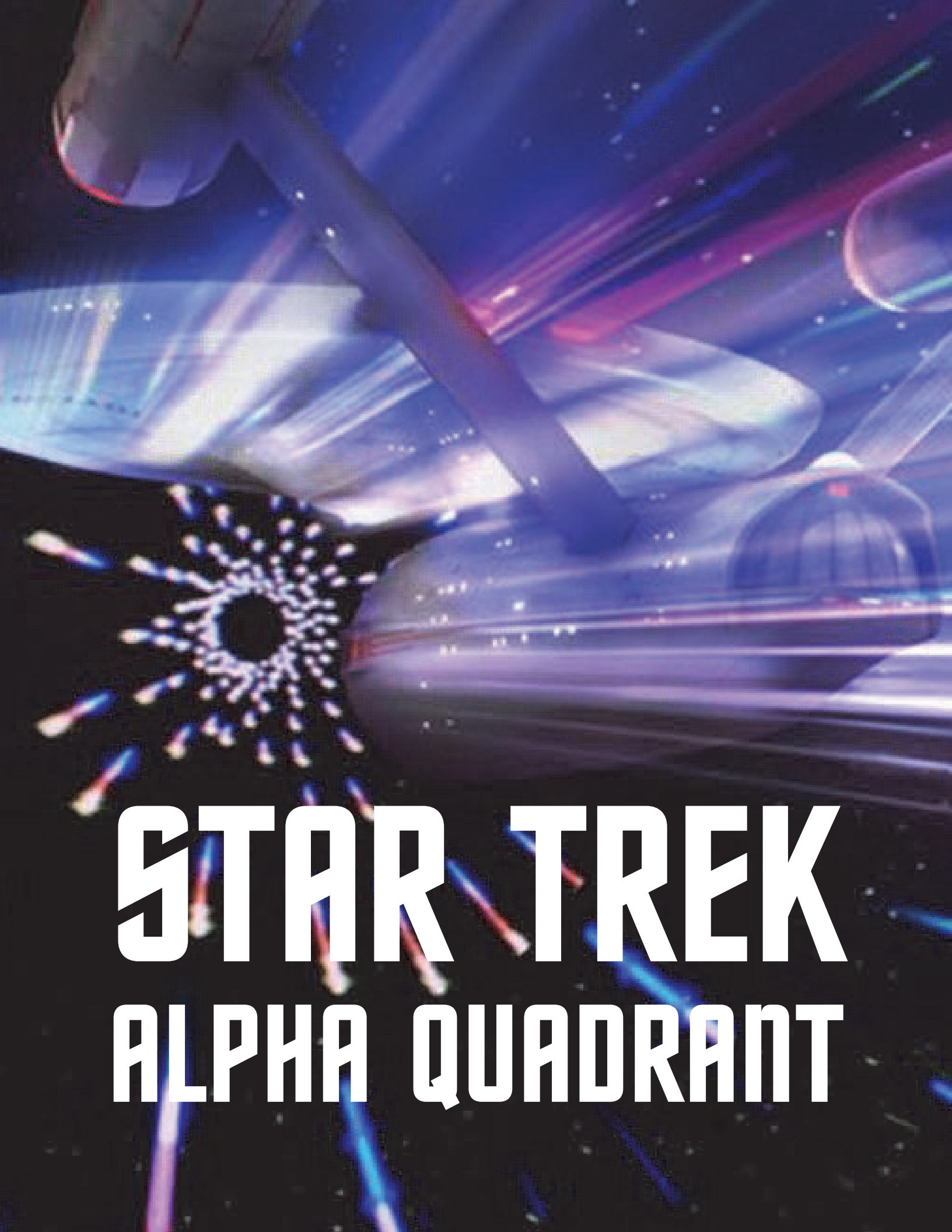




STAR TREK

ALPHA QUADRANT



STAR TREK

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By Steven J. Ege

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INTRODUCTION

What Is Roleplaying?

If you are new to roleplaying, you might be asking yourself, “What is a roleplaying game?”

A roleplaying game (sometimes abbreviated as RPG) is a game in which players assume the roles of characters in a fictional setting. Players take responsibility for acting out these roles within a narrative, either through literal acting or through a process of structured decision-making or character development. Actions taken within many games succeed or fail according to a formal system of rules and guidelines, such as the **Star Trek: Alpha Quadrant** rules.

A session of **Star Trek: Alpha Quadrant** is conducted through discussion. One player, Q, usually arbitrates any decision based on the rules and presents the setting of the game, while each of the other players plays the role of a single character. Together, Q and the players create a story, much like the way many of us used to create stories playing games of make believe as young children, except with more dice and more structure.

What Is Star Trek: Alpha Quadrant?

Star Trek: Alpha Quadrant is simply a set of rules for conducting a game based on classic science fiction. Within its pages, you will find rules on creating characters, resolving tasks, fighting other creatures, exploring new worlds, and a host of other diverse activities. Although no rules set can be complete, **Star Trek: Alpha Quadrant** attempts to provide enough rules to allow you to create almost any Star Trek adventure.

Star Trek: Alpha Quadrant is inspired by classic science fiction games from the early days of roleplaying, and shares some similarities with these gaming systems.

To play, you need a copy of these rules; two or more six-sided dice, either from your favorite board game or available at game and hobby stores; a pencil, and some paper.

The Core Task Resolution System

Star Trek: Alpha Quadrant uses a core task resolution system to resolve actions. Whenever your character attempts any action with a chance of failure, do the following.

1. Roll two six-sided die (abbreviated 2D6).
2. Add any relevant modifiers (for things like attributes, skills, difficulty and circumstances).
3. If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails.

This simple system is used for nearly everything in **Star Trek: Alpha Quadrant**, with variations based on the modifiers added to a roll and the effects of success and failure.

Q

Within **Star Trek: Alpha Quadrant**, one of the players is asked to assume the mantle of Q. Q is the person who will act as an organizer, officiant for questions regarding rules, arbitrator, and moderator for a **Star Trek: Alpha Quadrant** gaming session, or an ongoing **Star Trek: Alpha Quadrant** campaign. The role of Q is to weave the other participants' player-character stories together, control the non-player aspects of the game, create environments in which the players can interact, and solve any player disputes.

The Characters

A player character or playable character (PC) is a fictional character in a **Star Trek: Alpha Quadrant** game whose actions are directly controlled by a player of the game rather than the rules of the game. The characters that are not controlled by a player are called non-player characters (NPCs). The actions of non-player characters are typically handled by Q.

Using the **Star Trek: Alpha Quadrant** rules as guidelines, a player will create a character reflecting the sort of role they'd like to have in the game. The character is usually of a certain race and possesses a unique combination of skills and levels of expertise. The attributes of a character is given as numerical values which can change as the game progresses, and

characters grow and develop over the course of their adventures.

Characteristics

All characters have certain basic attributes that define what they are capable of doing. These attributes are Strength, Dexterity, Endurance, Intelligence, and Education. They each have a numeric characteristic score, averaging 7 for a normally capable human. Higher characteristic scores grant bonuses (+1 to +3) on task resolution checks, while lower characteristic scores grant penalties (as low as -3). As part of creating your character, you decide how strong, smart, and tough your character is by rolling the appropriate characteristic scores. See **Chapter 1: Character Creation** for more information.

Starfleet Academy

Star Trek: Alpha Quadrant characters do not start unskilled. As part of their development, characters enter Starfleet Academy and choose a profession on board a starship of the United Federation of Planets. Unlike the classic science fiction games these rules are derived from, characters begin play as members of Starfleet. See **Chapter 1: Character Creation** for more information.

Skills

Skills represent training in a particular sort of task or knowledge, everything from acrobatic maneuvers to negotiation, piloting a starship, and programming a computer. Someone trained in sports is able to climb faster and with more confidence than someone who isn't, for example. Skills are measured in ranks, reflecting how much training a character has in the skill. When recording skills and their associated ranks, the skill name is written first, followed by the number of ranks that the character possesses in that skill. For example, Communications 2 means that the character has two ranks of Communications skill. Skill ranks act as a bonus on task resolution rolls when a character attempts an action related to a skill. As your character progresses in the Academy, they gain skills. See **Chapter 2: Skills** for more information on specific skills.

Game Play

Playing a session using the **Star Trek: Alpha Quadrant** rules resembles verbally acting out chapters from a science fiction novel. Game sessions can last from an hour or two, up to marathon games covering most of a weekend. Over the course of a session, the player characters pursue their adventures. Some resolve quickly, within a single session, while others may take place in multiple acts spread out over several sessions.

Each adventure is like its very own story, consisting of a series of scenes that are explored during play. In general, most scenes are simply the players interacting with the non-player characters and the universe created by Q. The players describe their actions, and Q describes the results of those actions, in a back-and-forth exchange. Certain kinds of situations, such as personal combat, have more structure and more rules to help the players resolve their actions in ways reflecting the abilities of their characters.

Die Rolls

Using **Star Trek: Alpha Quadrant**, when you have to make a die roll to resolve an action, it will typically follow the core system of a 2D6 roll plus modifiers versus a target of 8+ (read as eight or higher). This is called a check. You always want to roll high on a check. Rolling 12 before adding modifiers (where two sixes appear on the dice naturally) is not an automatic success, and rolling 2 before adding modifiers (where both dice show a one naturally) is not an automatic failure.

Difficulty and Effect

A check's Difficulty is a number set by Q that modifies your check result. When no Difficulty is given, the assumed Difficulty is +0. So, for a task with a Difficulty of +2, you must add +2 to the check result. You succeed on a total of 8 or better. The list of Difficulty ratings can be found in the Task Difficulties table.

Task Difficulties

Difficulty	DM
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6

In some cases, the consequences of a check vary based on how much the check result is above or below the target of 8. The difference between the check result and the target of 8 is called the Effect. If the Effect is 6 or higher, the check is considered an Exceptional Success. When the Effect is -6 or lower, the check is considered an Exceptional Failure. See **Chapter 2: Skills** for more details.

Degrees of Success

Effect	Degree of Success
-6 or lower	Exceptional Failure
-1 to -5	Failure
0 to +5	Success
+6 or higher	Exceptional Success

Opposed Checks

If two characters are opposing each other directly in a task, then the character who obtains the highest Effect wins. For ties on opposed checks, the character with the highest relevant characteristic score wins. If the characters tie on characteristic scores, they reroll.

Trying Again

In general, you can try a check again if you fail, and keep trying indefinitely. Some tasks, however, have consequences for failure. For example, failing a Sports check while climbing a cliff might mean you fall, which might make it difficult to try again. Some tasks can't be attempted again once a check has failed. For most tasks, once you've succeeded, additional successes are meaningless. For example, once you've discovered a computer account's password using the Computer skill, there's no further benefit from additional Computer checks to determine the account's password.

Circumstance Modifiers

Some circumstances make a check easier or harder, resulting in a bonus or penalty that is added to the check result. Q can alter the odds of success in two ways.

- If a character has help, such as good tools, competent aids or other beneficial circumstances, he receives a +1 bonus to his skill check.
- If a character is hampered, such as having defective tools, incompetent assistance or other negative circumstances, he receives a -1 penalty to his skill check.

Time and Checks

Outside of stressful situations such as combat, performing a particular task often takes a random amount of time, depending on circumstances. For most tasks, roll 1D6 and multiply it by the increment that Q provides for that action. For example, breaking a flimsy wooden door down may only require 1D6 seconds, while performing delicate surgery might take 1D6 hours. More information on time increments can be found in **Chapter 2: Skills**.

During combat, most actions are more refined to a finite period. Some of these actions are considered minor actions, while others are deemed significant actions. More information is provided in **Chapter 5: Personal Combat**.

Aiding Another

Sometimes characters work together and help each other out. In this case, one character (usually the one with the highest total of modifiers on the check) is considered the leader of the effort and makes the check normally, while each helper makes the same check. The Effect of a helper's check result can provide either a bonus (DM+1 with a successful result, DM+2 with an Exceptional Success) or a penalty (DM-1 with a failed result, DM-2 with an Exceptional Failure) to the leader's check result. In many cases, outside help isn't beneficial, or only a limited number of helpers can aid someone at once. Q limits aid as appropriate for the task and conditions.

Types of Checks

There are two main types of checks: skill checks and characteristic checks.

Skill Checks: A skill check determines what you can accomplish with a particular skill (sometimes whether you're trained in that skill or not). It is a roll of 2D6, modified by your levels in the skill, the skill's key characteristic score modifier, and the Difficulty, against a target of 8 or higher. Skill checks sometimes have gradations of success and failure based on the Effect of your check result (how much higher or lower your check result is when compared to the target of 8). When making a skill check, if a character does not have any levels in the required skill, then he suffers a -3 penalty for being unskilled.

An attack roll is a special type of skill check, using your skill levels in combat skills as modifiers. An attack roll determines whether or not you hit an opponent in combat.

Characteristic Checks: A characteristic check is like a skill check, but measures raw ability, like strength, endurance, or intelligence. These checks are used when the task is one not covered by an obvious skill, or where the character's innate abilities are the most important influence on the result. To make a Characteristic check, you must roll 2D6 and add the appropriate characteristic score modifier. Characteristic checks tend to be all or nothing (you can either accomplish the task or you can't), although there are sometimes gradations of success or failure.

The Combat Round

When things really start happening in a **Star Trek: Alpha Quadrant** game, time is broken down into six-second segments called rounds, or combat rounds, since they're most often used in fights. A round isn't very much time, just long enough for a character to do something. The types of actions your character can perform during a round are significant actions, minor actions, extended actions, free actions, and reactions. During a round you can do one of the following.

- Initiate or continue an extended action.
- Take a significant action and a minor action.
- Take three minor actions, and forego taking a significant action this turn.

You can perform as many free actions and reactions in a round as you wish, although Q may choose to limit them to a reasonable number to keep the game moving. See **Chapter 5: Personal Combat** for more information.

Important Terms

Star Trek: Alpha Quadrant uses certain words and abbreviations throughout the rules system. In order properly understand the **Star Trek: Alpha Quadrant** rules, both players and Q should become familiar with these terms. The following words, phrases and abbreviations are commonly used in **Star Trek: Alpha Quadrant**.

2D6: Two six-sided dice, used to resolve all actions in **Star Trek: Alpha Quadrant**.

Action: A character activity. There are significant actions, minor actions, extended actions, free actions, and reactions.

Adventure: A story created by Q and players, comprised of a series of related scenes or encounters.

Attack bonus: A modifier used to measure a character's combat skill.

Attack roll: A skill check used to determine whether an attack hits.

Attack: Any of numerous actions intended to harm, disable, or neutralize an opponent.

Bonus: A positive modifier to a die roll.

Campaign: A series of linked adventures.

Character: A fictional individual in the game. The players control characters, while Q controls non-player characters.

Characteristic Modifier: A modifier determined by the value of the characteristic score, applied as a bonus or penalty to checks as needed.

Characteristic Score: One of the five basic character traits: Strength (STR), Dexterity (DEX), Endurance (END), Intelligence (INT), and Education (EDU).

Check (or Throw): A method of deciding the result of a character's action. Checks are based on a relevant ability, skill, or other trait. To make a check, roll 2D6 and add any relevant modifiers. If the check result equals or exceeds a target of 8 or the result of an opponent's check, it succeeds.

Credit (Cr): The primary unit of currency used by the United Federation of Planets for conducting business with races that still rely on money. For very large amounts of money, the megacredit (MCr) represents one million credits.

Damage Bonus: A modifier used to determine the damage of an attack.

Damage: Harm caused to a character by injury, illness, or some other source.

Dice Modifier (DM): A modifier applied to a check.

Die: A small polyhedron, typically a cube, with each side having a different number on it, ranging from one to the number of sides of the polyhedron, thrown and used in gambling and other games involving chance. **Star Trek: Alpha Quadrant** uses six-sided dice exclusively to create random results during play. The plural of die is dice.

Difficulty: A modifier applied to a check that is assigned by Q, reflecting the relative ease or difficulty of a given action.

Effect: The difference between a check result and the target of 8 (i.e. how much higher or lower the result is).

Encounter: An unexpected or casual meeting with someone or something. A large part of Q's job is the administration of encounters.

Exceptional Failure: Any check that fails by 6 or greater (i.e. has an Effect of -6 or worse).

Exceptional Success: Any check that succeeds by 6 or greater (i.e. has an Effect of +6 or better).

Extended Action: An action in combat that takes longer than a single combat round to complete.

Free Action: An extremely fast activity, requiring very little time and effort.

Homeworld:

1. The world that serves as a character's place of origin, usually the world on which the character was raised and which had the most impact on their development during their pre-adult life.
2. The world of origin for an alien species, e.g. Earth is the homeworld for the human species.

Lethal Damage: Damage that can potentially disable or kill a target.

Melee Attack: A physical attack in close combat.

Melee Weapon: A handheld weapon designed for close combat.

Minor Action: An action intended to move a distance or to manipulate or move an object. You can take up to three minor actions per round, at the loss of a significant action.

