constant reminder of the penalty for disobedience and failure.

The agonizer is usually placed above one of the major nerve clusters in the chest, although it can be used anywhere on the body, and works through normal clothing. It uses neural induction to stimulate the body's pain receptors, causing intense, burning pain radiating out from the point of contact. The pain becomes more intense over a longer period of contact, but even the initial touch of an agonizer is enough to render most humanoids virtually helpless with pain. Once the agonizer is deactivated, the pain vanishes instantly, leaving few lingering side effects (although the physiological effects of the pain, such as heightened adrenaline levels and so forth, remain).

The length of exposure depends entirely on the violation and the whims of the officer applying discipline. Generally speaking, a few seconds (perhaps as many as thirty or forty) is standard for most types of minor infractions, with times upwards of a minute for a true "object lesson." As Academy cadets quickly learn, a minute of agonizer treatment feels like an eternity of pain. But it is still nothing compared to the more serious punishments available.

Agony Booths

More serious matters call for more severe punishments. While the agonizer serves well for minor infractions, serious discipline is carried out using an agony booth, several of which are installed in any Starfleet facility's brig. The agony booth functions on the same principle as the agonizer, but its neural induction fields affect the entire nervous system at once, producing intense pain in every nerve in the subject's body. The booth's controls finely control the intensity and type of pain inflicted, and Imperial "pain technicians" specialize in understanding the breadth and depth of pain it is possible to inflict on humanoid life forms. Booths have transparent aluminum doors, to permit others to observe the subject's pain, often before being placed in the booth themselves.

An agony booth monitors the subject's pain threshold, ensuring no permanent damage is done, unless that is what the operator desires. A subject can be tortured in an agony booth for hours without suffering any permanent physical damage. Of course, it is also possible to inflict enough pain that the subject's nervous system overloads, causing cerebral

hemorrhages or cardiac arrest. Although it's possible to kill a person almost instantly using an agony booth, booths are designed to make death as slow and painful as possible.

Execution

The most severe penalty is, of course, death. Execution is the standard penalty for an attack on a superior officer, and any disobedience that results in the death of a fellow officer, especially a superior. Executions are usually carried out by agony booth, allowing the subject to suffer as much as possible before the end, and serving as an example to others.

Officers have considerable latitude in carrying out an execution and may choose any method they wish. Execution by spacing (ejecting the offender into space without a pressure suit) or by phaser were once quite common in Starfleet, and are still sometimes used by traditionalists, but they are both generally considered too quick and merciful by modern Starfleet officers.

Exile

Although serious violations of regulations are usually handled by time spent in an agony booth or execution, some commanding officers have been known to merely expel offenders from Starfleet. While some may take this as a show of mercy, more often than not exiles are marooned on distant worlds far from the refuge of the Empire, usually with little or nothing in the way of resources to aid their survival. Even on Class M worlds, such exiles are essentially sentenced to a slow death by starvation or exposure. Those few who manage to survive have nothing to look forward to but a lifetime alone, struggling to survive, and holding on to the faint hope of rescue. Many would prefer even a lengthy execution to such "mercy."

Missions

The Imperial Starfleet handles a number of different and vital missions for the Empire, ranging from discovering and taking new worlds to protecting the Empire from threats both internal and external, and studying the mysteries of space, seeking new resources the Empire can use.

Exploration

One of the most important missions of the Starfleet is the discovery and exploration of new worlds for the Empire. Starfleet uses various unmanned probes and subspace telescopes to chart and study distant star systems on the frontiers of Imperial space. Those systems with promising qualities (such as an abundance of planets) or unusual features (particularly Class M planets) are explored by Starfleet vessels. If a system has anything of value, then Starfleet claims it in the name of the Empire. If a system has something-such as a civilization or technology-that is potentially dangerous to the Empire, then Starfleet is changed to deal with it.

Exploration missions offer tremendous opportunities to Starfleet crews. Newly discovered systems may contain a wealth of resources valuable to the Empire, a portion of which goes to the crew, encouraging them to seek out and explore the most valuable systems. More importantly, exploration offers a crew the opportunity to discover new Class M worlds, either worlds suitable for colonization, or planets with existing civilizations to conquer.

Also, do not underestimate the value of exploring so-called "dead" worlds, planets that once supported life that has since become extinct. The ruins of alien civilizations offer the possibility of information or technology more advanced than anything in the Empire. Loot unearthed from such places may serve simply to make a crew rich, or it may contain artifacts of tremendous power. Possession of an alien weapon or defensive system may give an officer the power to rise quickly through the ranks, perhaps even set eyes on the Imperial Throne itself. Certainly, Captain Kirk's discovery of the Tantalus Field contributed greatly to his meteoric rise to power.

Conquest

The other most important mission of Starfleet is conquering new worlds for the Empire, allowing it to expand its sphere of influence. Missions of conquest carry the most glory and the greatest potential for profit, but they are also the most dangerous. Although conquering a less-developed species is a fairly simple matter for the mighty starships of the Empire, do not underestimate the cunning and resourcefulness or even a primitive enemy. Orbital bombardment may reduce cities to slag and rubble, and may crush any conventional military forces, but the goal of conquest is to capture a planet whole and intact, not reduced to a burned-out cinder devoid of life. An especially defiant world may need to be destroyed as an example of what happens to those who defy the Empire, but that means you have failed to conquer that world.