Modifier: Any bonus or penalty applied to a die roll.

Natural: A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

Non-lethal Damage: Damage that can potentially stun or knock out a target, but does no permanent harm.

Non-player Character (NPC): A character controlled by Q (as opposed to a character controlled by a player).

Penalty: A negative modifier to a die roll.

Player character (PC): A character controlled by a player, one of the protagonists of an adventure or campaign.

Q: The player who portrays characters not controlled by the other players, arbitrates the rules, and makes up the story and setting for the game.

Ranged Attack: Any attack made at a distance.

Ranged Weapon: A projectile, energy, or thrown weapon designed for attacking at a distance.

Reaction: An action taken in response to the action of another. You can perform as many reactions as you want per round in Personal Combat, but the number of Reactions that a vessel can undertake is based on Initiative in Space Combat.

Round: A six-second unit of game time used to manage actions, usually in combat.

Significant Action: An action intended to do something within about 3 seconds. You can perform a single significant action per round, or forego it to perform a total of three minor actions.

Seriously Wounded: If you have lost at least one point from all three of your physical attributes, you are considered seriously wounded. When conscious, you cannot move except to hobble or crawl along at 1.5 meters per combat round. You also lose your minor action in combat. You can only regain characteristic points equal to your Endurance DM per day of rest through natural healing. You require surgery.

Skill: An ability to perform a set action, such as navigating a starship, operating a rifle, or programming a computer. Skills are attained in ranks (Navigation 1, Computer 2, etc.); the higher the rank of a skill, the more expertise a character has in that area. Many different individual skills are available to characters.

Spaceship: A vessel without a warp drive, capable of interplanetary travel.

Standard Day: A unit of time that is 24 hours long.

Standard Year: A unit of time that is 365 Standard Days in length.

Starbase: A military port where spaceships and starships of a government are maintained.

Starport: A civilian port where interstellar and interplanetary vessels load or unload, especially one where customs officers are stationed.

Starship: A spaceship with a warp drive, capable of interstellar travel on its own.

Subspace: The alternate dimension through which communications travel when transitioning from one point in normal space to another.

Target (also Subject): The intended recipient of an attack, action, or effect.

Telepath: A character with telepathic abilities.

Trained: Having knowledge of, and therefore ranks in, a skill.

Unarmed Attack: A melee attack made with no weapon.

Untrained: Having no ranks in a skill. Some skills cannot be used untrained. Unskilled skill checks suffer a DM –3 penalty.

Vessel: General term used to describe spaceships and starships as a general inclusive group.

Warp: A form of faster-than-light movement using Warp drives, which always takes one week to travel a number of parsecs equal to its Warp rating.

Warp Point: A point in space more than 100 diameters out from any nearby celestial body, chosen by a navigator as the point from which a ship will enter into Warp.

World: A generic term in **Star Trek: Alpha Quadrant** for any celestial body or similar location represented in a star system display.

CHAPTER 1

CHARACTER CREATION

Star Trek: Alpha Quadrant characters begin at the age of majority, typically 18, although with Q's consent the character may begin at 19 or 20. Having generated attribute scores and background skills, the character should enter and complete Starfleet Academy. They may then begin adventuring.

This chapter provides complete instructions for the generation of Starfleet characters in the 22nd, 23rd, and 24th Centuries.

Character Creation Checklist

1. Discuss with Q the available positions or ranks on the character's ship and select one.
2. Attributes: Roll your five attributes using 2D6, and place them where desired on your character sheet.
 - a. Choose a race: Apply racial modifiers to attribute scores.
 - b. Determine attribute modifiers.
3. Background Skills: Characters select skills to reflect their diverse backgrounds.
4. Enter Starfleet Academy
 - a. Gain Common Skills: All Starfleet characters have a core group of skills they learn in the Academy.
 - b. Core Curriculum: Add all skills at the rank listed.
 - c. Rank: Decide whether the character is to be an officer or enlisted personnel, and what rank the character wishes to start play at.
 - d. Officer Candidate School: If the character is to be an officer, they earn these skills. Otherwise proceed to Outside Electives below.
 - e. Outside Electives: Select 5 skills from the Outside Electives skill list and add one rank to each.
 - f. Advanced Study: Divide the character's Education score by 2 and add 5. This is the total number of skill ranks that can be added to skills the character already possesses.
5. Profession: Select a profession. The character gains all the skills in the chosen profession at the skill rank listed.
 - a. Outside Electives: Select 2 new skills from the main skill list, or select two skills the character already possesses. Add 1 skill rank to each.
 - b. Advanced Study: Add 1 rank to any five skills the character already possesses. Subtract 6 from Education and divide by 2. Select a number of skills equal to this result from the chosen profession and add 1 rank to each skill.
6. Cadet Cruises: Roll 1D6 (reroll on results of 6). This is the number of cadet cruises the character participates in.
 - a. Length: Each cadet cruise is six months long.
 - b. Starting Rank: Roll 1D6.
7. Tours of Duty: Roll 2D6–2 and apply modifiers. This is the number of tours of duty the character requires to achieve a chosen rank or position.
 - a. Length: Each tour of duty is 2.5 years.
 - b. Skills: For every two years, add 1 skill at rank 1. For every five years, add 1 skill rank at 1.
8. Department Head School: The character gains these skills at the rank listed and receives a promotion.
 - a. Length: 1 year.
 - b. Requirement: Must be an officer of rank O3 (Lieutenant).
9. Command School: The character gains these skills at the rank listed and receives a promotion.
 - a. Length: 1 year.
 - b. Requirement: Character must be a department head.
10. Telepathy: 1D6 + INT Mod for 7+. Vulcans automatically acquire telepathic talents.
11. Final Actions: At this point, the character is almost ready to play. Flesh out the character by creating the character's persona in detail, and ensure all game-related traits are recorded on the character sheet. Begin the mission.

Attributes

Attributes measure a character's most basic abilities: how strong, dexterous, educated or intelligent he is. Attribute scores influence almost everything your character does. Stronger characters can lift greater weights; more dexterous characters have better balance, and so forth.

Characters have five abilities: Strength (STR), Dexterity (DEX), Endurance (END), Intelligence (INT), and Education (EDU). Strength, Dexterity, and Endurance are called physical abilities, whereas Intelligence and Education are loosely termed mental abilities. Each above-average ability score provides a bonus on certain die rolls; while below average abilities apply a penalty to some die rolls.

The five attributes for your character are briefly described as follows.

- **Strength (STR):** A character's physical strength, fitness and forcefulness.
- **Dexterity (DEX):** Physical co-ordination and agility, reflexes.
- **Endurance (END):** A character's ability to sustain damage, stamina and determination.
- **Intelligence (INT):** A character's intellect and quickness of mind.
- **Education (EDU):** A measure of a character's learning and experience.

Generating Attribute Scores

Generating attributes scores is fairly straightforward. Roll your five attributes using 2D6, and assign the results to the five different attribute scores based on a particular character concept. For example, if you picture your character as a highly-educated researcher, then you might assign your highest result to Education, and assign your second highest to Intelligence.

Characteristic Score Limits: For player characters, attribute scores may not typically exceed a maximum of 15, nor may a score drop permanently below 1 except under certain circumstances.

Race

We are not alone. The core **Star Trek: Alpha Quadrant** rules make no distinctions between different members of the same species, regardless of gender or race. In the realm of classic science fiction literature, heroes came in many different flavors and capacities, and were generally unhindered by their gender or the color of their skin.

Star Trek: Alpha Quadrant aliens have the same attributes humans do, but each of them may receive bonuses or penalties to reflect natural forces that have shaped the alien. For example, an alien from a world with greater gravity than Earth will have a more heavily developed musculature than a human. In game terms this would translate into a bonus to the character's Strength and Endurance. At the same time, the character might be less dexterous in which case the character would receive a penalty to Dexterity. In contrast, an alien that is extraordinarily tall and slender might have penalties to both Strength and Endurance, but receive a bonus to Dexterity.

In **Star Trek: Alpha Quadrant**, most characters will be human due to the sheer number of humans in the galaxy compared to other races, but there is no reason a character cannot be of another race if desired. Below are descriptions of some of the more common races in **Star Trek: Alpha Quadrant**. Following these descriptions are a series of attribute modifiers. These modifiers are added to or subtracted from the existing score as appropriate. Record any changes on the character sheet.

Andorian

Andorians are a sentient species from the moon Andoria, orbiting the ringed gas giant Andor in the Procyon star system. They are distinguishable by their blue skin, white hair and antennae. They were one of the founding races which created the United Federation of Planets, along with Humans, Vulcans and Tellarites.



Andorians have a typical humanoid structure but have several distinguishing characteristics to their species. They have antennae on the tops of their heads, blue skin and white or silver hair. Some female Andorians tend to have very elaborate hair styles.

Andorians are a militaristic species, yet despite this are very emotional and passionate. They are known for their artistic touch and their works are highly valued. Their art academy is known to be one of the best in the Federation. Due to their militaristic nature they have a strong sense of honor and value honesty.

Modifiers: +2 STR, +1 END

Critical Age: 85

Caitian

Caitians are a felinoid race with distinct cat-like features. As their homeworld, Cait, has been a Federation member since at least the late 2260s, Caitians are known to serve both in Starfleet and on the Federation Council. They're known throughout Quadrant for their intelligence, curiosity, loyalty and love of beauty. Caitians' interlocking personal and clan relationships can create large family groups that sometimes number in the hundreds.



Caitians are bipedal, with height comparable to humans, have tails that assist their balance and large eyes with excellent night vision. Their skin is covered with soft fur coat, and their felinoid ears can pick up frequencies that most humanoids are unable to detect. Caitians are also remarkable jumpers; able to leap roughly twice as high as an average human.

Caitian fur coloration varies from reddish through golden and brown to black, and different shades of gray from almost white to black. Shades of golden, brown, green and blue eyes are most common.

Modifiers: +3 DEX, -1 END, +1 EDU

Critical Age: 45

Special: Caitians may not take Sports (Swimming) as a background skill.

Human

Humans are a race hailing from the planet Earth in the Sol System. Besides Earth, there are uncounted numbers of colony worlds with Humans on them.



They were one of the founding races which created the United Federation of Planets, along with Vulcans, Andorians and Tellarites.

Individual humans differ greatly in appearance. They all possess the basic humanoid shape, but have differences in hair color, skin pigmentation, eye color and other physical features.

Many of the variations between individual humans can be attributed to their heritage. Thousands of years ago, humans lived in generally separate groupings on four of their homeworld's five landmasses, and in varying climates upon each of those landmasses. Since they were relatively stationary, the humans in each grouping began to adapt to their local environmental conditions. For example, the native peoples of the northern portion of Eurasia developed a light skin coloration, while dark skin colorations were common in Africa and Australia, and moderate colorations were common in southern Eurasia and the Americas. Additionally, while brown eye colors and brown and black hair colors were common worldwide, some Eurasians developed blue, gray, or green eye colors and pale or reddish hair colors.

Human society has evolved massively since they achieved warp capable flight in 2063 and first contact was made by the Vulcans. They are known to refer to Earth in the 24th century as "paradise", and enjoy a longer average life span of 120 years. On Earth, war, disease, poverty, and famine have been completely abolished; the basic biological needs of every citizen are met without compensation. Humans therefore no longer strive to acquire wealth, and instead work to

better themselves and their society. As such, there is no base form of currency.

There appears to be a very large number of Starfleet officers who are Human, perhaps more than is justified by the relative population of Earth and its colonies compared to other Federation member worlds. Many of the most famous historic Starfleet officers (Jonathan Archer, James T. Kirk, Hikaru Sulu, Montgomery Scott, Jean-Luc Picard, Benjamin Sisko, Kathryn Janeway, Harry Kim) were or are Human. In addition, most Starfleet ships bear names in English, a Human language, and English also appears to be the standard language used at Starfleet Academy and aboard most Starfleet ships and installations.

Modifiers: None. New players should create their first characters using this race.

Critical Age: 50

Rigelian

Rigelians are a humanoid race inhabiting Rigel V. Rigelians have been a warp capable species since at least the mid-22nd century, and took part in the 2155 Coalition of Planets talks which lead to the formation of the United Federation of Planets.



It is believed Rigelians have four or five genders. Their internal physiology is similar to Vulcans and Romulans, blood chemistry included. The three races also have similar neurology as they are each susceptible to Tuvan Syndrome, a neurological disease.

Rigelians think of themselves of being on a spiritual journey towards enlightenment.

The Rigelian Trade Commission regulated commerce in their system during the 22nd century. They continued to operate their own freighters independently through the 24th century.

Modifiers: +2 STR, +1 END

Critical Age: 100

Tellarite

Tellarites are short humanoids from the planet Tellar Prime. They have stubby noses and a very argumentative personality. They were one of the founding races of the United Federation of Planets, along with Humans, Andorians, and Vulcans.



Tellarites are a stout porcine species with a distinguished snout. Sometimes they have hoof-like hands and feet. Their skin is pinkish-brown and coarse, and normally heavily covered with hair, so males tend to be bearded. Tellarites have a higher average body temperature relative to humans. They also have a greater perception of distance, dimension, and depth.

Tellarites possess a stubborn pride and arguing is practically a sport on their homeworld. An argument is initiated by either a series of complaints or an insult. They enjoy mud baths and consider canine to be a delicacy. Among their strengths is a talent for engineering.

Attributes: +1 STR, +1 END, -1 EDU

Critical Age: 50

Vulcan

Vulcans are a humanoid species native to the planet Vulcan. They were one of the founding races which created the United Federation of Planets, along with Humans, Andorians and Tellarites. They are widely known for their distinctive pointed ears, eyebrows, and their merciless logic.



In appearance Vulcans are very similar to Humans except for their pointed ears and upwards pointed thick eyebrows. They are more similar in appearance to Romulans as they both originated from the same species. Vulcan males very rarely tend to have facial hair such as beards. Vulcans tend to have pale skin, sometimes with a slight green tint, however Vulcans

with dark skin are not unheard of. A Vulcan lifespan is about two centuries. They are also physically very strong with natural strength up to three times greater than that of the average human.

Vulcans are very well known for their strict adherence to logic and also for their honesty. It is said that Vulcans do not lie, and some say Vulcans are incapable of lying, however they will should they deem it to be the logical solution to a given situation. Although Vulcans are very logical beings they still have spiritual beliefs. Some Vulcans still undertake arranged marriages as well which is typically arranged by the parents when the child is still of a young age, normally under 10 years old.

Attributes: +3 STR, +2 END, +2 INT, +1 EDU
Critical Age: 110
Special: Telepathic abilities (see **Chapter 3: Telepathy**), Vulcan Nerve Pinch (see **Chapter 5: Personal Combat**). Vulcans may not take Sports (Swimming) as a background skill.

Characteristic Modifiers

Once you have assigned your attribute scores, you can determine your attribute modifiers. These modifiers are applied to any check when you do something related to that attribute. An ability score modifier is calculated by dividing the ability score by three, dropping all fractions, and then subtracting two, so that the average attribute score of 7 has a DM+0. Thus, an attribute value of 2 or less has a modifier of -2, attribute values of 3 to 5 have a modifier of -1, and so on. The Characteristic Modifiers table provides a synopsis of these modifiers, already calculated for you.

Characteristic Modifiers

Score	0	1-2	3-5	6-8	9-11	12-14	15+
DM	-3	-2	-1	0	+1	+2	+3



Altering Characteristic Scores

Over the course of play, your character's attribute scores may change for the reasons listed below. Whenever an attribute score changes, you will need to determine the new attribute modifier.

- Physical damage, such as from combat, disease or poison, temporarily lowers physical attribute scores.
- Mental trauma such as head injuries temporarily lowers mental attribute scores.
- Other scenarios can temporarily or permanently enhance specific attribute scores.

Background Skills

Reflecting life before entering Starfleet Academy, characters begin the game with a number of background skills at rank 0 equal to their Education score divided by two, rounding down. Half of these skills must be chosen from the Education list, while the other half is chosen from the Development list. A skill may be selected twice to show a deep interest, in which case the skill is increased to rank 1. However no skill at this stage of character generation may be selected more than twice.

Education
Computer
Language*
Science (Medicine)
Science**
Trivia

*Select a specialty.
**Select a specialty from one of the following areas: Physical, Planetary, Social, or Space.

Development
Artist*
Carousing
Combat*
Communications
Computer
Diplomacy
Electronics
Engineering
Gaming*
Language*
Leadership
Marksmanship*
Survival*
Sports*
Streetwise
Trivia
Vehicle*

A Note about Skills

The maximum skill rank of all skills in **Star Trek: Alpha Quadrant** is 5. Should a skill rank exceed 5 the extra skill ranks are lost.

Enter Starfleet Academy

Characters in **Star Trek: Alpha Quadrant** do not start at the age of majority and jump immediately into play with only their background skills. Instead, characters gain experience by entering Starfleet Academy. The character will enter the Academy at age 18; although with Q's approval this can be extended to age 19 or even 20. Player choices here will have impact on the final disposition of a character. The character will graduate from the academy after four years of study.

At the academy all characters earn a group of skills based upon subjects that are most commonly studied. If a given skill overlaps with a rank 0 background skill replace the background skill's rank with the skill rank listed here. Otherwise, add 1 to the existing skill rank.

Computer 2
Damage Control 1
Environmental Suit 1
Language (One specialty at 2)
Science (Astronomy) 1
Science (Culture/History, Federation) 2
Science (Law, Federation) 2
Science (Five specialties at 1)
Sensors 1
Transporter 1
Zero-G 1

Officer Candidate School

At this point, the player needs to decide whether his character is to be an officer, or to be part of the enlisted personnel who serve on a Starfleet vessel or installation. If the character is to be an officer, they earn the following additional skills. If a given skill overlaps with a rank 0 background skill replace the background skill's rank with the skill rank listed here. Otherwise, add 1 to the existing skill rank.

Combat (Unarmed) 2	Marksmanship (Modern) 2
Instruction 1	Science (Medicine) 1
Leadership 1	Small Equipment 1

Choose Outside Electives

Starfleet encourages its cadets to engage in their hobbies and interests, and provides training to develop them. Choose five skills from the following list and add them to the character sheet. If a given skill overlaps with a rank 0 background skill replace the background skill's rank with the skill rank listed here. Otherwise, add 1 to the existing skill rank. No skill on this list may be selected more than once.

Artist 1*	Marksmanship 1*
Carousing 1	Sports 1*
Combat 1**	Streetwise 1
Diplomacy 1	Trivia 1*
Gaming 1*	Vehicle (Shuttlecraft) 1

*Select a specialty.

**Select any one specialty other than Unarmed.

Advanced Study

Starfleet also provides opportunities for advanced training in selected topics. Divide the character's Intelligence score by 2 and add 5. This is the number of skills which may be improved by 1 rank. Skills may be chosen more than once, however these skills must be ones the character already possesses.

Profession

At this point, the character has graduated from Starfleet Academy, but needs additional training in his chosen profession within Starfleet. The player selects a profession for the newly minted cadet from the list below. This choice is very important, as the character's future will be influenced by it. Each profession lists the division it is part of and the length of time of the course. In each profession is a list of skills that the player will add to the character sheet. Should a skill here overlap an existing skill, add the rank of the profession's skill to the existing skill. For example, a character with Computer 1 and selecting the Medical profession would add the two ranks of Computer skill

earned from the profession to the existing rank of Computer, for a total rank of 3.

The list of professions given here is sorted alphabetically. Each profession lists what division it is a part of as well as the amount of time required for studies in that profession. Each profession will have one or two icons to the right of the profession name. Professions usable in a 22nd or 23rd century adventure use the original Star Trek series' division badges (AAA), while professions usable in a 24th century adventure use a combadge (A).

Communications

Division: Operations

Time: 1.5 years



A communications officer is a title given to a crewmember aboard a spacecraft, vehicle or outpost, an officer charged with the duty of monitoring and managing incoming communications, and respond if necessary.

Communications 3	Language 3*
Computer 1	Science (Culture/History) 3*
Damage Control 2	

*The player may select up to three and divide the skill ranks as desired.

Conn

Division: Command

Time: 1.5 years



The Conn officer combines the positions of Helmsman and Navigator that existed as separate duties in the 22nd and 23rd Centuries.

Astrogation 3	Tactics (Starship) 1
Computer 2	Starship Weapons 3
Deflectors 3	Vehicle (Starship) 3
Sensors 1	Warp Drive 1

Select two Space Science specialties and add 1 skill rank to each.

Engineering

Division: Operations

Time: 2.5 years



An engineer is a person trained and skilled in the operation of engine technology, or in any of the various branches of engineering where progress of any sort is directed by trained manipulation.

Communications 1	Marksmanship (Modern) 1
Computer 1	Small Equipment 1
Deflectors 1	Starship Weapons 1
Electronics 1	Transporter 1
Engineering 1	Vehicle (Shuttlecraft) 1
Life Support 1	Warp Drive 1

Select three skills from the above list and add 2 ranks to each. Select one additional skill and add 1 rank to that skill.

Helm

Division: Command

Time: 1.5 years



A helmsman was a title given to the crewmember who directs the travel of a spaceship from the helm. Helmsmen not only controlled the ship's speed but also the ship's weaponry and shields.

Sensors 1	Vehicle (Starship) 3
Tactics (Starship) 1	Warp Drive 1
Starship Weapons 3	



Medical

Division: Science

Time: 3.5 years



The medical officer was the officer charged with the responsibility for the health and well-being of the ship's crew. Medical officers would have surgical skills and were often referred to simply as the "ship's surgeon."

Computer 2

Language (One at 2)

Life Support 1

Science 3*

Science (Medicine – Specialty Race) 3

Science (Medicine – Other Race) 4**

Science (Psychology – Specialty Race) 3

Science (Psychology – Other Race) 4**

Small Equipment 1

*Select three specialties from Life Science and add 1 rank to each.

**The player may select up to four races and divide the skill ranks as desired.

Select up to five additional Medical Science specialties and divide 5 skill ranks between them as desired.



Navigation

Division: Command

Time: 1.5 years



A navigator sets a starship's flight path using the ship's current position, velocity, and direction relative to grid coordinates using celestial techniques. They also could use sensors to receive similar information from other objects such as other ships.

Astrogation 3

Computer 2

Deflectors 3

Sensors 1

Select two Space Science specialties and add 1 skill rank to each.

Operations

Division: Science

Time: 3.5 years



Operations officers perform essentially the same functions as Science officers did in the 22nd and 23rd Centuries, however the Operations officer foregoes some of his scientific training in favor of having some Engineering skills.

Computer 3

Electronics 1

Engineering 1

Environmental Suit 2

Language (One at 2)

Life Support 1

Marksmanship (Modern) 1

Small Equipment 1

Sensors 2

Select 4 specialties from any of the science areas except Medical or Social. Add 3 ranks to two of these specialties, and then add 2 ranks to two more. Then select up to two additional science specialties from any area and divide 2 skill ranks between them as desired.

Science

Division: Science

Time: 3.5 years



A science officer provides the Captain with science information and oversees investigations of scientific topics. Science officers are responsible for overseeing other scientists in the ship's crew.

Computer 3

Electronics 1

Environmental Suit 2

Language (One at 2)

Sensors 2

Select 8 specialties from any of the science areas except Medical or Social. Add 3 ranks to two of these specialties. Add 2 ranks to two more, and add 1 rank to the remaining four. Then select up to two additional

science specialties from any area and divide 2 skill ranks between them as desired.

Security

Division: Operations

Time: 1.5 years



A security officer is an officer who works within Starfleet Security aboard a starship or starbase. A security officer is charged with protecting Starfleet and the Federation's interests and citizens. During the 23rd century, a security officer often accompanied landing parties.

Combat (Unarmed) 2
Environmental Suit 1
Marksmanship (Modern) 2
Science (Law, Federation) 1
Science (Psychology, Native) 1
Security 3
Tactics (Small Unit) 2
Vehicle (Shuttlecraft) 2

Tactical

Division: Operations

Time: 1.5 years



Tactical officers combine the positions of Security and Communications that existed as separate duties in the 22nd and 23rd Centuries.

Combat (Unarmed) 2
Communications 3
Computer 1
Damage Control 2
Environmental Suit 1
Language 3*
Marksmanship (Modern) 2
Science (Culture/History) 3*
Science (Law, Federation) 1
Science (Psychology, Native) 1
Security 3
Tactics (Small Unit) 2
Vehicle (Shuttlecraft) 2

*The player may select up to three and divide the skill ranks as desired.

Outside Electives

The player may either choose two new skills from the skill list, or may instead improve two existing skills. Add 1 skill rank to each skill.

Advanced Training

Select any five skills the character already has and add 1 skill rank to each. Subtract 6 from the character's Intelligence score and divide the result by 2, rounding down. Select a number of skills equal to the result from the profession's skill list and add 1 skill rank to each. For example, a character with 12 intelligence would be able to add 1 skill rank to three different skills ($12 - 6 = 6$. $6 \div 2 = 3$).

Cadet Cruise

After completing schooling in their profession, characters are sent on a six month training cruise where their performance is evaluated. Roll 1D6, re-rolling on a result of 6. This is the number of cadet cruises the character embarks on. Each cruise lasts six months. If the character is an officer, roll on the Starting Rank table to determine the character's starting rank. Enlisted personnel automatically start off with the rank of E1 (Crewman).

Starting Rank

1D6	Rank
1	O2 (Lieutenant/Lieutenant j.g.)
2-6	O1 (Ensign)

At this point, the cadet has graduated Starfleet Academy and is ready to begin his career in Starfleet. While the character generation system is designed to create experienced Starfleet officers, it is possible to begin playing the game at this point, simply by ignoring the rest of the steps in the character generation process and beginning play.

Tours of Duty

After completing the cadet cruise, the Starfleet Academy graduate will serve on one or more assignments in space before beginning the game in his current assignment. Characters that are intended for positions of responsibility, whether being a department head, a ship's captain, or a flag officer, will be older

than the average officer but will also have more skills. As the character's final rank and position were determined beforehand through discussion with Q as well as the needs of the campaign, all which is necessary is to determine how many tours of duty the character embarks on, and what skills were earned or advanced on the way. To determine the number of tours, roll 2D6-2 and apply the following modifiers.

Attributes

Attribute	Modifier
INT 9 or more	-1 tour
EDU 9 or more	-1 tour
EDU 8 or less	+1 tour

Destined Rank

Officer	Enlisted	Modifier
01	E1	-1 tour
02-03	E2-E3	0 tours
04-05	E4-E5	+1 tour
06	E6	+2 tours
07	E7-E9	+3 tours

In the Officer and Enlisted columns in the table, the letter and number combinations are a form of shorthand describing a particular rank. A list of ranks can be found in **Chapter 12**.

Destined Position*

Position	Modifier**
Captain or First Officer	+2 tours
Department Head	+1 tour

*Not available to enlisted personnel.

**Modifiers are cumulative.

The result after modifiers is the number of tours of duty the character embarks upon before reaching the chosen rank. Multiply this result by 2.5. The final result is the amount of time in years the character spends on these tours of duty. For every two years of service, add one skill at rank 1. For every five years of service, add an additional skill at rank 1. If the chosen rank is Lt. Commander, the character must spend one year at Department Head School in addition to the number of years spent on tours of duty. If the chosen rank is

Commander or higher, not only does the character have to attend Department Head School, but must also spend one additional year at Command School.

NOTE: Department Head School and Command School, while technically occurring between tours of duty, are figured in at the end so as to not needlessly complicate the character generation process. When developing the character's background, each school may be placed between whichever tours of duty the player desires.

Department Head School

Rank 03 (Lieutenant) officers wishing to become a department head in their profession must attend a special one-year course. The course provides additional training in administering the department on board a starship or installation. Department Head School is attended only once in a character's career and upon completion the character is automatically promoted to rank 04 (Lt. Commander or Commander, depending on the era of play). Add the following skills to the character sheet. Should a chosen skill overlap with previously selected skills, add the number of skill ranks shown to the existing skill rank.

Administration 2	Computer 2
Leadership 2	

Advanced Training

While in Department Head School, characters may take advanced training in skills they have previously obtained. Subtract 6 from the character's Intelligence score and divide the result by 2, rounding down. Select a number of skills equal to the result and add 1 skill rank to each.

Command School

Rank 04 (Lt. Commander or Commander depending on era) officers wishing to become first officer or captain must attend Command School, a one-year course. The course expands upon the previous Department Head training to focus on how to lead an entire starship or installation. Command School is attended only once in a character's career and upon completion the character is automatically promoted to rank 05 (Commander). Add the following skills to the character sheet. Should a

chosen skill overlap with previously selected skills, add the number of skill ranks shown to the existing skill rank.

Diplomacy 1
Leadership 1
Science (Culture/History, Federation) 1
Science (Law, Federation) 1
Tactics (Starship) 3

While in Command School, characters may take advanced training in skills they have previously obtained. Subtract 6 from the character's Intelligence score and divide the result by 2, rounding down. Select a number of skills equal to the result and add 1 skill rank to each.

Telepathy

Except for Vulcans as they automatically acquire telepathic abilities, prior to beginning play roll 1d6 and add the character's INT modifier to the roll. On a result of 8 or more the character has extra-sensory capability. See **Chapter 3: Telepathy**.

Final Actions

At this point, the character is almost ready to play. Flesh out the character by creating the character's persona in detail, and ensure all game-related traits are recorded on the character sheet. Begin the mission.



Character Aging

Character aging normally does not play a part in **Star Trek: Alpha Quadrant**. By the time of Star Trek many of the problems associated with old age have been eliminated at best, or postponed at worst. However, here are some basic rules for Q to use if he wishes to incorporate aging effects in his game.

Each of the races above have a "critical age" listed where the attributes begin to fade as the character becomes older. For every 10 years beyond the critical age roll 2D6 without modifiers for each of the physical attributes (STR, DEX, and END) and attempt to roll 8 or higher. A failed roll reduces an attribute by 2. Should any of the character's attributes reach zero, the character has become gravely ill. Roll 2D6 and apply mods for medical personnel present. On a roll of 8 or higher the character survives but is bedridden for 1D6 months. Upon return to play the attribute that was zero becomes 1. Should a character reach this point, it's recommend that Q retires the character and allows the player to create a new one.

Universal Character Format

The following format is used to represent a character's basic game statistics in **Star Trek: Alpha Quadrant**, followed by an example character.

[Character Name, with rank]
Race: [Character Race]
Age: [Character Age]
[STR, DEX, END, INT, EDU]
Skills: [Character Skill List]
Equipment: [Character Equipment, if available]

Skalin, Commander (O5)

Race: Tellarite

Age: 41.5

STR 8, **DEX** 8, **END** 9, **INT** 8, **EDU** 8

Skills: Administration 3, Combat (Sword) 1, Combat (Unarmed) 2, Communications 1, Computer 3, Deflectors 1, Electronics 2, Engineering 2, Environmental Suit 1, Gaming (3D Chess) 1, Instruction 1, Language (English) 2, Language (Vulcan) 2, Leadership 2, Life Support 3, Marksmanship (Modern) 2, Marksmanship (Rifle) 1, Science (Astronomy) 2, Science (Astrophysics) 2, Science (Chemistry) 1, Science (Culture/History, Federation) 2, Science (Medicine) 1, Science (Geology) 1, Science (Law, Federation) 2, Science (Psychology) 1, Sensors 3, Small Equipment 2, Sports (Shooting) 1, Starship Weapons 1, Streetwise 2, Transporter 2, Vehicle (Shuttlecraft) 2, Warp Drive 3, Zero-G 2

Biographical Data Extract

Given Name: Skalin

Current Rank: Commander (O5)

Species: Tellarite

Statistics: 1.65 meters, 105kg (5'5", 230lbs), 41.5 Earth years of age

Place of Birth: Ravhivik, Tellar Prime

Date of Birth: September 8, 2358 (Terran Calendar), Stardate 35688.0

Marital Status: Single

Skalin's pre-academy days were filled with his love of machines. As he was growing up, he spent much time in space with his father, a merchant traveling the space lanes of the Federation. Skalin harbored dreams of joining Starfleet and becoming an engineer, whereas his father wanted him to be a politician. Now, Tellarites are particularly good at politics, but Skalin hated politics despite his love of a good debate. At 20, Skalin had enough of Tellar and his father's aspirations. He wanted to be in the final frontier!

When Skalin joined the academy, his aptitude for computers was readily apparent, due to his interaction with the systems on board his father's freighter. While traveling with his father, Skalin brushed up on the nuances of the English language so as not to be misunderstood. In the Academy, Skalin picked up many useful skills, and in the academy his knowledge of computers was enhanced, along with the basic skills all members of Starfleet need to know. During his four years in the academy, in addition to the basic skills taught in the academy curriculum, there were additional classes he took in order to serve on ships more effectively. For life sciences, he chose to take Psychology as he felt such knowledge could be useful. For physical sciences, he chose to take classes in Chemistry, and to go along with it, he took a class in Geology for his planetary science. His required space science was Astronomy, but Skalin also chose to learn about Astrophysics; useful in exploring the galaxy.

Outside of classes, Skalin joined the Starfleet Academy Marksmanship team, and took additional classes to reflect this particular talent (Marksmanship (Rifle), Sports (Shooting)). While Tellarites are noted for poor eyesight, Retinax 5 alleviated that problem for him.

Skalin also dabbled in tri-dimensional chess on occasion (Gaming (3D Chess)), and learned some of the customs of the people of Earth (Streetwise).

After graduating the academy, Skalin chose to become an engineer. His prior experience before entering the academy served him well, and time spent learning to be an Engineer built upon the basics of his Warp Drive, Life Support, and Sensors skills that he learned in the academy. Once the Engineering training was completed, Skalin was assigned to his cadet cruise. He was hoping for an exploration vessel, but unfortunately, he received a posting on a colony ship.