Ideally, a starship arrives at a new world and presents its government or governments with an ultimatum: join the Empire or be destroyed. Some worlds capitulate almost immediately, but most choose to resist, at least at first. For pre-warp civilizations, their weapons and defenses are usually no match for an Imperial Starship. After a few of their major cities are destroyed, they realize the error of their ways and surrender. For other worlds, it requires additional devastation to ensure a complete surrender.

Once the world's government has surrendered, the captain of the ship can officially take control of the planet. Any remaining pockets of rebellion are crushed, sometimes with the help of the planet's own security forces, but usually using the ship's resources. The public executions of rebel leaders and government dissenters instill fear in the population. At this point the crew generally loots the planet of its most valuable and portable resources, particularly artworks, examples of technology, and so forth. Over time, an Imperial government and garrison are put into place to rule the world in the Empire's name.

The conquest of fairly primitive worlds like Gamma Trianguli VI requires only a single Starfleet vessel. More advanced civilizations may require additional starships, sometimes

even a small fleet, to conquer. Of course, once the Empire takes territory, it is necessary to defend it.

Defense

Starfleet is responsible for the protection of the Empire and its worlds from all enemies, external and internal. External enemies are primarily other interstellar civilizations, including the Romulan and Klingon Empires. Internal enemies are rebels, terrorists, and political dissidents, along with criminals such as smugglers and pirates, who threaten shipping and travel in the Empire.

The Empire stands strong against its external enemies. The Klingons frequently raids Imperial space along the shared border with their Empire, striking at shipping, colonies, and sometimes even striking deeper to attack settled or conquered worlds. The Klingons represent the most serious border threat to the Empire and Starfleet vessels are regularly called on to repel Klingon incursions. The Klingon hatred for the Terran Empire is undying because of the Empire's conquest of their homeworld Qo'noS. No matter how many Klingon vessels Starfleet destroys, and no matter how many Klingon terrorists and raiders it executes, the Klingons keep coming back for more. In 2267, Klingon saboteurs poisoned the grain reserves of Sherman's Planet in Imperial space, causing a famine throughout the sector.

The Romulan Empire and the Cardassian Union present less of a concern. The Romulans remain behind the Neutral Zone established at the end of the Terran-Romulan War in 2160. They make only furtive forays into Imperial space, which are easily handled by Starfleet's bases and ships along the border. The Cardassians likewise shelter behind the Badlands regions, sending only the occasional vessel into Imperial space.

Of greater concern is the fact that both Empires support pirates and smugglers in Imperial space. The Romulans and the Cardassians provide these criminals with supplies, weapons, even ships, to use in their activities. They then claim these resources were stolen from them in order to avoid Imperial reprisals. The Romulan Tal Shiar and the Cardassian Obsidian Order both covertly support rebellions on Imperial worlds and funnel resources to terrorists operating against the Empire. They do so in such a way as to insulate themselves from any complicity. All efforts by Imperial Security to trace these supply lines to their source have met with failure, since agents from both Empires are fanatically loyal, and willing to commit suicide rather than risk capture and exposure.

Emergencies

Starfleet is responsible for handling emergency situations that arise in the Empire, including various natural disasters and the results of terrorist attacks, such as the grain famine caused by the Klingon sabotage of the Imperial grain reserves. Starfleet vessels provide assistance as directed by Starfleet Command.

When dealing with non-Imperial worlds and independent vessels, Starfleet is pragmatic. Imperial assistance is available to other parties, at a price. In some cases this may be a substantial amount of money or similar resources, while in the case of threatened worlds it may require the local government to join the Empire before Starfleet can "legally render them assistance." The impending doom of a civilization generally makes it quite reasonable in terms of negotiations with Imperial representatives.

Starfleet vessels are also responsible for dealing with biological threats such as viral or bacterial infections, or infestations of dangerous lifeforms. Standard Imperial procedure in this case is to contain and sterilize the effected area with as little loss of territory as possible. In some cases it has proven necessary to eradicate entire colonies to ensure the elimination of particular threats. For example, the complete destruction of the Deneva colony by the *I.S.S. Enterprise* to ensure that the neural parasites infesting the colony were all killed. Captain Kirk justified his decision based on Imperial policy, citing that the fact that his brother Samuel lived at the colony, and that he and Samuel hated each other, had no bearing on his actions. Likewise, the destruction of the silicon-based lifeform killing miners on Janus VI falls under the Empire's "pest control" policies.

Research

Starfleet's exploration of the frontiers of Imperial space, along with its conquest of new worlds and civilizations, present many opportunities for scientific discovery. Starfleet and the Empire encourage this research, since they are aware that knowledge is power, and new scientific discoveries can lead to useful technologies for expanding the Empire's control and sphere of influence. Starfleet vessels both explore new scientific phenomena, and assist in the experimentation and development of new technologies taking place at Imperial research facilities.

The galaxy is filled with scientific unknowns, many of which may prove useful. Starfleet ships investigate things ranging from collapsing planets to neutron stars to learn more about them. Standard procedure is to ensure a new phenomenon poses no threat to the ship or the Empire. If it does, it is to be destroyed immediately. If it does not, then the crew makes a careful study of the phenomenon and how it may be useful to the Empire. For example, the study of gravitational forces at Psi 2000 provided significant data about how tidal forces can tear a planet apart. The accidental discovery of the Psi 2000 virus proved an unexpected bonus (albeit a bonus that nearly destroyed the *Enterprise* shortly after its discovery).