The cadet cruise was only six months long, and was to ferry a bunch of colonists to the new colony on Angide IV. The cruise was pretty much routine, and Skalin didn't do anything to distinguish himself. Perhaps if he had been assigned to an exploration vessel things would have been different, but despite not distinguishing himself, Skalin passed the cadet cruise and received a promotion to Ensign (O1).

Tour 1: Skalin's first tour of duty was on another colony ship. During the voyage, the colony ship was attacked by Cardassians and severely damaged. While the escort ships fought off the Cardassians, Skalin managed to prevent his ship's warp core from breaching, at great personal risk. As a result of his actions, the Captain gave him an excellent report on his officer efficiency report and a promotion to Lieutenant, j.g (O2).

Tour 2: Skalin escaped the drudgery of a colony ship by being posted to the USS Malinche NCC-38997, an Excelsior-class starship. His time on board was spent exploring strange new worlds and doing everything that he believes makes Starfleet the ideal place to be. The Captain, while not overly fond of his grumpy exterior, loved the caliber of his work, giving Skalin an excellent mark on his officer efficiency report. Skalin received a promotion to Lieutenant (O3).

Department Head School: After his second tour of duty Skalin returned to Earth and entered Department Head School. In addition to learning administrative skills, Skalin entered an advanced training course to improve

his engineering capabilities. Skalin worked to improve his Warp Drive, Sensors, Life Support, and his Shuttlecraft skills. All of which would be useful to him as he continued his career in Starfleet as a Lieutenant Commander (O4).

Tour 3: After his time on the Malinche, Skalin seemed a little let down when he was reassigned to an Akira class ship, USS Spector NCC-65549. There wasn't any exploration, just defending starbases and worlds from attacks that could come at any time. Skalin distinguished himself yet again, getting another excellent mark on his officer efficiency report. He was beginning to build a reputation as an excellent engineer, and other ships began to seek him out.

Tour 4: If Skalin was let down when he was reassigned to an Akira-class starship, he had no idea what was next in store for him: absolute drudgery on another colony ship! It was almost intolerable! Skalin wanted to be exploring the galaxy, not ferrying Federation citizens to a new world that had just been opened up for colonization. His disappointment and general discontent

with the posting showed in his work. While he made sure the ship didn't fall apart, his enthusiasm had waned, and instead of the excellent marks he was noted for, the captain he served under only gave him an "as expected" mark on his officer efficiency report.

Tour 5: His most recent posting was on the Nebula-class USS Farragut NCC-60597. Skalin had finally returned to exploration. However, his discontent with his previous posting affected his work, and he simply didn't distinguish himself like he had in his earlier postings. Another "as expected" mark.

Tour 6 – The Present – Stardate 76183.11: At the request of Captain Rulmak Carnesir, Skalin was transferred to USS En HeduAnna NCC-76787 from USS Farragut and assigned the position of Chief Engineer, with a promotion to Commander (O5). The mission: travel to the Andromeda galaxy using a refined version of Quantum Slipstream Drive developed aboard USS Voyager (NCC-74656) during its journey home from the edge of the galaxy in the Delta Quadrant.



CHAPTER 2

SKILLS

Characters in **Star Trek: Alpha Quadrant** engage in a variety of activities, using their various skills to accomplish the challenges that confront them. Skills and their usage are described in this chapter.

Skill Checks

Skill checks use the core task resolution system to resolve actions. Whenever your character attempts any action with a chance of failure, roll 2D6, add any skill levels, the appropriate characteristic score modifier, and your difficulty DM. If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails. The basics of the task resolution system can be found in the Introduction chapter, under Die Rolls.

Task Description Format

Task descriptions can be formally written in a specific format, as follows.

Task Description: [Required Skill, Characteristic, Time Increment, Difficulty]

Task Description: Describes the action of the task itself. In print, this is often italicized to help it stand out.

Required Skill: The skill required for the task. Skill levels are added as a positive DM to the check. Unskilled characters suffer a -3 DM if they do not have this skill. **Characteristic:** The characteristic modifier that is added to the check.

Time Increment: The time range required to perform the task.

Informal Skill Check Descriptions

Skill checks are also informally written by Difficulty followed by Required Skill throughout this book. For example, repairing damage on a starship in mid-combat might be a Very Difficult (-4) Engineering task. When listed in this manner, Q gets to choose an appropriate Characteristic to modify the skill check, as well as the

time increment involved, if it is not already obvious from context.

Skill Ranks

Skills in **Star Trek: Alpha Quadrant** have six levels of skill, shown in the table below, running from the semiskilled hobbyist to the elite in a chosen field. Characters can perform some tasks without any training in a skill, using only raw talent (defined by their characteristic scores), but skilled characters tend to be better at such things. Unless Q says you cannot, you can always attempt tasks involving that skill even if you have no training in it.

Skill Ranks

Rank Proficiency Level

0	Semiskilled
1	Minimum
2	Qualified
3	Professional
4	Expert
5	Leader in field

If a character has no ranks in a skill, then he is untrained and will suffer a -3 Dice Modifier when trying to use that skill. If a character has rank 0 in a skill, then he is competent in using that skill, but has little experience. He does not get

any bonus from his skill ranks when using that skill but at least he avoids the penalty for being untrained.

Going Faster or Slower

You can choose, before you roll, to move up or down one or two rows on the Time table. Moving up (reducing the time increment) gives you a -1 DM for every row you move; moving down and increasing the time taken gives you a +1 DM for every row you move. Q will help adjudicate any issues that might arise from a change in the time frame.

Time

Time Frame	Base Increment
1D6 seconds	1 second
1D6 rounds	1 round (6 seconds)
1D6 minutes	1 minute (10 rounds)
1D6 turns	1 turn (15 minutes)
1D6 hours	1 hour (4 turns)
1D6 days	1 day (24 hours)
1D6 weeks	1 week (7 days)
1D6 months	1 month (4 weeks)
1D6 quarters	1 quarter (3 months)

Multiple Actions

A character can try to do two or more things at once, like firing a spacecraft's weapons while also flying, or disarming a bomb while hiding from guards. For every extra thing that the character is doing, he suffers a -2 DM to all skill checks.

Skill List

The following is a list of the available skills used in **Star Trek: Alpha Quadrant**. The following skill list is not exhaustive and Q is encouraged to expand the list with any additional skills that he or she feels are appropriate.

Administration	Marksmanship (Specialty)
Artist (Specialty)	Science (Specialty)
Astrogation	Security
Bribery	Sensors
Carousing	Small Equipment
Combat (Specialty)	Sports (Specialty)
Communications	Starship Weapons
Computer	Streetwise
Damage Control	Survival (Specialty)
Deflectors	Tactics (Specialty)
Diplomacy	Transporter
Electronics	Trivia (Specialty)
Engineering	Vehicle (Specialty)
Environmental Suit	Warp Drive
Gaming (Specialty)	Zero-G
Instruction	
Interrogation	
Language (Specialty)	
Leadership	
Life Support	

Skill Descriptions

This section describes each skill found in **Star Trek: Alpha Quadrant**. You may be able to use skills for tasks other than those given here. Q sets the Difficulty and decides the results in all cases.

Administration: Administration skill provides experience with all kinds of bureaucracies and administration, and also provides knowledge of how to navigate bureaucratic obstacles. A required skill for department heads, Starfleet rounds out a character's

Administration skill set learned through experience with training in record-keeping skills and management techniques as well as the organizational structure of Federation departments and Starfleet.

Artist (Specialty): The character is trained in a type of creative art, whether a fine art, applied art, or performing art. When this skill is received, the character must immediately select an art type.



Astrogation: The character is trained in the science of normal and warp speed navigation. The navigator on a starship plots the course and ensures that the astrogation information required by the helmsman and other crewmembers is available when it is needed. This skill includes the ability to determine a ship's new location by dead reckoning, celestial navigation using star fixes, and electronic navigation using pulsars. Added training in star mapping, plotting a standard course and plotting an orbit is provided.

Bribery: The character has experience in bribing petty and not-so petty officials in order to circumvent regulations or ignore cumbersome laws. This skill can only be earned through hard-earned experience, although certain races are automatically granted proficiency in this skill.

If the bribe is less than the minimum bribe required (as determined by Q), the attempt will automatically fail; however, characters may offer more than the minimum bribe required and receive a +1 DM for each multiple of the bribe offered. For example, Q sets a minimum bribe of Cr200. If the character offered Cr400 instead

the character could gain a +1 DM on the check. If Cr600 were offered, the character could gain a +2 DM, etc. If the first offer is refused, a character may make a second attempt at twice the previous value of the bribe. If both attempts are refused, Q rolls 2D6. On a result of 3 or less, the character will be brought up on charges of attempted bribery.

Carousing: This skill reflects the interpersonal art of interacting and socializing with others. The character is skilled in the art of small talk and making others feel at ease in their presence in almost any social situation, such as a party, ball, inauguration, bar hopping, etc. The character is also well informed on games of chance, and wise in their play. This skill can only be earned through hard-earned experience. Its bonus applies to checks when holding down liquor, and checks when dealing intimately with the same or opposite sexes.

Combat (Specialty): This skill covers the use of hand-to-hand weapons of all types as well as unarmed combat. The character receives hands-on practice with and knowledge of how to clean and maintain ancient weapons such as swords, clubs, and spears. Combat skill also covers training in unarmed combat such as judo, karate, and boxing. When this skill is received, the character must immediately select a hand-to-hand weapon, or "Unarmed" if choosing unarmed combat disciplines.



Communications: The character is trained in the use, repair, and maintenance of modern communications systems such as logs, buoys, communicators and subspace radio. While anyone can press the button and make a communicator function, this skill is necessary to understand why the device does not work. Skilled characters can boost an incoming or outgoing signal, create or break a secure channel, detect signals and anomalies, hide or piggyback on another signal, jam local communications, and both locate and assess

potential threats. In addition, this skill covers Starfleet communications procedures such as hailing frequencies and coded messages.

Apply a -1DM if using this skill on antique or alien equipment.



Computer: The character is trained in the use, repair, and maintenance of modern computer systems. While anyone can use a computer to search for non-classified information or retrieve data and files, this skill is necessary to understand why the device does not work. Skilled characters can create or break data encryption; mine data effectively, create or break data and network security protocols, and perform other general programming tasks. With Computer skill the character also has knowledge of computer theory and can build or repair a computer if needed. This skill can also be used to figure out how alien computing devices function.

Damage Control: The character has extensive knowledge in assessing damage reports during combat and maximizing the efficiency of damage control teams. This skill also includes knowledge of how to instruct and train damage control parties.

Deflectors: The character is versed in the use of deflector shields and is familiar with the repair and maintenance of them. This skill also applies toward the use and repair/maintenance of the ship's tractor/pressor beams.

Diplomacy: This skill is primarily for player character to NPC interactions and has no effect on other player characters. A required skill for officers in command school, Diplomacy is used to influence individuals such as ambassadors and government councils. It is also used to establish peaceful contact, and can be used to placate others when a social faux pas occurs. Should a diplomacy attempt fail, the amount the roll was failed by determines the NPC's reaction. If the roll fails by 1 or 2, the response is a polite no. At 3 points the no is a forceful one, and at 4 or more points the no may be accompanied by force.

Electronics: The character is practiced in installing, using, maintaining, repairing and/or creating electronic devices and equipment not covered under another skill. The character knows how to use the tools of the trade, how to perform routine tasks, and how to handle common problems. This skill can also be used to disable some devices, such as disarming alarm systems, picking electronic locks, or similar tasks involving electronic devices. Repairing a tricorder is possible with this skill, but communications devices, computers, and deflector shields are beyond the scope of this skill.

Engineering: The character is skilled in the creation and maintenance of starships and other artificial habitats and environments. The character knows how to use the tools of the trade, how to perform routine tasks, and how to handle common problems. It encompasses the general areas of starship design and construction such as bulkheads and decks as well as hull repairs and diagnosis of hull stress and strain. This skill also covers the assembly, repair, and design of mechanical devices common to the Federation, such as jury-rigging an airlock, or repairing a disabled vehicle.

Environmental Suit: The character is trained to wear and operate an environmental suit. This skill is essential for anyone expected to work in a hostile environment, and all Starfleet officers are trained in the suit's functions and conducting emergency repairs on the suit. Unusual uses of this skill will require a roll. Success means the attempt succeeded, while failure requires a DEX attribute check to determine if the character falls or places themselves in a potentially dangerous situation.

Gaming (Specialty): This involves games where strategy and skill are what win, rather than luck. Figuring odds as well as gambling are not a part of this skill, being a part of the Carousing skill, and physically strenuous games like water polo are part of the Sports skill. Some card and dice games do fall under this skill, so long as it is skill and not luck that determines the winner. When this skill is received, the character must immediately select a game.



Instruction: Characters with this skill can pass their knowledge on to others through use of audio and visual aids, testing and other assessment tools. The time required depends on the desired skill rank, with 4 weeks required at rank 1, 4 months at rank 2, and 4 years at rank 3. The desired skill rank cannot exceed the teacher's rank in the skill being taught, and in any case can never exceed 3. At the end of the teaching time, the teacher must make an instruction skill roll, with a negative DM equal to the student's INT modifier applied to the roll. A successful roll grants the student the chosen skill at the desired skill rank. All Starfleet officers have training in this skill as they are expected to pass their knowledge to their subordinates.

Interrogation: The character is trained to extract information from prisoners, sometimes under duress or torture. This skill can only be earned through hard-earned experience, although certain races are automatically granted proficiency in this skill.

On a successful interrogation roll the victim may make an INT check if the character is using trickery or deceit, or an END check if the character is using duress or

torture. If the victim's check is successful, the character receives no information. Otherwise at least one piece of significant information is revealed.

Language (Specialty): The character can speak, read and write a different language. While language is often referred to simply as the spoken and written word, it can also encompass languages that do not use sound, such as waving tentacles or flashing lights. All characters can speak, read and write not only their own language, but also English – the official language of the Federation – without needing the Language skill. Automated computer translator programs mean that the Language skill is not always needed on other worlds. Language can be used to attempt to decipher the general meaning of a preserved specimen of language, such as an inscription or a recorded message. Separate skill ranks must be generated for each language.

Leadership: Learned by all Starfleet cadets and enhanced at department head and command schools, this skill is vital for any who wish to command a starship. The character possesses the ability to rally, inspire, organize and direct team efforts to ensure the best cooperation and productivity possible, through instruction in motivational techniques, listening, and discipline. Leadership skills rolls are not required for most orders given to subordinates. Unusual or dangerous orders however will require a skill roll, as will attempting to influence groups of people the character does not normally command. Additional practice is given in debate and persuasion.

Life Support: Medical and Engineering personnel are trained in the operation, repair, and modification of life support equipment and machinery, including environment suits, life support belts, medical life support equipment, and life support systems on a starship.

Marksmanship (Specialty): Marksmanship skill covers the use of projectile weapons, from the distant past to the present day. This skill covers hands-on practice with and knowledge of how to assemble, clean, and maintain ancient weapons such as slings, crossbows, and 20th-century projectile weapons. Marksmanship

skill also covers knowledge of how to use, maintain, and repair all present-day handheld weaponry such as hand phasers, disruptors, and other similar weapons. When this skill is received, the character must immediately select an ancient weapon or "Modern" if choosing a present-day weapon.

Science (Specialty): There are six Science groups: Life, Medical, Physical, Planetary, Social, and Space. Each group has a number of specialties available for it. Science skill covers not just knowledge, but practical application of that knowledge wherever possible. Upon receiving this skill the character must immediately select a specialty from the listed group. Sometimes more than one group is listed, in which case the character may select his specialties from any of the listed groups.

Life

- **Bionics:** This skill is the study of applying biological systems and functions to engineering problems. This includes the fusion of man and machine through use of artificial organs and limbs.
- **Botany:** The study of plants, botany also includes agricultural topics including genetics, cross-fertilization, and hydroponics. Botanists can garner information about the beings performing agriculture through investigation of the plants being cultivated. They can also determine whether a plant is poisonous or edible through inspection of the plant.
- **Ecology:** The study of how living beings interact with the environment. With this skill, planetary ecologists can tell if a planet can be inhabited and deduce the potential impact on the environment of such habitation. Ecologists can tell which, if any, plants and animals on a planet can be used as foodstuffs by the Federation or alien races.
- **Exobiology:** The study of non-humanoid creatures with life cycles based on elements other than carbon, and possibly not involving oxygen, nitrogen, or water. Usage of this skill provides information about the structure and function of alien creatures or plants, with continued analysis being able to determine whether an object is or is not in fact alive.
- **Genetics:** This is the study of heredity and variations from one individual or group to another.

This skill was used to create the Earth's "supermen" prior to the Eugenics Wars.

- **Zoology:** This is the study of animal life, its properties, and its characteristics. With this skill, it's possible to recognize which animals may be dangerous to a landing party, as well as divine whether an animal is predator or prey.