Starfleet vessels also provide test platforms for new technologies, from warp drive systems to improved shields to weapons. Sometimes this can also prove an opportunity for a clever captain, such as when the *I.S.S. Excalibur* was destroyed by another Starfleet ship during the testing of the M-5 computer system. An investigation cleared Dr. Daystrom of any complicity in the destruction of the vessel.

Training

Starfleet emphasizes the importance of training its personnel to peak efficiency. Starfleet captains and station commanders conduct regular and vigorous drills and training exercises for their crews. Failure in these exercises is punished to encourage crewmembers to improve their performance. Naturally, ambitious officers also train on their own, and often in secret, to improve their abilities and acquire skills useful to them. Starfleet Command stages "war games" and similar exercises from time to time to maintain the tactical readiness of their personnel.

Training exercises may present you with an opportunity to take action against an enemy, either within your own assignment or on board another starship. Starfleet training can be quite brutal, and "training accidents" have been known to happen, some of them fatal. The exercise can serve to conceal a real threat so the target underestimates the danger and doesn't see your plan until it is too late for them to react.

Chapter Six: Imperial Security

The most feared organization in the Terran Empire - more feared than Starfleet, more feared than death itself - is Imperial Security, the forces that maintain order within the Empire and act on the orders of the Emperor and the Senate to deal with those who might threaten their power. If you have aspirations of attaining a higher rank at the expense of your superiors (and who doesn't?) you will have to deal with Imperial Security sooner or later. The trick is to ensure that it is "later" rather than "sooner," and that you can deal with Security on more equal footing when the time does come. As many Emperors and senators have discovered, the only trouble in relying on an organization to guard your interests is who guards you against *them*?

Organization

Although it is often considered a branch of Starfleet, Imperial Security is an independent organization, answerable only to the Emperor and the Imperial Senate, and not to Starfleet Command. This gives Imperial Security the authority it needs to police every aspect of life in the Empire, and ensure compliance with the Emperor's edicts and laws. It also makes the organization extremely powerful, and willing to use that power for its own ends.

Public Security

Most people in the Empire would consider the expression "public security" an oxymoron, since there is very little that is secure about the position of the lowest levels of Imperial society. What this function of Imperial Security really involves is maintaining order in the Empire, and ensuring that the lowest levels of Imperial society do not threaten their betters, while at the same time ensuring that the higher levels of the Empire do not threaten those above them. In essence, Imperial Security functions to keep everyone in his or her place.

For the masses, this is a fairly easy matter. Imperial Security carefully monitors the populations of conquered worlds using spies, surveillance equipment, and mindsifter

probes or telepathic scans to search for dangerous or disloyal thoughts. They also reward anyone who collaborates to turn in potential traitors, criminals, or terrorists, encouraging the local population to police itself. For slaves who know nothing but work and misery all their lives, the promise of any sort of comfort or luxury is a strong lure, difficult to resist.

The lowest classes of the Empire have nothing resembling a right to privacy, nor any other individual rights, for that matter. Imperial Security can enter their living quarters or work area at any time for surprise inspections. They may detain and interrogate anyone they deem suspicious, or that might have useful information (as defined by the local IS commander). Everyone fears being detained by Imperial Security, since it is well known they use torture and sanity-destroying mindripper probes to get what they want. The mere threat of detainment is usually enough to ensure cooperation from most people, although it is usually less amusing, it is more efficient.

When dealing with the higher-ranking populace, Imperial Security must move more cautiously. Although they have the authority to detain and question anyone, detaining an Imperial Senator or a powerful business mogul excellent cause is almost certain to invite reprisals. More than a few Imperial Security officers have found themselves reassigned to dangerous frontier regions of the Empire, while others have simply been assassinated in "incidents of random violence." If you plan on charging or even detaining someone important, you had best have evidence usable as blackmail security in a safe location, or charges devastating enough to end that person's influence. Otherwise, you'll have to deal with the consequences.

The most important task of Imperial Security in this area is maintaining public order and the stability of the Empire by whatever means necessary. If they have to publicly execute a dozen people in order to quell a riot, or destroy the mind of an informant to get a vital piece of information, that is what they do. Imperial Security isn't answerable for their actions to anyone other than the Emperor and the Senate, and they aren't interested in how the job gets done, so long as it gets done and doesn't interfere with them.

On Imperial-occupied worlds you can see Security agents everywhere, dressed in red shirts with gold sashes. Their presence is a constant reminder of the power and authority of the Empire.

"Your Papers, Please."

One of the duties of Imperial Security on occupied or conquered worlds is ensuring that everyone on the streets has some business being there. To that end, the Empire often requires people to carry some means of identification, usually a small data-card that fits into a pad-reader to display information on its screen. This information includes the person's name, place of residence, legal status, workplace, and any other important information such as affiliation with any known dissident organizations, or a previous criminal records. Citizens under Imperial rule are expected to carry this identification at all times and present it to any Imperial Security agent who requests it. Failure to carry proper

identification results in arrest and detainment until the individual's identity can be positively identified, with a genetic or brain scan.