Medical

- **Medicine:** The individual has training and skill in the medical arts and sciences, from diagnosis and triage to surgery and other corrective treatments. This skill represents a character's ability to provide emergency care, short term care, long-term care, and specialized treatment for diseases, poisons and debilitating injuries. Training involves first aid and progresses to diagnosis and treatment of wounds and diseases. Starfleet officers all know first aid, with medical personnel having multiple skill ranks of training in treating not only the human race, but several others. Each race must have its own skill rank.
- **Pathology:** This is the study of diseases and their effects upon the body. With this skill, extensive analysis of tissues can be conducted to find trace amounts of poisonous substances, bacteria and viruses that can affect the body. Pathology skill is also used in performing an autopsy.
- **Psychology:** The study of how the mind thinks and reacts to stimuli through the use of observational techniques. This skill can be used to detect abnormalities in a subject's mind, gaining insight and information about the state of mind while being observed. Starfleet Medical personnel receive

comprehensive training in this skill, covering multiple races. Security personnel also receive some training in basic native psychology, to help them perform their jobs better.

- **Surgery:** Medical personnel with this skill know how to repair damage done to the body by using anesthetics and tools to investigate and treat such damage. This skill is especially important to characters, as medical personnel with surgery skill can save the life of a wounded or diseased character.

Physical

- **Chemistry:** The study of elements and compounds; behavior, reactions, and synthesis. The chemistry skill also includes training in laboratory techniques and interpreting chemical data from sensors and tricorders.
- **Mathematics:** This specialty covers theoretical mathematics, statistics, and different forms of geometry, trigonometry, and algebra. Added emphasis is on applying these to practical problems, as well as using information gained from surveys of an alien culture to create a statistical model of that culture.
- **Physics:** Physics is about understanding the relationship between matter and energy, including laws of motion, light, heat, and nuclear reactions. Physicists can tell you how the warp drive, your phaser, or the transporter work. This skill can also be used to determine the structure and behavior of unknown substances, effects from radiation sources, and the theory behind alien technology.

Planetary

- **Geology:** The study of rocks and minerals as well as how land features such as mountains, valleys, volcanoes, and beaches were created. Geologists also have experience in fossil identification and can use Geology skill to identify possible hot spots of volcanic or earthquake activity.
- **Hydrology:** The study of liquids on, above, and beneath the surface of a planet. The skill also covers knowledge of the water cycle of the planet as well as the oceanography of a planet. Hydrology can be used to determine whether a planet is suitable for colonization.

- **Meteorology:** The study of the atmosphere, including its weather, climate, and composition. This skill can be used to determine whether the climate of a planet is suitable for colonization.

Social

- **Archaeology:** The study of ancient cultures, history, and lifestyle through archaeological research. This specialty also covers the study of dead languages and identifying artifacts and ruins.
- **Culture/History:** The study of the past through narratives and analysis of past events relating to a race or culture of a given race. All characters have basic knowledge of their race's culture, with advanced training in various races available to Communications personnel. Command School officers learn about Federation history in class. Each race or culture must have its own skill rank.
- **Economics:** The study of trade, wealth, supply and demand, as well as production, distribution, and consumption of items. Any merchant will have training in this field, and Starfleet personnel can use this skill to deal with a race financially or to determine social conditions on a world.
- **Law:** Study of the codes, customs, and rules that define a particular society. Security personnel have training in Federation law while Command School officers learn Federation law in class. Each society must have its own skill rank.
- **Politics:** This is the study of politics, government, its structure, institutions, the way laws are made, and how political groups gain and control power.

Space

- **Astronomy:** This skill involves observation from deep space of specific phenomena in various forms, whether light, radio waves, neutrinos, gravitics, etc. It also encompasses the study of theories related to these observations as well as the making and interpreting of observations.
- **Astrophysics:** This is the study of the universe to discover how it works using physical laws and theories to explain observations. Astrophysics covers study of the motions of celestial bodies of all kinds.

Security: This skill covers procedures used to ensure the security of personnel, equipment, documents, and property. Security skill provides training in both confinement and interrogation techniques, crowd control, and especially the protection of important persons. Training in alert procedures aboard starships, starbases, and other high-security locations is also provided.



Sensors: This skill covers the use of sensor probes aboard a starship to acquire data for later interpretation in a ship's computer. Extensive training in the efficient use and operation of the sensors is provided, and when combined with a Science skill, fast interpretation of the recorded data.

Small Equipment: Small Equipment skill covers the operation, maintenance and modification of equipment such as communicators, tricorders and universal translators. Training includes knowledge of the internal circuitry and mechanics of the device, as well as guided practice in their use.

Sports (Specialty): With this skill, the character has physical training, knowledge of technique and guided practice in the given sport, allowing the character to compete in that sport. Separate skill ranks must be generated for each individual sport. Should swimming be selected as a specialty, the character can swim without fear of drowning; the swimming specialty however is insufficient regarding SCUBA gear. SCUBA gear should be selected as a specialty of the Trivia skill.

Starship Weapons: The character is skilled at operating, assembly, repair, and maintenance of

phasers and photon torpedoes on board a ship. These weapons can be used against other ships or for planetary bombardment or attacks on stationary targets. Training involves simulations and live practice involving the arming, aiming, and firing of these weapons.

Streetwise: A character with the Streetwise skill understands the urban environment and the power structures in society. A skilled character knows where to go for information, how to handle strangers without offending them, and who can handle activities bordering on the fringe of legality. This skill can only be earned by experience.

Survival (Specialty): The character is skilled in the art of survival in the wild, including hunting or trapping animals, avoiding exposure, locating sources of food and fresh water (if available), producing fires (where possible), finding shelter, avoiding dangerous flora and fauna, avoiding getting lost, and dealing with the dangers of hazardous climates (arctic, desert, etc.). When this skill is received, the character must choose a planetary type.

Tactics (Specialty): This skill covers tactical planning and decision making, from squad level combat to fleet engagements. The character is trained in the appropriate tactics through wargame exercises involving scale mockups and simulators which can recreate past combats or devise hypothetical ones. When this skill is received, the character must choose one of the following: Small Unit or Starship.

Transporter: This skill covers the use, assembly, and repair of personnel, cargo, and emergency transporter technology, including holodecks. Training in all three types is provided using simulations covering locking on a person or area, engaging the transporter, and beaming the target.

Trivia (Specialty): This skill is used for any skills the character may possess that are not covered by any other skill in this list. It is frequently used to provide the character some depth by detailing their hobbies and interests. These hobbies and interests may run from the technical to the academic, while other

interests may be useful. Some hobbies and interests will just be for fun, while still more can only be learned through experience. Separate skill ranks must be provided for each area of trivia.

Vehicle (Specialty): The various specialties of this skill cover different types of transportation, including surface vehicles, shuttlecraft (spacecraft without warp drive), and warp-driven vessels. The character has training and experience in the operation of the chosen form of transportation. If the character is trained in piloting a shuttlecraft, the character additionally knows how to support, maintain, and repair such a craft in addition to being able to pilot it. A character trained in piloting a starship will have knowledge in how to execute standard, evasive, and battle maneuvers, as well as standard orbits and intercept courses. When this skill is received, the character must immediately select one of the following: Atmospheric, Ground, Shuttlecraft, Starship, or Water.



Warp Drive: The character is skilled in the repair and maintenance of a starship's warp drive. The character knows how to use the tools of the trade, how to perform routine tasks, and how to handle common problems. It encompasses knowledge of the matter/antimatter intermix formula necessary for powering the starship's warp drive. Training covers modifying the formula to comply with situations, including emergencies such as shutting the engines off or coaxing more power from them as the situation demands.

Zero-G: The character is acclimated to working and living in micro-gravity environments and freefall. The character is trained and familiar with the use of weapons and combat in such environments.

CHAPTER 3

TELEPATHY

These rules are specifically for player characters. Beings brought into the campaign by Q are not subject to them and can have talents above and beyond the ones provided here.

While select races automatically acquire telepathic abilities, notably the Vulcans, most races have to test for the presence of telepathic abilities. Prior to beginning play roll 1D6 and add the character's INT modifier to the roll. On a result of 8 or more the character has extra-sensory capability. The character's Telepathic Strength will be equal to his INT. Telepathic Strength is a reservoir of points the character uses to pay for his telepathic talents when he uses them.

Add the following talent to the list of the character's skills.

Telepathy (Shield) 1

Divide the character's INT by 2, rounding down. The result is the number of talent ranks available to the telepathic character. Distribute these talent ranks as desired between the following telepathic talents.

Read Surface Thoughts: The most widely known feature of Telepathy is the ability to read the thoughts of other individuals. Only active, current thoughts are read by this ability, with the subject (if himself not a telepath) unaware of the activity. Individuals with telepathic ability cannot be read due to the presence of their natural shields, unless they willingly lower their shielding. The Effect of the check determines the clarity of the telepath's perceptions.

Send Thoughts: Complementary to the ability to read surface thoughts is the ability to send thoughts to others. Such individuals need not themselves be telepathic to receive such thoughts. Telepathic individuals are normally open to such transmissions, but may close their shields against them if they become bothersome or threatening.

Probe: The application of great psionic strength will enable a telepath to delve deep into the mind of a subject and to then read his innermost thoughts. Questioning can be used in the procedure to force the subject to divulge specific information. The prober can easily determine deliberate untruths told (thought) by the subject. Probe cannot be used against a shielded mind. Again, the Effect of the check determines the clarity of the telepath's perceptions.

The Vulcan mind meld is a form of a telepathic probe.

Shield: All telepathically able characters learn how to create a mental shield which protects the mind against unwanted telepathic interference. Shield is automatically in force at all times and requires no Strength point expenditure to maintain. However, while a telepath has his shield up he cannot use any telepathic powers either. Shield can be lowered to allow telepathic contact or to use telepathic powers — this takes a mere thought (a free action in combat).

Using a Telepathic Talent

To activate a talent, the telepath must roll 2D6, add any skill levels from the talent being used, the INT modifier, and a difficulty DM from the Telepathic Talents table below. He must also spend the listed number of Telepathic Strength points plus a number of additional points based upon range (see the Range Costs table below) if he succeeds, or one point if he fails. If this cost brings him below 0 Telepathic Strength, then any excess points are applied to his Endurance score as damage. A character with no Telepathic Strength points cannot attempt to activate a power.

Telepathic Talents

Talent	Difficulty	Timing	Cost
Read Surface Thoughts	Average (+0)	1D6 rounds	2
Send Thoughts	Difficult (−2)	1D6 rounds	2
Probe	Very Diff. (−4)	1D6 minutes	4
Shield	—	—	—

Using a telepathic talent in combat is a significant action.

Telepathic abilities are usable at range. The Range Costs table lists the number of Telepathic Strength points required to use a telepathic ability at a given range. Telepath range costs are paid based on range bands based on those used in personal combat or communication devices. These points must be paid in addition to any points required to activate the ability.

Range Costs

Range	Distance to Target	Cost
Personal	Less than 1.5 meters	0
Close	1.51 to 3 meters	1
Short	3.01 to 12 meters	1
Medium	12.01 to 50 meters	2
Long	51 to 250 meters	2



CHAPTER 4 EQUIPMENT

The following section lists examples of common equipment that are provided to Starfleet personnel and, in some cases, their foes. Additional detail about how the equipment functions and how it is used are given where considered necessary. If a similar item is available to non-Federation personnel, the differences between them are also described.

Currency

The Credit (Cr) is the standard unit of currency for transactions between the Federation and other societies. Within the Federation, the accumulation of wealth is no longer the driving force in the lives of its citizens as replicator technology has improved to the point that the common needs of the citizenry are met with ease. As a result, its citizens do not use Credits in their day-to-day lives. The Credit is most frequently encountered on the borders of the Federation as the Federation encounters societies that see value in acquiring wealth. Each society may have its own currency, but these currencies all trade with the Federation Credit on a 1-to-1 basis.

For game purposes, prices are listed in Credits. While currency is usually traded on a 1-to-1 basis, if desired Q can create an exchange rate for more realism. For example, the Ferengi use gold-pressed latinum slips as their base unit of currency. Q could set the exchange rate between the slip and Federation Credit to a ratio of 1 slip to 100Cr.

Personal

Agonizer: An agonizer was a small device Klingon personnel used to inflict pain for minor transgressions. Producing pain through direct stimulation of the nervous system, the agonizer was effective on all humanoids. The amount of pain inflicted by the device can be adjusted, from mild discomfort to sufficient agony to bring a being to their knees. A side effect of the agonizer's stimulation of the nervous system is that the device prevents the target from passing out due to pain.

By the late 23rd century, with the appearance of Klingons unaffected by the augment virus the agonizer fell out of use. The technology however continued to be refined in the 24th century, with some criminals using an implanted version of the agonizer called the neural servo as a means of maintaining obedience.

A character is treated as stunned (see Damage) while the device is in operation. The stun effect ends one round after the device is removed.

Anti-grav: An anti-grav was any device capable of nullifying the force of gravity, usually to lift loads of an extremely high mass. Anti-grav devices were in use primarily during the 23rd century. Certain types of automobiles, such as hovercars and aircars were likely equipped with anti-gravs, making it possible for a car or truck to hover or fly. By the 24th century, these devices were upgraded into the larger anti-grav sled. Wheelchairs using anti-grav units were also available.

23rd-century anti-grav devices are available in varying intensities based upon the field rating. The most common device was capable of reducing the gravity of a 100 kg (220lb.) object to 1 kg at 1 Earth gravity. More than one may be used as necessary. 24th-century anti-grav sleds are adjustable; the amount of material placed on one however may not exceed 1 meter in height.

Communicator: A communicator, or personal receiver, was a hand-held communication device used by many species for person-to-person, person-to-ship, inter-ship communications, usually transmitted on subspace frequencies. Communicators were used by Starfleet landing parties and away teams; occasionally, communicators were used in situations where normal intra-ship communications were inaccessible (or inadvisable) during the 22nd and 23rd centuries. Employing a flip-top design, a member of Starfleet spoke directly into the device to give commands and speak with other personnel. By the 24th century, these communication devices were integrated into the standard uniform badges and became known as combadges. Users no longer had to speak directly into the communicator, but rather could activate and deactivate them with the touch of a finger.

In some cases, communicators served purposes beyond basic communication. The power signature of a Starfleet communicator could be amplified by an inverse carrier wave, making the communicator detectable by sensors. For another example, when accessing a computer, the communicator of the person at the terminal logged in the user information, thereby making it possible to trace back who accessed the computer. Communicators were also often used to allow transporter locks for beaming, thus acting as homing transponders. When used in tandem, two communicators could produce a sonic disruption by using sound beams to create a sympathetic vibration in an unstable object, such as a cliff face. Usage of a communicator, while receiving and outputting a signal, could be hidden from sensors by triaxilating the signal.

A communicator's range is 26,000 km. Most races have a similar device of varying design. The Klingon and Romulan versions can scan for energy sources as if the device were a tricorder.

Earpiece: An earpiece was a wireless receiver device used by communications officers, science officers and navigators during the 22nd and 23rd centuries. In the 22nd century, a Starfleet earpiece was usually a white, round module with a blue center, adjacent to six oblong holes. The user of the earpiece would press it against their right or left ear, enabling them to hear the device. By the mid-2260s, earpieces were more commonly used aboard Starfleet vessels. They consisted of several metallic rings, attached to a virtually transparent lead that was inserted into the user's ear, negating the need for tactile support. The signals they received could be amplified throughout the user's ship, although the devices had no automatic protection that might mute or lower loud transmissions.

Environmental Suit: An environmental suit, also known as an EV suit or pressure suit, is a special form of clothing designed to be used for protection or life support in inhospitable environments. With the advent of space travel came the need to perform tasks outside the controlled atmosphere of the space vessels. For this purpose, the various starfaring races independently developed the EV suit. As planets and other stellar objects came within the reach of space

explorers, the EV suit became a necessity for exploring environments with different atmospheric conditions than those on a being's home planet.

The design of the helmet allowed an almost normal field of view to the wearer. The helmet had a clear visor integrated into the front that could not be opened separately. It featured two outside lights, one on either side, and ambient lights inside to illuminate the wearer's face. When the helmet was sealed, the ambient lights would activate. A communicator was built in to the helmet, making it possible to stay in contact with a ship or other space vehicle.

The EV suit was made as one full piece that closed at the front via a zip fastener and ended just below the elbow. The suit was self-sealing, meaning that if it were punctured or damaged in some way, sealant would be automatically applied to prevent the suit from decompressing. Although the suit was solid enough to protect its wearer from the rigors of space, a hypospray could still penetrate it in case of an emergency.

The suit provides sufficient atmosphere and can regulate the wearer's temperature and pressure for 24 hours.



Filter Mask: A filter mask was a Federation breathing apparatus. It was capable of automatically eliminating all substances injurious to humanoid life, including both chemical and bacterial agents.

Replacement filters are readily available, and a given filter is designed to last a month before needing

replacement. Filter masks do not have their own air supplies.