Naturally, there is an active black market in the creation of forged identification data-cards for a variety of uses, and some Imperial Security personnel earn a tidy sum on the side assisting such operations. Individuals with the appropriate contacts or influence can acquire forged identification with the Narrator's permissions, perhaps requiring an appropriate skill test, such as Streetwise (Locate Contraband) or Bargain (Underworld).

Characters lacking such contacts—including people from the Federation Universe—may try to forge identification themselves. This requires a Computer (Data Alteration/Hacking) Test. The result of the Test is the Difficulty for someone else to determine that the data-card is a forgery. The Narrator may modify the difficulty based on how thorough they check; a cursory inspection may increase the difficulty by +2 or more, while a careful check using a central IS computer might lower the difficulty by 4 or more.

Example: Darren Keller wants to set up a fake identity for himself as Lemuel Durrant, a humble spice merchant. He acquires a blank data-card and makes a Computer (Data Alteration/Hacking) Test to program the fake ID. He gets a result of 9 on his test. When Keller er, Durrant, is later stopped by an IS agent, the difficulty for the agent to detect that the data-card the "spice merchant" gives him is a forgery is Challenging (9), the result of Keller's Skill Test.

Starfleet Security

Imperial Security is also responsible for maintaining discipline and order within the ranks of Starfleet. Although Starfleet has its own security forces, Imperial Security is placed in charge of them and help to police Starfleet from the outside. This gives Imperial Security officers a bit more influence than most Starfleet officers of their rank, although not enough to protect them from a superior officer's wrath if they push too far. An IS agent cannot present charges against a superior officer if he is executed for insubordination first, or killed in an "unfortunate accident."

Imperial Security agents operating in Starfleet therefore walk a tightrope between their duty to IS and their duty to Starfleet and their superior officer. Failure to uphold either one could result in execution at the most, a loss of position and prestige at the least. Still, IS officers have more influence to trade with potential patrons and henchmen in Starfleet, using their outside connections to get things done, or to have IS overlook certain matters to the benefit of their commanding officer.

Imperial Security is also a good place to work your way up through the ranks on board a starship or station. The Chief Security Officer is generally third in command, after the Captain and First Officer, so the only things standing between you and the command chair are the two most skilled and ruthless people on board. Overseeing security affords you opportunities to make opponents look bad, or simply to allow them to suffer from the results of their own carelessness while you "look on in surprise" as their enemies eliminate

them for you. You can also arrange to frame enemies for crimes they did not commit and otherwise arrange reasons to arrest and either detain or execute them on the spot. Be careful that any such case you construct is airtight, otherwise it may come back to haunt you. Still, more than one skilled and clever Imperial Security officer has achieved the rank of Captain through the elimination of those few officers standing in the way.

Special Operations

The Special Operations division of Imperial Security handles matters requiring a show of force, but with a surgical precision rarely found in the ranks of Starfleet. Special Operations agents are highly trained commandos and strike-forces organized to deploy at a moments notice from IS or the Emperor to handle problems throughout the Empire. Special Operations deals with matters like counter-terrorism, natural disasters, strikes against planetary targets where the use of orbital bombardment is inefficient, and assaults against various enemies of the Empire, particularly underground organizations and criminals like pirates.

Special Operations relies heavily on information coming to them from other branches of Imperial Security, particularly the Intelligence division. They have a tendency to blame their failures on inaccurate or misleading information rather than any fault in their own planning or execution. Oftentimes, they are correct, since other IS officers may have a personal interest in seeing a Special Operations mission fail, particularly if it is likely to uncover something incriminating. Misleading information can send a Special Operations team on a suicide mission.

Special Operations receives the most advanced equipment available in the Empire. This includes heavy weapons and body armor for assault missions, including photon grenade launchers and phaser rifles. They also use a variety of biotechnology available to Imperial Security to enhance the abilities of SpecOp agents or disable their targets. Unfortunately, this biotechnology has dangerous or even lethal side effects. For more information, see **Tools and Techniques**, below.

For this reason as much as the opponents they face, the life of a Special Operations agent is a dangerous one. Imperial Security considers SpecOps agents expendable, when necessary. (Actually, IS considers *all* agents expendable, SpecOps agents are just more expendable than others.)

Imperial Intelligence

The Intelligence division of Imperial Security is charged with gathering information on the Empire's enemies and protecting the Empire against the spies of other powers. They are aided in this mission by the stratified and tightly controlled nature of Imperial society, along with advanced Imperial technology, which makes it easier for them to pry information from less than unwilling subjects.

The espionage side of Intelligence spies on the various other interstellar powers of the Alpha and Beta Quadrants, including the Klingon and Romulan Empires, the Cardassian Union, and the Ferengi Alliance. The Klingons and the Romulans are the prime targets of Intelligence missions, although for different reasons.

Intelligence agents working to infiltrate the Klingon Empire look for information on new Klingon offensives, fleet strengths, and covert ties to between Klingon raiders and pirates and the Klingon government. They also keep a close watch on Qo'noS, cutting off supply lines to underground rebel factions and keeping information on the happenings on the Klingon homeworld out of the rest of the Empire. Agents within the Klingon Empire take every opportunity to weaken the Klingon economy and government, particularly working to turn the Klingon houses against each other. The more the Klingons are at each other's throats, the less trouble they pose for the Terran Empire.

Intelligence agents operating in and around the Romulan Empire work to pierce the veil of secrecy that covers everything the Romulans do and learn more about what is happening on the other side of the Neutral Zone. Although the Romulans are not as active in harassing the Terran Empire as the Klingons, they still remain a serious potential threat, and so warrant careful watching. For their part, the Romulan Tal Shiar is ruthlessly efficient in weeding out Terran spies among their populace, so Imperial Intelligence has learned fairly little about whatever the Romulans may be up to.

The Cardassian Union is a similarly closed society, although warranting less concern than the Romulans. The Cardassians remain cloistered behind the Badlands region, making a few forays near Imperial space. However, the Cardassian intelligence community, known as the "Obsidian Order," has a fearsome reputation. They have certainly been extremely efficient in keeping Imperial Intelligence operatives away from nearly all useful information about the Cardassian government, military, or economy that might be useful. In fact, the Imperial Security officer in charge of intelligence operations within the Cardassian Union was recently killed by his subordinate, who produced evidence that his commander was in fact collaborating with the Obsidian Order and passing information on the Terran Empire to them. Whether this was of his own free will or due to some form of Cardassian mental conditioning remains unknown. The new commander of the office immediately ordered a purge to root out any other Cardassian double agents in the ranks.

Intelligence operations involving the Ferengi Alliance are minimal, focused primarily on monitoring the loyalty of the Ferengi and keeping an eye on their black market operations which might adversely affect the Empire. Imperial Security has arranged several lucrative deals with the Ferengi in the past to ensure their business continues uninterrupted, with a healthy payment to the Empire for their trouble. Ferengi loyalties shift whichever way the winds of commerce blow, so they are carefully watched.

Research and Development

The Research and Development (R&D) division of Imperial Security studies and develops new technology. They focus primarily on technology useful to IS agents, particularly

surveillance, interrogation, assassination, and sabotage missions. Much of the technology used by Imperial Security comes from the study of samples of alien technology acquired by Imperial starships exploring new worlds, as well as technology taken from conquered worlds or species.

R&D is particularly advanced in biotechnology and interrogation techniques, due to their ability to experiment on those brought in by Imperial Security for questioning or examination. Imperial interrogators regularly try out new techniques, experimental drugs, and prototypes on prisoners, usually with an enthusiastic R&D technician standing by to take notes on the prisoner's responses for future research. R&D also uses subjugated populations as experimental subjects, particularly political dissidents scheduled to be executed.

Research & Development is a useful, if somewhat dangerous, ally. They have access to the latest developments on Imperial technology, but many of these new developments are untested and dangerous even when perfected. If you are offered an opportunity to field-test a new R&D development, balance the possible usefulness against the possible risk and decide for yourself.

Operations

Imperial Security is charged with a number of different tasks in the Empire. Their primary goal is maintaining public order and protecting the Empire's interests. They do so using assassination, espionage, and terror as their tools. The major operations of Imperial Security break down into five main areas, described here.

Assassination

Often the easiest way to deal with a problem is to remove the person causing it. "Cut off the head, and the body dies," is a popular saying in the Empire, and one Imperial Security wholeheartedly subscribes to. Some of the finest assassins in the Empire work for Imperial Security, masters of death; either swift and silent, or slow and public, as required by the situation. While sometimes it is most expedient for a problem to simply disappear and never be heard from again, but the Empire usually prefers clear evidence of an individual's demise in order to send a message to that person's supporters.

Assassination also serves as a political tool, allowing ambitious Starfleet officers and politicians to advance through the ranks and attain greater power. Although most are not squeamish about carrying out an assassination on their own, setting up an enemy for death at the hands of Imperial Security can often remove any chance that someone will trace the assassination back to you and choose to exact revenge against you.

Although the killers of Imperial Security are some of the best, the true masters of the assassin's art are generally found outside the organization. Some of these freelance assassins are in fact former IS agents who either chose to "retire" and leave the organization, then disappeared, or who faked their own deaths in order to pursue a

separate career. A highly skilled assassin can command his or her own price in the Terran Empire, but must be wary of other assassins looking to make a name by killing a true master.

Counterintelligence

Imperial Security is responsible for detecting and dealing with foreign spies in the Empire. The Klingons present little problem in this respect. Although Klingon undercover agents and terrorists do launch attacks against Imperial targets, Klingons in general have little talent or patience for espionage. Still, wily Klingon leaders like Koloth have accomplished things like the poisoning of grain from Sherman's Planet largely because Intelligence underestimates the espionage abilities of the Klingons.

Imperial Intelligence does *not* underestimate the abilities of the Tal Shiar or the Obsidian Order. They keep a close watch for agents from either of those organizations. Tal Shiar agents commonly pose as Vulcans, although they rarely attempt to do so on Vulcan, where they are ruthlessly tracked down and executed by the Vulcans themselves. The Obsidian Order prefers to work through intermediaries and double agents recruited from the Empire's citizenry rather than sending disguised Cardassian agents, a more successful tactic the Romulans are also beginning to employ.