Flashlight: A general term referring to any device used for illuminating darkened areas. Such devices were waterproof and may be fitted with straps to leave the hands free.

The effective range is 10 meters.

Force Field Box: A force field box was a small, intensely strong container designed to hold highly volatile substances for short periods of time. Inside was a force field that could be activated or deactivated using remote control.

Identification Card: An identification card was a document carried by a person for identification purposes. In 23rd century Starfleet practice, identification cards were carried by Starfleet personnel. The ID card showed a person's service number and name, as well as his or her assignment and division. Identification cards could be created aboard Starfleet starships, and they were sometimes necessary to gain access to certain areas, like a ship's shuttlebay.

Subcutaneous Transponder: A subcutaneous transponder (also known as subdermal transceiver or subcutaneous communicator) was a small transponder inserted under the skin, which is used by Starfleet and others. Its function was to maintain contact between an away team member and their home ship, and some models allowed the user to receive discreet audio transmissions audible only to them, making them particularly useful for undercover work.

A transponder's effective range was the same as a communicator, 26,000 km.

Tricorder: A tricorder was a multifunction hand-held device useful for data sensing, analysis, and recording, with many specialized abilities which made it an asset to crews aboard starships and space stations as well as on away missions. Yeomen serving aboard Starfleet starships often carried tricorders in order to record and retrieve information for the starship captain. More often however, the tricorder was standard equipment

included on away missions. If needed, these devices could also be set to transmit an automatic distress call. While the design varied over the years, the general layout of the tricorder consisted of a display and controls, data chips, and a hand-held sensor on the medical models. Most 23rd-century versions included a strap to sling the tricorder over the shoulder when not in use.



Starfleet offers two variants in addition to the standard tricorder, the medical tricorder and the psychotricorder.

- **Medical:** The medical tricorder was a specialized version of the standard Starfleet tricorder. It was equipped with sensors and analysis software tailored for medical diagnostic purposes. They were usually the first tool a Starfleet doctor utilized when assessing a patient's condition. Medical tricorders could function aboard ship in sickbay as well as on away missions. Medical tricorders are not normally made available to non-medical personnel outside sickbay.

Medical tricorders used throughout the years have been essentially similar in design to that of the standard tricorder, with the same available features and interface. The major difference is the addition of a deployable hand scanner that can provide detailed scans of an entire individual, or give focus to a single area. They could also be used to perform quick multivariate analysis, such as the comparison of several different blood samples.

While the suite of sensors installed on medical tricorders is advanced, it is generally no substitute

for the advanced and specialized equipment in a sickbay facility. Although very accurate on the living, it is taught in the first year of Starfleet Medical School that medical tricorders are not as accurate on the dead.

- **Psychotricorder:** The psychotricorder was a Starfleet tricorder specifically programmed for a psychologist's use in analyzing a patient. As a result of this programming, the psychotricorder could not conduct the normal scans of the standard or medical tricorders, and thus psychotricorders were not assigned to personnel on away teams. This version of the tricorder scanned specific brainwave patterns during questioning of the patient, and was helpful in diagnosis and treatment of mental ailments and disorders. It may have possessed a hypnosis-assist subroutine, as well as subroutines for lie-detection and amnesia analysis. The device was normally operated by an assistant technician while the attending psychologist directed the patient.

Standard and medical tricorders are capable of the following types of scans.

- **Energy:** A tricorder can scan for energy sources at a range of 1,000 meters. A second scan conducted after the first will pinpoint location and distance. Scans within 100 meters of the source will reveal the type of energy, while a scan made next to a machine will reveal its power source.
- **Composition:** A tricorder can scan for a desired substance within 1,000 meters. A second scan conducted after the first will pinpoint location and distance. Scans of an unknown substance within 100 meters of the source will reveal its primary components, while a scan at 1.5 meters will reveal its complete chemical composition. A medical tricorder used to scan an unknown substance at 1.5 meters will not only reveal the chemical composition, but also the substance's effects on life forms.
- **Life Forms:** A tricorder can scan for life forms at a range of 500 meters. A second scan conducted after the first will pinpoint location and distance. Scans within 100 meters will reveal the number of

individuals and whether they are humanoid or another type. A medical tricorder making a scan within 10 meters can identify known life forms and provide extensive detail about unknown ones. At 1.5 meters, a medical tricorder will provide complete medical data for the target as well as detect foreign substances in the bloodstream.

If a character falls to the ground, roll 1D6. On a result of 1 the tricorder is damaged and becomes inoperative. A failed Small Equipment skill roll means the tricorder must be returned to the ship. If a damaged tricorder needs to be returned to the ship, roll 1D6 again. On results of 4+ the information in the tricorder is lost.

Universal Translator: The universal translator (also referred to as a "UT" or translator circuit) was a device used to decipher and interpret alien languages into the native language of the user. On Earth, the universal translator was invented shortly before 2151. The actual universal translator, which was used for deciphering unknown languages on the fly, was a handheld device with a keypad and display to which a communicator could attach at the top. The communicator was also apparently able to translate preprogrammed languages without having the full universal translator attached. Additionally, small translators, able to be clipped onto clothing, were available in 2155 to function as a standalone version of what was usually built into communicators of the era. Universal translators were also built into the com systems of most starships, including shuttlecraft. In 2267, the UT from a class F shuttlecraft had a wand-like design. By the 24th century, universal translators had advanced to the point where a full-fledged UT could be built into the combadges worn by Starfleet personnel.

The universal translator failed from time to time. For example, it was capable of translating the literal words of the Tamarians into English, but it was unable to translate the Tamarians metaphorical manner of speaking into easily understandable speech. The translator also missed the nuances of Dominionese grammar, failing to render the "passive voice transitive" into English. It could be detected when it was used to process language in communications. In 2293,

Commanders Chekov and Uhura were forced to revert to manually translating their speech into Klingon in order to surreptitiously get them past the border. This was explained by Chekov as necessary because the use of the universal translator would have been recognized.

Ferengi translators evolved from hand-held devices in the 22nd century into small devices inserted into the ear. These later models were easily disrupted by radiation from nuclear fission. Cardassian universal translators had to be manually adjusted in order to properly translate the Breen language.

Roll 2D6. On a result of 8+ the language is immediately translated. If the roll fails, the operator may try again every half hour. Each half hour spent in this fashion grants a +1DM to the 2D6 roll as more of the alien language is recorded for analysis. If the language is spoken by a non-humanoid species, apply a -1DM to the roll.

White Sound Device: A white sound device was an instrument in use aboard Starfleet vessels that was able to mask individual sounds from sensor devices. It was employed on the bridge of the USS Enterprise in the year 2267 during testimony in the court martial of Captain James T. Kirk. Doctor Leonard McCoy used one to mask the sound of the remaining crew members and court personnel's heartbeats allowing the sensors to detect Lt. Commander Ben Finney, who was previously thought dead but was found to be hiding in engineering.

Medical Equipment

Biobed: The biobed was the standard diagnostic facility available in a sickbay. Physicals, surgeries, and other medical procedures were all performed on biobeds. The primary biobed in sickbay was designed for surgical purposes, although it was also the default bed for examinations conducted by the chief medical officer. It had various hookups for surgical equipment, and was typically covered by a large sensor cluster. Surgical beds usually had a large display for vital signs and other information adjacent to the bed. Serious surgeries usually required a larger biobed with more specialized sensors and surgical equipment.

Other biobeds lined the perimeter of sickbay. These beds were generally used for patients under intensive care or in recovery. Information on a patients' medical status was typically displayed on a biofunction monitor at the head of the bed. A biobed could be modified for stasis purposes. A patient too critically injured for a starship crew to care for at present could be placed in suspended animation. They could then be revived once help arrived or a crisis situation was resolved.

Science (Medicine) 1 can be used to take the readings, but Science (Medicine) 2 or higher is required to analyze those readings.

Biocomputer: A biocomputer was an information storage and processing device utilized by Starfleet in the 23rd century, specifically geared towards medical and life sciences tasks such as analysis of tissue samples and other substances as well as processing biological data. While the device could be used independently, best results occurred when the biocomputer was tied in to the ship's computer using a communicator. The person using the biocomputer would then feed information relayed from the shipboard computer into the unit in order to computer a result.

Requires Computer 2 and Science (Medicine) 1 to use.

Cardiostimulator: The cardiostimulator was a Federation medical device used to restart a stopped heart.

Requires Science (Medicine) 2 to know how to use it. As this is an emergency device, a successful Science (Medicine) skill roll is required to use it.

Medkit: Medkits, also known as medikits, are pouches used by Starfleet medical practitioners and officers that contain medical equipment for away teams. United Earth scientists took medical kits with them on their missions. In 2153, the Arctic Archaeology Team had a medical kit in one of their research modules. In the 2260s a medkit was carried separately from the medical tricorder as a supplement. It contained a hypospray preloaded with up to six drugs in suspension, such as cordrazine, Masiform-D, a neural paralyzer/melenex, and Tri-ox compound. Also included

were a spray applicator, a medical scanner, and a palm-sized reader tube. In the 2370s, the kits were more complex, containing a medical tricorder, a hypospray, a protoplaser/dermal regenerator and trauma kit for emergency medical situations.

Hypospray: A hypospray (colloquially, hypo) was a medical device used to inject liquids into the body. The system used a noninvasive transport mechanism of compressed air to transfer the injectant from the device into the subdermal layer below the skin of the body, or artery. This was done without the use of a needle, ensuring that the skin was not punctured during use, thus reducing the risk of infection or pain at the site of injection. Various drugs could be used, inserted into the hypo in vials attached to the end of the instrument.

Requires Science (Medicine) 0 to use, Science (Medicine) 1 to refill.

Laser Scalpel: The laser scalpel was a specialized medical instrument used for creating incisions in various tissues. It used a finely-tuned laser beam to make cuts. This device was available in different wavelengths for varied cutting strength and depth.

Protoplaser / Dermal Regenerator: The protoplaser was a common, easily operable medical tool used by several civilizations to close connective tissues, muscles, and skin. The dermal regenerator is a limited form of protoplaser used to heal minor skin wounds, such as cuts and burns. The dermal regenerator could also be used to revert surgically modified skin to its normal state, as well as to remove scars. It could also be used to simulate wounds or burns.

Protoplasers require Science (Medicine) 1 to use at all. Science (Medicine) 2 is required for normal wounds, with Science (Medicine) 3 required for repairs to major blood vessels, nerves, and for delicate tasks. Dermal Regenerators can be used by anyone, but supervision of a medical officer is required for reverting surgically modified skin to its normal state, or to simulate wounds or burns.

Scanner, Medical: The medical scanner was a medical device utilized by Starfleet medical personnel in the 2260s. Similar in size and function to the hand scanner of the medical tricorder, the medical scanner was a small, portable unit designed to function separately from the tricorder and diagnose by means of auditory emissions.

With this device, a trained physician could diagnose an illness by scanning the patient and interpreting the sounds it produced to diagnose, for example, arthritis. A modified version of this scanner was used to ascertain that a necklace of "common stones" was actually Dilithium. It was phased out as integration between the scanner and the medical tricorder became more advanced and commonplace.

Spray Applicator: The spray applicator was a medical device standard in medkits from the 2260s through the 2270s. It was capable of dispensing a wide variety of topical liquids, foams and gels. The spray applicator was routinely preloaded with a flesh-colored suspension of a coagulant, numbing anesthetic, and antibiotic.

Requires Science (Medicine) 1 to use.

Sterilite: Sterilite was an anti-infective light used during surgery and in the general treatment of wounds to produce rapid death of harmful microorganisms and parasitic agents.

Can be used by anyone, but requires the supervision of a medical officer.

Surgical Support Frame: The surgical support frame was a commonly used medical device on board Federation starships present in the 23rd century and afterward. The frame was equipped with a steri-field, cardiostimulator and other support and scanning functions for surgical procedures.

Can be used by anyone, but requires the supervision of a medical officer.

Tricorder, Medical: See Tricorder in Personal Equipment above.

Drugs and Treatments

With the sheer number of drugs and treatments available to Starfleet medical personnel, describing every single drug and treatment would be impossible without this section expanding to become larger than the rest of the book. Instead, the various types of drugs are defined, including poison. Each drug type contains some example drugs representative of that type.

Science (Medicine) 3 is required to administer drugs.

Analgesic: An analgesic was a drug used to relieve pain without inducing a loss of consciousness. Analgesics were often used to treat headaches and to relieve pain induced by mild bruising to severe injury. Examples of analgesics are **Acetaminophen** and **Ibuprofen**.

Anesthetic: Anesthetic drugs were strong sedative drugs used to numb a patient's sensation to pain to induce a deep sleep immediately prior to medical treatment, such as surgery. Anesthetics could be applied in varying degrees and forms depending on the patient's health and requirement of the medical procedure. Examples include **Anesthizine** and **Neurozine**.

Burn: Burn drugs were used to treat burns caused by various sources. These drugs would repair the damage caused by first and second degree burns, but for third degree burns a protoplaser/dermal regenerator would be necessary. Examples include **Dermaline Gel** and **Kelotane**.

Cardiovascular: Cardiovascular drugs were used to treat conditions that affected the heart and the circulatory system. Examples of these drugs are **Adrenaline** and **Benjisidrine**.

Neurological: Neurological drugs were used to treat conditions that affected the patient's nervous system. Example drugs and treatments include **Sodium Pentathol** and **Theragen**.

Poison: Poisons are toxicological substances that adversely affect living tissue, with effects ranging from slight discomfort to death. They can be natural or synthetic in origin. Poisons secreted by animals were

called venom. Nerve gas was a synthetic poison. Example poisons include **Cyanide** and **Hemlock**.

Radiation: These drugs were designed to counteract tissue damage caused by exposure to ionizing radiation. Excessive exposure to radiation may cause sterility and cancer, and, given a large enough dose, can be lethal. Example drugs used to treat radiation poisoning or sickness include **Arithazine** and **Hyronalin**.

Resuscitative: Resuscitative drugs were used in the correction of physiological disorders in an acutely unwell patient. They were important in intensive care medicine, trauma surgery, and emergency medicine. Examples include **Borathium** and **Trinephedrine**.

Sedative: A sedative or a tranquilizer was a drug used to calm down a patient or to induce sleep. Sedatives were often administered with a hypospray in a dosage of usually not more than several ccs. Examples include **Ambizine** and **Tetrovaline**.

Stimulant: Stimulants were classes of drugs intended to temporarily stimulate mental or physical functions. Mild stimulants, such as the caffeine found in tea and coffee, were among the most commonly used non-medical drugs in several species. Examples include **Masiform-D** and **Tricordrazine**.

While most drugs adhere to one of the categories above, there are a few that do not neatly fit into this list. One is described below, and is used as an example of the drugs available.

Tri-ox Compound: Tri-ox compound was a simple but effective intravenous medicine used for rapidly oxygenating the blood cells of a living being, especially in an oxygen-poor environment such as Vulcan. Most Humans and humanoids would otherwise have had trouble getting sufficient oxygen in such environments, especially during any strenuous work or other exertions. The drug could be used as a substitute for cumbersome breathing masks and equipment in such cases.

Tri-ox compound was designed to strengthen an individual's cardiopulmonary system. An injection of 15

ccs of tri-ox every four hours was the recommended dosage taken to compensate for excess carbon dioxide, as could be the case of a humanoid in prolonged exposure to an oxygen-poor environment. Without it, an individual would experience the effects of hypoxia and possibly carbon dioxide poisoning.

Energy Weapons

Included are descriptions of the various energy weapons in use by the Federation as well as its foes. Each will have a list of settings in its game data. Those settings reference the chart below. To use the chart, simply find the chosen setting from the weapon description and read across. The result is the number of charges drained and the effect that occurs at the chosen setting.

Energy Weapon Settings

Setting	Drain	Damage
1	1	Stun a Human for 5 minutes.
2	2	Stun a Human for 15 minutes. Stun a Klingon for 5 minutes.
3	3	Stun a Human for 1 hour. Stun a Klingon for 15 minutes.
4	5	Cut a 1-meter hole in 10 centimeters of wood in 3 minutes.
5	8	Cut a 1-meter hole in 10 centimeters of steel in 3 minutes.
6	12	Cut a 1-meter hole in 10 centimeters of steel or rock in 30 seconds.
7	15	Kill a humanoid, cut a 1-meter hole in a starship bulkhead in 10 minutes.
8	20	Vaporize a humanoid.
9	30	Vaporize a humanoid or resilient alloy.
10	40	Vaporize any material.
11	50	Convert 10 cubic meters of rock into rubble.
12	60	Convert 50 cubic meters of rock into rubble.
13	70	Convert 100 cubic meters of rock into rubble.
14	80	Convert 160 cubic meters of rock into rubble.
15	90	Convert 400 cubic meters of rock into rubble.
16	100	Convert 600 cubic meters of rock into rubble.