Interrogation

The abilities of Imperial Security interrogators is legendary throughout the galaxy. Everyone knows that, once you are in their hands, you will tell them whatever they want to know. It may take some time but, sooner or later, anyone can be broken, and Imperial Security uses whatever means are necessary to get what it wants, including the most terrible forms of torture imaginable.

Imperial Security relies heavily on advanced neurotechnology, such as mind-sifters, to pry information from prisoners (see below). They also use trained telepaths to read information from prisoners' minds, either covertly during an interrogation session, or directly through a mind meld. With such abilities, it is virtually impossible to hide information for very long. Those sought by Imperial Security have been known to commit suicide rather than be captured and interrogated. Romulan and Klingon agents are particularly known for disintegrating themselves-and everyone else in the vicinity-in order to avoid capture.

Sabotage

Imperial Security agents strike against the enemies of the Empire through acts of sabotage and terror intended to weaken them. The assassination of key figures is one of the most common forms of sabotage. Others include the destruction of vital facilities such as government buildings, supply depots, shipyards, and key military bases and outposts. Imperial Security agents plant bombs aboard ships and mine asteroid fields and other areas to cripple shipping and trade through an enemy region. Areas of the Klingon Empire are riddled with Imperial gravitic mines and other weapons designed to destroy Klingon ships.

When dealing with planetary targets, the Terran Empire usually relies on Starfleet. The destruction of a few of a world's major cities is usually enough to bring its inhabitants to heel. However, on occasion, the Empire prefers a more subtle approach. In these cases a planet may be too well defended for a frontal assault, or a different sort of object lesson is required. Imperial Security generally relies on the Empire's advanced knowledge of biotechnology and bioweapons to provide these object lessons to defiant worlds. The destruction of a planet's ecosystem can quickly force the population into surrender, while the introduction of a deadly plague can kill off the inhabitants and still leave the planet ready for colonization once the bioweapon itself dies out.

Surveillance

"Imperial Security is watching" is more than just a common expression in the Empire; it is a way of life. Imperial Security monitors everything in the Empire to ensure loyalty to the Emperor and the maintenance of public order. They also keep careful watch on the Empire's neighbors, looking for signs of trouble and seeking out weaknesses the Empire can exploit to bring its enemies to their knees.

Imperial Security tracks the activities of citizens and subjects of the Empire through a vast network of computer information systems. Nearly everything in the Empire is computerized, so it is a fairly simple matter to track the daily activities of most people. Computers monitor activity logs and alert Imperial Security of suspicious patterns of behavior, allowing them to bring suspects in for interrogation. IS agents also conduct spot checks and surprise inspections of homes and businesses to ensure compliance with the Empire's requirements.

Imperial Security gathers information on foreign nations and individuals through its network of spies, informants, and undercover agents. Starfleet vessels and disguised IS ships perform scans along the borders of the Empire, and Imperial Security maintains listening posts along areas like the Romulan Neutral Zone, the Badlands, and the outskirts of the Klingon Empire, keeping watch over the Empire's enemies.

Tools of Terror

Imperial Security has a wide variety of technologies at its command to carry out its missions. In addition to all the technology used by Starfleet-such as phasers, transporters, and agonizers-IS also uses specialized neurotechnology designed to gather information and brainwash subjects, as well as biotechnology to enhance the abilities of their agents and to kill or disable their enemies.

NeuroTechnology

Imperial neurotechnology is a key weapon in the arsenal of Imperial Security. The most basic piece of Imperial neurotechnology, the agonizer, is in common use in Starfleet as a disciplinary tool, but the technology in the hands of Imperial Security is even more

advanced, allowing IS agents to affect the minds of others in nearly any way imaginable, given enough time.

Concealed Agonizers

Imperial Security agents operating undercover or covertly outside the Empire often carry agonizers concealed as other devices: pieces of jewelry, small scanners, gloves, or other innocuous items. When necessary, the agent can apply an agonizer's lash to a target, a useful last-ditch weapon to provide an agent with an edge over an opponent. Concealed agonizers are also used to conduct interrogations in the field, although Klingons pride themselves on their ability to resist any level of pain.

Agonizer circuitry can also be built into chairs and manacles, used in Imperial Security interrogation facilities for the interrogation and control of prisoners. Agonizer bonds are generally set to activate if a prisoner moves a certain distance from a central transmitter, in order to prevent escape. They can also be triggered by remote control issued to the guards, allowing them to disable any prisoner with the touch of a button.

Mind-sifter

A mind-sifter uses neural scanning technology to "read" information from a subject's brain, scanning the brain cells for certain chemical links and translating them into usable information. Mind-sifter technology is based on a study of the telepathic abilities of Vulcans and Betazoids, but it is somewhat crude in comparison to the refinement and precision of a trained telepath. Still, it offers the advantage of being usable by any trained operator, and the information it displays is less subjective and trustworthier than a telepath, so the device is in common use in Imperial Security.

A mind-sifter scan is uncomfortable at best, as the device's scanning beams stimulate neural impulses. Low-level scans cause discomfort and minor muscular twitches, so subjects are usually strapped down for a mind-sifter scan. At higher levels, scanning deeper into the cerebral cortex, a mind-sifter can gather more detailed information, but it begins to cause intense pain and permanent neural damage as brain cells are subjected to more intense scanning beams. A mind-sifter at its highest level becomes a mind-ripper, totally destroying the subject's higher brain functions and reducing them to the level of a mental vegetable.