Settings 1–3 render the target unconscious but otherwise uninjured for the amount of time stated. Settings 4–6 reduce END and another attribute of the target's choice to 0, rendering the target unconscious and in need of medical attention. Attributes remain at 0 until the character is healed in sickbay. Settings 7–16 reduce all three attributes to 0, in which case the target is dead or vaporized. See Damage in the Combat section for more detail.

In addition to the settings, each weapon will have its weapon type listed (see Attack Difficulties by Weapon Type table in Combat), the number of charges the weapon has, and its overload blast radius and damage.

The energy weapons in this section can all be overloaded. When one is set to overload, a 60-second timer activates, characterized by a low-pitched whine that gradually increases in decibels as the countdown proceeds. At the end of 60 seconds the weapon explodes, causing the listed overload damage to all beings within the blast radius. The overload can be stopped by the user at any time, so long as the weapon is not tampered with or damaged in such a way as to prevent the overload from being disabled, and so long as the countdown has more than ten seconds remaining.

Disruptor

	Pistol	Rifle
Settings:	2, 7	2, 7
Type:	Pistol	Rifle
Charges:*	300/1,000	1,000/1,500
Overload:	150 meters, 10D6	200 meters, 20D6

*Number to the left of the slash is for the 22nd and 23rd Centuries. Number to the right is for the 24th century.

Disruptors were energy weapons similar to Starfleet's phaser sidearms. Like the Earth Starfleet's Phase-Pistol the disruptor normally only had two settings: stun and kill. Most races not part of the Federation used these weapons, including the Klingons, Romulans, and Gorn. They were available in both pistol and rifle variants, of which the rifle variant had a larger power pack for more sustained use.

Laser Pistol

Settings: 5–7
Type: Pistol
Charges: 50
Overload: 30 meters, 3D6

Laser pistols utilized a directed light technology that compressed photon particles into a beam that could have heat and blast effects. While many spacefaring species used lasers in other applications, such as in optical data networks, few used them as weapons by the 23rd century, since a variety of exotic subatomic particles could be used to create a more powerful beam that duplicated lasers in use, but increased the weapon's effectiveness.

Particle Rifle

Settings: 1, 7, 8
Type: Rifle
Charges: 100
Overload: 45 meters, 4D6

The particle rifle was a type of standard-issue carbine directed energy particle weapon. In the 22nd century, particle rifles were used by United Earth's Starfleet and MACO personnel.

The MACO particle rifle fired discharges of blue bolts of concentrated energy. The weapon could also be set to fire orange-red particle beams similar to those fired by a plasma rifle or a phase-pistol. However, the beam came from the barrel underneath the main one. The particle rifle was capable of multiple power settings, ranging from stun, to kill, to a high-power shot capable of blasting through a Human torso. Power levels could be changed by manipulating either of a pair of circular dials mounted on either side of the weapon. The weapon featured a tubular stock, vertical foregrip, and a multifunction scope that could be retracted into the body of the weapon.

While extremely powerful when set to kill, its stun setting appeared to be somewhat ineffective against species that were more physically resilient, such as enraged Vulcans, Xindi-Reptilians and the Augments. At their highest setting, MACO particle rifles were extremely powerful, capable of penetrating a humanoid

target. In 2154, Captain Archer used a MACO particle rifle to kill the Augment Malik in this manner, using the rifle to literally bore a hole through Malik's torso.

Phaser (Type-1)

Settings: 1–8
Type: Pistol
Charges: 100/160 (23rd/24th century)
Overload: 45 meters, 4D6

A type-1 phaser is the smallest, most basic weapon carried by Starfleet and other Federation personnel. Type-1 phasers are typically carried when it would be inappropriate to carry a larger weapon, such as on diplomatic missions, or "undercover" work.

The type-1 has eight adjustable settings, ranging from stun to heat through disruption to disintegration. However, a 23rd-century type-1 phaser did not possess sufficient power to harm a silicon-based lifeform such as a Horta. The 23rd century type-1 in use in the 2260s incorporated a small flip-up sight. Several versions of the type-2 phaser incorporated a type-1 phaser into their design.

Phaser (Type-2)

Settings: 1–8/1–16 (23rd/24th century)
Type: Pistol
Charges: 250/1,000 (23rd/24th century)
Overload: 150 meters, 10D6

A type-2 phaser or phaser pistol is a typical hand-held directed-energy phaser weapon used by Starfleet and United Federation of Planets personnel during the late-22nd, 23rd and 24th century.

More powerful and generally larger in size than the type-1 phaser, type-2 phasers were kept aboard Starfleet and Federation starships, starbases, space stations and at planetary facilities. A descendant of the EM weapons and phase-pistols of the 22nd century, the type-2 phaser was introduced before the mid-23rd century and was standard issue aboard Starfleet vessels by the 2260s. In the nearly two hundred years since their introduction to Starfleet personnel, several models and makes have been observed.

As early as the 2260s, Federation type-2 phasers were characterized by an unmistakably gun-like appearance. Utilized primarily in defensive situations, the phaser type-2 had several applications, from use as a weapon to use as a cutting tool, explosive device, or energy source. Storing considerable energy, most phasers were distinguished by a roughly pistol or gun-type configuration, firing a focused energy discharge in the form of a beam or steady stream.

Varying in color from black and white, gray and black, and gray and copper combination, most 23rd century type-2 phasers had an attachment point where a type-1 phaser could be placed, making the type-2 phaser an extended-length power pack for the type-1 phaser. Type-2 phasers from this era featured identifiable barrel and trigger structures, with an elongated handle/power pack capable of being quickly swapped out and "reloaded". 24th century models dispense with this setup in favor of a single unit, which is more robust.

Phaser (Type-3)

Settings: 1–16

Type: Rifle

Charges: 1,000/1,500 (23rd/24th century)

Overload: 200 meters, 20D6

A type-3 phaser (often simply referred to as a phaser rifle) was the Federation classification for the more powerful rifle variant of the standard Starfleet handheld phaser.

In the 2260s, phaser rifles were not standard landing party equipment aboard Starfleet vessels. Typically, rifles were equipped only when firepower heavier than that of the type-2 phaser was required. 24th century phaser rifles had sixteen power settings, fully-autonomous recharge capability, multiple-target acquisition, and gyro-stabilization. They were slightly less powerful but much more sophisticated than Cardassian disruptor rifles.

Phase-Pistol

Settings: 2, 7

Type: Pistol

Charges: 100

Overload: 30 meters, 3D6

The phase-pistol was a type of phase-modulated energy weapon, a personnel sidearm characterized by a focused energy discharge in the form of a steady stream or a phase pulse. It was introduced in 2151 for use by Starfleet personnel as a replacement to the similar EM-33 pistol. The phase-pistol was equipped with two settings, "stun" and "kill." The former could also be used to ignite a fire. It could be utilized in clearing obstructions of rock and earth, and as a cutting tool, its beam capable of slicing neatly through a tree trunk.

Although phase-pistols handled similarly to an EM-33, they were different in that they did not require the user to compensate for particle drift, but to instead point straight at the target. The effects of a phase-pistol hit also differed from those experienced with other weapons of that era. 22nd century Suliban and Coridan weapons inflicted identifiable wounds, tearing through clothing and into the victim's flesh. The phase-pistol, however, was capable of having an effect more comparable to an electric shock, capable of causing severe injury without breaking, burning or otherwise damaging the skin. Along with the beam, a pulse would surge through it, causing more damage.



Power Drain

All the weapons listed above have a finite amount of energy in their power packs. Each time the weapon is fired some of that energy is drained from the power pack. How much of that energy is lost depends upon the setting used for that weapon. The Energy Weapons Settings table at the beginning of this section lists the various settings and how much energy each setting uses per shot. Players will need to keep track of this drain, as an empty power pack requires recharging before the weapon can be fired again.

For example, Commander Skalin needs to access some circuitry behind a bulkhead due to a sudden conduit failure. He fires a type-2 phaser at setting 7 at the bulkhead, attempting to cut a hole in it. The phaser was fully charged before use so it has 1,000 charges. Firing the phaser drained 15 charges from the weapon, leaving it with 985 remaining. If Skalin were to fire the phaser again, this time on setting 2 in order to stun the huge mind-controlled Andorian rushing at him from the other end of the hallway, he would drain 2 more charges, leaving the phaser with 983 charges remaining.

Melee Weapons

Following each weapon is its cost, weapon type (see Attack Difficulties by Weapon Type table in the Combat chapter) and the amount of damage it does.

Bat'leth [Cr300, Extended Reach, 4D6]: The bat'leth, or "sword of honor", was a traditional Klingon blade weapon. Resembling a crescent-shaped, two-ended scimitar, a traditional bat'leth was typically approximately 1160 millimeters long with an exterior hand grip diameter of five centimeters.

Bayonet [Cr10, Close Quarters, 3D6]: A small knife-like weapon similar to a dagger, frequently attached to a rifle. The damage value given here is when the bayonet is attached to a rifle. When not attached to a rifle, the bayonet performs as a dagger.

Blade [Cr50, Extended Reach, 2D6]: A hybrid knife weapon with a heavy, flat two-edged blade nearly 300mm in length, and (often, but not always) a semi-basket handguard. Because of the bulk of the handguard, it is generally carried in a belt scabbard. Blades are as much survival tools as weapons, and are often found in emergency kits, escape pods, etc.

Broadsword [Cr300, Extended Reach, 4D6]: The largest of the sword weapons, also called the two-handed sword because it requires both hands to swing. The blade is extremely heavy, two-edged, and about 1000 to 1200mm in length. The hilt is relatively simple, generally a cross-piece only, with little basketwork or protection. When carried, the broadsword is worn in a metal scabbard attached to the belt; less frequently,

the scabbard is worn on the back, and the broadsword is drawn over the shoulder.

Cudgel [Cr10, Close Quarters, 2D6]: A basic stick used as a weapon. Easily obtained from standing trees or through the use of an unloaded long gun such as a rifle or carbine. Length: 1000 to 2000mm.

Cutlass [Cr 100, Extended Reach, 3D6]: A heavy, flat-bladed, single-edged weapon featuring a full basket hilt to protect the hand. When worn, a belt scabbard is used. Blade length varies from 600 to 900mm.

Dagger [Cr10, Close Quarters, 1D6]: A small knife weapon with a flat, two-edged blade approximately 200mm in length. Daggers are usually carried in a belt sheath, or less frequently concealed in a boot sheath or strapped to the forearm. Daggers are usually as much a tool as a last-resort weapon of defense, and worn constantly for those cultures who use them. This weapon can be thrown, in which case its effective range changes to Ranged (thrown).

Foil [Cr100, Extended Reach, 1D6]: Also known as the rapier, this weapon is a light, sword-like weapon with a pointed, edged blade 800mm in length, and a basket or cup hilt to protect the hand. Foils are worn in scabbards attached to the belt.

Halberd [Cr75, Extended Reach, 4D6]: A two-handed pole weapon having an axe-like blade and a steel spike mounted on the end of a long shaft. Length: 2500mm.

Mek'leth [Cr 100, Extended Reach, 2D6]: A mek'leth was a Klingon sword-like blade weapon, approximately half as long as a bat'leth, typically used to slash the throat or to disembowel. Resembling an inverted Egyptian falchion sword, the mek'leth was only 600mm long.

Pike [Cr40, Extended Reach, 3D6]: A two-handed weapon with a pointed steel or iron head on a long wooden shaft. Length: 3000 to 4000mm.

Spear [Cr10, Extended Reach, 2D6]: A weapon with a long shaft and a pointed tip, typically of metal, used for thrusting or throwing. Length: 3000mm. This weapon

can be thrown, in which case its effective range changes to Ranged (Thrown).

Sword [Cr150, Close Quarters, 2D6]: The standard long-edged weapon, featuring a flat, two-edged blade. It may or may not have a basket hilt or hand protector. A scabbard to carry the sword may be attached to the belt or to straps (or a sash) over the shoulder. Blade length may vary from 700 to 950mm.

Unarmed Strike [Cr0, Close Quarters, 1D6]: This is the character's fists or feet.

Ranged Weapons

Following each weapon is its cost, rate of fire, weapon type (see Attack Difficulties by Weapon Type table in the Combat chapter) and the amount of damage it does.

Advanced Combat Rifle (ACR) [Cr1000, 4 or 1, Rifle, 3D6]: A progressive development of the assault rifle. Normally, the advanced combat rifle fires bursts of four bullets for each pull of the trigger. It may be switched to semi-automatic fire at the end of a combat round, after all firing, in which case it is treated as a rifle until switched back to burst mode. Magazines cost Cr15 for 20 shots.

Assault Rifle [Cr300, 4 or 1, Assault Weapon, 3D6]: A lighter and less expensive version of the automatic rifle. Normally, the assault rifle fires bursts of four bullets for each pull of the trigger. It may be switched to semi-automatic fire at the end of a combat round, after all firing, in which case it is treated as a rifle until switched back to burst mode. Magazines cost Cr20 for 30 shots.

Automatic Rifle [Cr1000, 4 or 1, Rifle, 3D6]: A highly refined and tuned version of the rifle, capable of full automatic fire as well as semi-automatic shots. Normally, the automatic rifle fires bursts of four bullets for each pull of the trigger. It may be switched to semi-automatic fire at the end of a combat round, after all firing, in which case it is treated as a rifle until switched back to burst mode. Ammunition and the magazine is identical to the rifle (Cr20 for 20-shot magazine).

Auto Pistol [Cr200, 1, Pistol, 3D6]: Also referred to as a Semi-Automatic Pistol, Automatic Pistol or just a Pistol, the auto pistol is a basic repeating handgun. One cartridge is fired for each pull of the trigger. Auto pistol ammunition is interchangeable with submachinegun ammunition (although magazines are not). Preloaded magazines may be inserted into an empty pistol, but require a reload action to complete. Magazines cost Cr10 for 15 shots.

Body Pistol [Cr500, 1, Pistol, 3D6]: A small, non-metallic semiautomatic pistol designed to evade detection by most weapon detectors. One cartridge is fired for each pull of the trigger. Pre-loaded magazines may be inserted into the pistol when it is empty, requiring a reload action to do so. Body pistol ammunition is not interchangeable with the ammunition for any other types of guns. Magazines cost Cr20 for 6 shots.

Bow [Cr60, 1, Assault Weapon, 2D6]: A stout but supple piece of wood carved to a specific shape and strung with a piece of cord, string or gut to increase tension. The string is pulled back and released to hurl an arrow long distances with surprising force. 21st-century bows are modified with additional strings and pulley systems to add accuracy and power. Individual arrows cost Cr1.

Carbine [Cr200, 1, Shotgun, 3D6]: A short type of rifle firing a small caliber round. A magazine containing ten rounds is inserted into the underside of the carbine ahead of the trigger guard or behind the handgrip (this configuration is referred to as "Bullpup", and in some localities carbines may be referred to as Bullpups), and one round is fired with each pull of the trigger. Replacement of an empty magazine takes a reload action. Carbine ammunition is not interchangeable with any other type of ammunition. In essence, a carbine is a short rifle, firing a cartridge of smaller, lighter caliber. A sling usually allows the carbine to be carried on the shoulder, out of the way. Magazines cost Cr10 for 20 shots.

Crossbow [Cr75, 1, Rifle, 2D6]: A horizontal bow set into a mechanical firing mechanism and stronger-than-normal pull, crossbows are very powerful weapons that

are very time consuming to reload. Some crossbows are built with crank and pulley systems that make the weapons easier to reload, even self-loading. Reloading a medieval-era light crossbow takes 2 rounds while heavy crossbows take 4. 21st-century crossbows can all be loaded in 1 round. Crossbow bolts cost Cr2 per shot.

Revolver [Cr150, 1, Pistol, 3D6]: An early handgun, the revolver fires 9mm bullets with characteristics similar to those used by the automatic pistol but not interchangeable with them. No magazine is used: six cartridges are inserted into the revolver individually. Reloading takes two combat rounds, or one combat round if the individual foregoes the benefit of evasion. Reloads cost Cr5 for 6 shots.

Rifle [Cr200, 1, Rifle, 3D6]: The standard 20th century military arm, firing a 7mm, 10 gram bullet at a velocity of approximately 900 meters per second. Longer and heavier than a carbine, it is also more effective. Standard equipment includes provisions for attaching a bayonet and telescopic sights, and a shoulder sling. A twenty-round magazine is attached to the front of the trigger guard, and one round is fired with each pull of the trigger. Replacement of the empty magazine requires a reload action. Rifle ammunition may also be used in automatic rifles; rifle and auto rifle magazines are interchangeable (Cr20 for 20-shot magazine).

Shotgun [Cr150, 1, Shotgun, 4D6]: The basic weapon for maximum shock effect without regard to accuracy. The shotgun has an 18mm diameter barrel and fires shells containing either six 7mm bullets, or one hundred and thirty 3mm pellets. In each case, the projectiles weigh a total of 30 grams. Velocity for the projectiles is about 350 meters per second. A cylindrical magazine containing 10 shells is inserted under the barrel and parallel to it; cartridges are then fed automatically into the shotgun for firing. Reloading consists of replacing the cylindrical magazine and takes two combat rounds. One shot is fired for each pull of the trigger. Magazines cost Cr10 for 10 shots, measure approximately 350mm long by 20mm in diameter and are quite clumsy to carry. Shotguns are equipped with a sling for carrying.