Operating a mind-sifter requires the Personal Equipment (Mind-sifter) skill. Make an Opposed Test of the operator's skill versus the subject's Presence (plus or minus their Willpower Edge). Psionic characters may roll their Mind Shield skill instead of their Presence, if they prefer. Characters with the Telepathic Resistance advantage add +6 to their Presence Test against a mind-sifter. If the operator wins the Opposed Test, then the mind-sifter locates the desired information. If the operator gets a Dramatic Success, additional useful information is discovered. If the subject wins the Opposed Test, then the mind-sifter does not learn anything useful. If the subject gets a Dramatic Success, he or she can feed false surface thoughts to the mind-sifter in order to fool it.

At mind-ripper levels a mind-sifter inflicts 7+1D6 points of damage to the subject each round. The subject's Resistance to this damage is equal to Presence + Willpower (plus Mind Shield skill if the character is psionic). Each wound level *permanently* reduces the subject's Intellect and Presence by 1 due to neurological damage. This also reduces the subject's Resistance to further scans and neurological damage.

Neural Neutralizer

Developed by Dr. Simon Van Gelder based on mind-sifter technology, the neural neutralizer is capable of all the effects of a mind-sifter described above. In addition, the neural neutralizer can also edit the thoughts and memories of the subject, deleting or modifying certain memories and implanting entirely new ones. This makes the neural neutralizer a powerful tool for behavior modification and mind control.

The neutralizer mechanism is contained in a large padded chair or couch, equipped with restraints to hold the subject in place. The neural scanning and output pods extend up from the chair to rest near either side of the subject's head. The process is most effective when the subject is conscious, since the lower levels of brainwave activity associated with sleep or unconsciousness are more difficult for the scanners to detect.

Imperial Security uses neural neutralizers to produce double agents through careful brainwashing. They also use behavior modification to produce "sleeper" agents, individuals with secret orders programmed into them that can be activated at a later time. This allows undercover IS agents to pass surface-level telepathic and mind-sifter scans without detection.

Use the rules for mind-sifters, above, for the neural neutralizer. Modifying a subject's memory or personality works like the Mind Control psionic skill, but using Personal Equipment (Neural Neutralizer) skill instead. The effects are also longer lasting (permanent unless reversed using another neural neutralizer or extensive conventional therapy). Making minor alterations in the subject's memories or thoughts is Routine, while creating a totally new personality is Nearly Impossible. Forcing a target to go against his deep-held beliefs is always Difficult at best.

Extended exposure to a neural neutralizer risks permanent neurological damage. Each exposure after the first inflicts damage like a mind-ripper, above. Long enough exposure causes permanent neurological damage. If any of the subject's Traits fall to 0, he dies.

Telepathy

Although the Empire has mind-sifting technology, it has not yet replaced the abilities of trained and capable telepaths. Vulcans and Betazoids are often employed by Imperial Security as special investigators and interrogators capable of quickly getting at the information they are looking for. The Mind Meld and Receptive Telepathy psionic skills are used to get at a subject's memories and surface thoughts. Most telepathic interrogators prefer to begin with Receptive Telepathy. With the right line of questioning (usually

accompanied by torture using an agonizer) the subject can be forced into consciously thinking of whatever information the interrogator wants. Subjects that manage to resist this process (and there are very few who do) are subjected to a mind meld to uncover the information.

Although telepathic interrogation is far more portable and efficient than a mind-sifter, telepaths are more than capable of lying about the information they find in a subject's mind. For this reason, telepathic scans are often conducted by more than one telepath, or verified using mind-sifter technology. IS telepaths understand this, and understand that the penalty for lying or otherwise abusing their position is death by agony booth, so they are usually as truthful and accurate as possible.

BioTechnology

Opportunities for humanoid experimentation have greatly expanded the bounds of Imperial biotechnology, currently one of the fastest growing fields. Although genetic modification is looked on with a jaundiced eye (why create a genetic "superman" who is your superior and might replace you?), other forms of biotechnology are often employed as tools and weapons by Imperial Security. Many forms of biotech come from analysis of the biology of alien species or through studying the mistakes of species that wiped themselves out due to their own lack of understanding about the dangers of biotechnology.

Elasian Tears

The tears of the women of the planet Elas contain a unique biochemical that stimulates intense feelings of love, affection, and protectiveness in men who are exposed to them. The biochemical can be reproduced synthetically, and Imperial Agents use "Elasian tears" as a tool for behavior modification and mind-control. When used separately from an Elasian woman, Imperial Security discovered the chemical created strong feelings of love and protectiveness in both males and females, usually attached to the first person they saw after exposure. The chemical is absorbed instantly through the skin and its effects are permanent, although some individuals are able to resist its effects through sheer willpower and self-discipline.

A character exposed to Elasian tears must make a Challenging (10) Presence Test (modified by Willpower) in order to resist the lure of his or her new "beloved." A character that fails the Presence Test must act to protect and please the loved one above all other considerations. Success on the Presence Test allows the character to act normally, although it does not cause the feelings to go away. A further exposure to the tears can cause someone to fixate on a new "beloved," but repeated exposure can cause neurological impairment and even insanity as the individual deals with an onslaught of conflicting emotions.

Kironide Injections

Kironide is a chemical compound found in many of the plants on the planet Platonius. When sufficiently concentrated in the brain, kironide provides many humanoid species (including humans and Vulcans) with telekinetic abilities. The compound is absorbed naturally by eating native Platonian plants, but it requires years to build up a sufficient level of kironide in the body this way. Large doses of the refined compound can be injected directly into the bloodstream, having an effect in a matter of minutes.

While telekinesis is an extraordinarily useful ability, kironide has some serious drawbacks. The first is that direct injection of the compound (as opposed to building it up slowly over time) causes a shock to the body's systems, which try to purge the compound. The effects of a kironide injection last for anywhere from 2-7 hours (1+1D6 hours). When the effect wears off, the subject suffers 1D6 points of damage. This damage ignores Resistance, since it represents stress on the body's systems.

Regular use of kironide also causes erosion of the body's natural immune system. Kironide users lose virtually all immunity to disease and infections. Even the slightest cut or an otherwise harmless illness can kill them. Although modern medical treatment can make up for deficiencies in the subject's immune system, it cannot protect them entirely. Kironide users must live lives of isolation, surrounded by physicians to ensure their continued health. They automatically suffer from the effects of the Hypochondria, Low Pain Threshold, and Slow Healing disadvantages.

Telekinesis (Psi Skill)

The character has the ability to lift and move objects using only the power of his mind. The Difficulty is based on the weight of the object and the complexity of the manipulation. Note that telekinetic strength is not additive: two telekinetics cannot cooperate to lift a greater weight, although they can oppose each other with an Opposed Test.

Routine Lift up to a kilogram, move objects in simple, straight-line paths.

Moderate: Lift up to 10 kilograms, move objects in loops or curves.

Challenging Lift up to 50 kilograms, move the parts of a complex object (including the limbs of a person).

Difficult: Lift up to 100 kilograms, conduct delicate maneuvers (threading a needle).

Nearly Impossible: Lift up to 200 kilograms, conduct extremely complex maneuvers (performing surgery by remote control, for example).

Pacifier Spores

Native to Omicron Ceti III, these symbiotic spores thrive on berthold rays. They provide their host with complete health and contentment, but also induce a passive state wherein the host wants nothing but relaxation. Those affected by the spores are non-aggressive and

calm, with little or no willpower. The spores can be killed by extreme agitation and negative emotions from their host, but hosts never display these emotions on their own, they must be incited from an outside source. If a host is incited to rage or terror, they get to make a Moderate (7) Presence (Willpower) Test each round to shake off the effects of the spores.

Imperial Security uses pacifier spores primarily to set up prison colonies without any concern for rebellion or resistance. Facilities are located on worlds with high levels of berthold rays like Omicron Ceti III. Anyone overcoming the effects of the spores is exposed to lethal levels of berthold radiation. Without the spores' protection, they quickly sicken and die, making rebellion and escape nearly impossible.

Psi 2000 Virus

First discovered on the dying planet Psi 2000, this virus is a complex hydrocarbon that forms only in areas of intensely fluctuating gravity. Capable of being absorbed through the skin, the virus acts on the brains of humanoids like alcohol, causing intoxication and severely impairing judgment. A tiny dose of the virus is sufficient to cause infection; even skin to skin contact with an affected individual is sufficient to pass the virus on. Victims become so irrational and impaired that they engage in extremely dangerous activities with no concern for the consequences, like opening an emergency hatch or shutting down a containment force field "just for fun." Sooner or later, victims of the infection end up dead due to their own carelessness, especially in dangerous environments like a starship or on a hostile planet.

Imperial Security occasionally uses the Psi 2000 virus as a weapon, releasing it in an environment to contaminate it. Its usefulness is limited by the fact that the virus does not discriminate in its victims, and it is easily spread by casual contact. Its use is forbidden on planets where the virus may spread to other segments of the population. It is limited to ships, stations, and other isolated environments, which are destroyed or sterilized afterward.

Scalosian Water

An unusual form of radiation permeates the water of the planet Scalos. It causes an extreme state of hypermetabolic acceleration in humanoids drinking it. The subject experiences each second as if it were an hour, moving too quickly to be detected by the unaided eye. Unfortunately, subjects suffer rapid biological burnout from the hyperacceleration, effectively aging to death in a matter of hours. Still, in that time a hyperaccelerated subject can do a significant amount of damage, able to move almost invisibly, and act faster than the eye can see. For all intents and purposes, the rest of the world appear frozen in time to a hyperaccelerated subject.

Since there is no known cure for the hyperacceleration, Imperial Security uses Scalosian water only for suicide missions. Agents are not informed of the water's true effects, and Imperial Security keeps the true nature of the technology secret.

The Venus Drug

The so-called "Venus drug" serves to make users more physically attractive and sexually appealing. It is not physically addictive, but users become psychologically addicted to the beauty and influence it grants. A single dose lasts a few hours (roll 1D6) and grants the user the Sexy advantage for the duration, except that it adds two dice to Presence Tests involving seduction and attraction rather than just one. When the drug wears off, the subject is at -1 die on all Presence Tests for at least an hour. Imperial Security sometimes gives the Venus drug to agents intended to seduce a particular target.