Submachinegun (SMG) [Cr500, 4, Assault Weapon, 3D6]: A small automatic weapon designed to fire pistol ammunition. Magazines holding 30 cartridges are inserted into the weapon forward of the trigger guard or in the pistol grip, depending on the design. The gun fires a burst of four rounds per pull of the trigger. Replacement of an empty magazine requires one combat round. Submachinegun ammunition (but not magazines) is interchangeable with auto pistol ammunition. Most submachineguns are equipped with slings for ease of carrying. Some are small enough to be carried in a shoulder or hip holster. Submachinegun magazines cost Cr20 for 30 shots.



Armor

Armor reduces the amount of damage a character takes from a hit, based on the type of armor worn. Each armor is listed with an Armor Rating (AR). This is the amount of damage reduced by the armor when a melee or projectile attack strikes the character. Armor does not protect against energy weapon attacks of any kind. A hit with Effect 6+ always inflicts at least one point of damage, regardless of the target's armor.

Klingon Armor [AR 5]: In the 2270s, the Klingon Defense Force adopted a new uniform. This uniform incorporated metallic gray plastic armor and large shoulder pads which protected the torso of the Klingon. The armor provided added protection against ranged weapons.

Starfleet Security Armor [AR 3]: From the 2270s until the 2350s Starfleet security officers wore a suit made of a thick leather-like material over the torso. Lighter in weight than Klingon armor, it also isn't quite as effective, as it provides no protection from ranged weapons.

CHAPTER 5

PERSONAL COMBAT

Personal combat is a common means of resolving conflicts. This chapter provides detailed rules for personal combat.

Personal Combat Checklist

Personal combat in *Star Trek: Alpha Quadrant* is cyclical. Everybody acts in turn in a regular cycle called a round. Generally, combat runs in the following way:

1. Q determines which characters are aware of their opponents at the start of the battle. If some but not all combatants are aware of their opponents, the combatants that are aware of their opponents are considered to get an automatic 12 on their initiative roll, giving them an Initiative of $12 + \text{DEX DM}$.
2. Any remaining combatants roll initiative. All combatants are now ready to begin their first round of combat.
3. Combatants act in initiative order.
4. When everyone has had a turn, the combatant with the highest initiative total acts again, and steps 4 and 5 repeat until combat ends.

Range

Personal combat is divided into a series of range bands. These are identified in the Range Bands table.

Range Bands

Range	Distance to Target	Squares to Target
Personal	Less than 1.5 meters	0
Close	1.51 to 3 meters	1–2
Short	3.01 to 12 meters	3–8
Medium	12.01 to 50 meters	9–34
Long	50.01 to 250 meters	35–166
Very Long	251 to 500 meters	167–334

The Difficulty of any attack is based on the weapon type and the range of the attack, as per the Attack Difficulties by Weapon Type table on the next page.

Each difficulty rating in the Attack Difficulties by Weapon Type table translates into a DM to the attack. For convenience, the Task Difficulties table from the Introduction is reprinted here.

Task Difficulties

Difficulty	DM
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	–2
Very Difficult	–4
Formidable	–6

Starting Range

When a combat begins, Q must decide the starting range that separates the groups of combatants. For combat in tight quarters, such as inside an office complex or starship, or within an underground tunnel system, the starting range is usually Short. The range for outdoor encounters is usually Medium, although open areas such as prairies, deserts, open roads and ocean surfaces make it easier to see at a distance, so Long or even Very Long range would not be inappropriate. Total darkness reduces starting range to Short or less. Partial darkness restricts starting range to Medium or less.

Initiative

If the combatants are all unprepared for combat, then each rolls 2D6 and adds their Dexterity DM to determine starting Initiative. Initiative determines the order that characters act in, but it can also be spent to react to events. If some of the combatants are ready for combat and some are not, such as in an ambush, the prepared characters are considered to get an automatic 12 on their roll, giving them an Initiative of $12 + \text{Dexterity DM}$. Characters that are aware of a group, and that group is unaware of them, may elect to avoid conflict entirely.

Characters that have the Tactics (Small Unit) skill may make a Tactics check and add the Effect of this check to the Initiative of everyone in their unit with whom they are in direct communication.

Attack Difficulties by Weapon Type

Weapon	Personal	Close	Short	Medium	Long	Very Long	Distant
Close Quarters	Average	Difficult	—	—	—	—	—
Extended Reach	Difficult	Average	—	—	—	—	—
Thrown	—	Average	Difficult	Difficult	—	—	—
Pistol	Difficult	Average	Average	Difficult	Very Difficult	—	—
Rifle	Very Difficult	Difficult	Average	Average	Average	Difficult	Very Difficult
Shotgun	Difficult	Average	Difficult	Difficult	Very Difficult	—	—
Assault Weapon	Difficult	Average	Average	Average	Difficult	Very Difficult	Formidable
Rocket	Very Difficult	Difficult	Difficult	Average	Average	Difficult	Very Difficult

The Combat Round

Each combat round lasts around six seconds of game time. In a combat round each character gets a minor action and a significant action. Actions are taken in descending order of Initiative. If two characters have the same Initiative, the character with the highest Dexterity goes first. If they are still tied, then characters act simultaneously. When a character acts, he takes all his actions at once.

Once everyone has acted a combat round is over and a new round begins. Initiative is not re-rolled but is dynamic, and may be adjusted up and down by actions taken during a round.

Dynamic Initiative

During the course of a round a character's Initiative score may be changed by reactions and hastening. Any changes affect your Initiative for one round only – either the current round if you have yet to act or the following round if you have acted already. Reactions reduce your Initiative in order to allow you to defend yourself from attacks. Hastening your action lets you act sooner but at a penalty to your roll.

At the start of each combat round a character may declare that he is acting hastily. This gives him a +2 bonus to his Initiative for that round only but all his actions receive a –1 DM. A character can only hasten once.

Minor Actions

Minor actions are actions intended to move a distance or to manipulate or move an object. You can take up to

three minor actions per round, at the loss of a significant action.

Aiming: A character that spends a minor action aiming at a target gets a +1 DM to his next attack on the target, as long as the character does nothing except aim until he makes his attack. A character may spend multiple actions on aiming, gaining a maximum aiming DM of +6 if he spends six minor actions on aiming.

Changing Stance: A character can change to any one of the three stances – prone, crouched or standing – as a minor action.

Drawing and Reloading: The time taken to draw a weapon depends on its size and ease of use. The number of minor actions to ready or reload a weapon is listed in the description of each weapon. Most weapons take one minor action to draw and another minor action to reload, but some weapons are especially fast or slow.

Movement: The character moves up to six meters. When using a square grid for modelling the combat, each square should measure 1.5 meters to the side. This means that the average character moves four squares on his turn. Difficult terrain, such as rubble, mud or thick under-brush can halve a character's movement, allowing him to move only three meters per movement action. Crouching also halves movement.

Miscellaneous: Q may permit a character to perform a skill check or other action as a minor action if the use of the skill does not require the character's full attention or complex physical actions.

Significant Actions

Significant actions are intended to do something within about 3 seconds. You can perform a single significant action per round, or forego it to perform a total of three minor actions.

Attack: The most common significant action is an attack. The basic attack action is trying to injure a foe with a melee attack or a ranged weapon. The attacker declares his target, and the foe may choose to react. The attacker then makes a skill check, and if successful, deals damage to his target. The actual Difficulty of this skill check is determined using the weapon type and the range of the attack, as given earlier in this chapter under Range.

The standard skill checks used in making an attack are:

- **Melee Attack** = 2D6 + appropriate melee combat skill + STR or DEX DM (attacker's choice)
- **Shooting Attack** = 2D6 + appropriate Marksmanship skill + DEX DM
- **Thrown Attack** = 2D6 + appropriate Combat skill + Dexterity DM

Common Attack Modifiers

Action	DM
Aiming	+1 per Aim action
Cover	-0 to -6
Environmental Effects	-1 to -2
Movement	-1 per 10 meters of target movement
Target Dodges (Reaction)	-1
Target Parries (Reaction)	-Defender's appropriate Combat skill
Target Stance	+2 if target is prone and range is Personal. -2 if target is prone and range is Medium or more.
Weapon Recoil in Zero-G	-2

Coup de Grace: A character can use a melee weapon to deliver a coup de grace to a helpless opponent that is within close range. They can also use a ranged weapon to do so, provided they are adjacent to the target. The attack automatically hits and the opponent dies.



Minor Actions: A character can take three minor actions instead of a significant action.

Miscellaneous: A character may make a skill check or do something else as a significant action when such an action requires the character's full attention, concentration, complicated physical actions or some combination thereof. Any skill check with a time interval of 1–6 seconds is simply considered a significant action during combat.

Reactions

Reactions are actions taken immediately in response to the action of another. The more time a character spends reacting, the longer it will be until he acts himself. Each reaction lowers Initiative by 2 and applies a -1 DM to all skill checks until the following round. There is no limit to how many times a character can react in a round but a character can only react once to each attack and the penalties from reacting are cumulative.

A character can only react to attacks that he is aware of.

Dodging: A character that is being attacked may dodge, giving his attacker a -1 DM and giving himself a -1 DM on all skill checks until the next round. If the character is in cover or has an obstruction to duck or dodge behind, the DM to hit him is increased to -2.

Parrying: A character who is being attacked in melee can parry, applying his Melee skill as a negative DM

equal to the attack roll. A parrying character also has a –1 DM on all skill checks until the next round.

Other Actions

Other types of action can take place during personal combat.

Free Actions: Some actions are so fast they do not even qualify as a minor action – shouting a warning, pushing a button, checking your watch, and so on. A character can perform as many of these free actions as he likes in a turn, although if he performs several Q may require him to spend a minor or even a significant action on his various tasks.

Extended Actions

Some skill checks will take longer than a single combat round to complete. Make a Timing roll for the task and then work out how many six second combat rounds it will take to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the normal Initiative order. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question with a negative DM equal to the amount of damage the attack causes (after armor). Failure indicates that this round's work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.



Delay

A character does not have to act when his turn comes up in the Initiative order. He may act at any later point during the round, even interrupting another's actions to do so. When he acts, his Initiative is set to the count on which he acted. If the character has not

acted by the end of the round he may choose to act first in the next round, effectively giving up his actions in the previous round in exchange for an Initiative advantage. His new Initiative is set to one higher than that of the current first person in the order. When multiple characters are delaying and all wish to act first in the following round, their Initiatives are all set to the same score and they act in DEX order as normal.

Special Considerations

The following are special considerations in Personal Combat.

Battlefield Conditions: Certain battlefield conditions affect ranged attacks.

- **Darkness:** Low light gives a –1 DM to ranged attacks. Complete darkness gives a –4 DM. Light penalties can be avoided by using sensors to target instead of the naked eye.
- **Smoke or Fog:** Smoke gives a –1 DM to ranged attacks by obscuring the target; especially thick and impenetrable smoke gives a –2 DM. These penalties are doubled for laser weapons.
- **Extreme Weather:** Driving wind, rain, snowstorms and so forth give a –1 DM to ranged attacks from poor visibility and a –1 DM to ranged attacks from environmental interference. Sensors can be used to avoid the visibility penalty.

Cover: Any sort of low wall, undergrowth, convenient rocks or other objects can serve as cover. Attacks made on characters that are behind cover suffer the negative cover DM on the Cover Modifiers table below. Crouching or prone targets can claim cover one step higher on the table. If a character in full cover is crouching or prone they are impossible to hit but cannot return fire.

Cover Modifiers

Amount of Cover	DM
¼ (undergrowth, small rock, building corner)	–0
½ (thick forest, low wall, crate)	–1
¾ (jungle, trench, reinforced position)	–2
Full (pillbox)	–4

Explosions: Energy weapon overloads affect an area. A character caught in an explosion may dodge at the usual Initiative cost. A character that dodges an explosion may reduce the damage by 1D6 if he just dodges or by half if he dives for cover. A character that dives for cover ends up prone and loses his next significant action.

Firing into Combat: If a character is firing a weapon at a target that is at Personal range to another combatant, then the attack suffers a -2 DM. If the attack misses, roll 1D6. On a 4+, the attack hits the nearest other combatant to the original target.

Stance: A character can be standing, crouching or prone.

- **Standing:** A standing character uses the normal rules.
- **Crouching:** A crouching character moves at half speed but can make better use of cover. If a crouching character is in cover, consider it one row lower on the Cover Modifiers table. For example, if a character is crouching behind a waist-high wall, he is considered to be at $\frac{3}{4}$ cover rather than $\frac{1}{2}$ cover.
- **Prone:** A prone character cannot make melee attacks or dodge. He may make improved use of cover like a crouching character and he may still parry melee attacks. All ranged attacks targeting him suffer a -2 DM penalty. At Close range, the penalty is reduced to +0; a prone character being attacked at Personal range grants a +2 DM to attacks against him.

Tactics and Leadership: The Tactics (Small Unit) skill can be used to give an Initiative bonus to the entire away team at the start of combat. The team leader may make a Tactics check, and everyone in the unit may increase their Initiative by the Effect of the check.

The Leadership skill can be used to increase another character's Initiative. The character with Leadership makes a Leadership check, and the target character's Initiative is increased by the Effect of the check. Making a Leadership skill check is a significant action.



Thrown Weapons: There are two kinds of thrown weapons: the first kind strike a single target and do damage from the force of their impact, such as throwing knives or a thrown rock. These use the normal rules for ranged combat. The other kind of thrown weapon is a grenade or other explosive projectile that inflicts no damage from impact but typically delivers a harmful payload.

If the attack fails the projectile scatters in a random direction for (6 + Effect) meters. This is usually only important if the projectile explodes on or after impact.

Damage

Each weapon, except for energy weapons, lists the damage it inflicts as a number of D6. Add the Effect of the attack roll to this damage.

The first time a character takes damage, it is applied to the target's Endurance. If a target is reduced to Endurance 0, then further damage is subtracted from the target's Strength or Dexterity (of the character's choice). If either Strength or Dexterity is reduced to 0, the character is unconscious and any further damage is subtracted from the remaining physical characteristic. If all three physical attributes are reduced to 0, the character is dead.

Once a character has taken damage, any damage from subsequent attacks is allocated to any of the three physical attributes as the character so chooses.

Damage Conditions

Attribute Damage	Status
At least 1 attribute damaged	Wounded
All 3 attributes damaged	Seriously Wounded
2 attributes at Zero	Unconscious
3 attributes at Zero	Dead

Armor: Armor reduces damage by the value of the armor. A hit with Effect 6+ always inflicts at least one point of damage, regardless of the target's armor. Energy weapon damage bypasses armor, inflicting full damage to the target.

Falling: A character that takes a fall suffers 1D6 damage per 2 meters fallen. Multiply the die result by the planet's gravity (see **Chapter 7: Strange New Worlds**) to determine the actual damage done. For example, a character that falls 10 meters would take 5D6 damage. Q determines the character is dealt 16 points of damage. If the fall occurs on a planet with gravity of 0.5G the character would only take 8 points of damage. The same fall on a planet with gravity of 1.5G would do 24 points of damage.

Fatigue: A character can become fatigued in numerous ways, such as staying awake for more than END + 18 hours, over-exerting themselves for more than END hours, or even using certain medications. A fatigued character suffers a -2 DM to all checks until he rests. The amount of rest needed is a number of hours equal to 3 minus the character's END DM. If a character suffers fatigue while already fatigued they fall unconscious.

Characters not used to higher gravity will tire more easily. These characters are automatically treated as if conducting heavy labor. After a number of hours equal to their END they must rest or else become fatigued. If the character engages in heavy labor the character must rest after a number of hours equal to $\frac{1}{2}$ the character's END. Characters on a lower gravity world engaging in heavy labor must rest a number of hours equal to $1\frac{1}{2}$ times the character's END. Such characters do not suffer fatigue effects for staying awake.

Unconsciousness: An unconscious character may make an END check after every minute of unconsciousness: if successful, he regains consciousness. If he fails he must wait another minute and can then try again with a +1 DM on the check for every check previously failed.

Injury and Recovery

Injured characters are either wounded or seriously wounded. A character is considered seriously wounded if he has lost at least one point from all three of his physical attributes. As soon as one of his physical attributes is restored, no matter how, he is no longer seriously wounded.

Seriously wounded characters who have somehow avoided unconsciousness cannot move except to hobble or crawl along at 1.5 meters per combat round. They also lose their minor action in combat. Wounded characters heal naturally and can also benefit from medical care. When characteristic points return from healing, players may choose which characteristic regains the points and may split healing between attributes if they wish.

Natural Healing: An injured character regains a number of characteristic points equal to 1D6 + his END DM per day of full rest. If the character continues an active lifestyle he only heals a number of characteristic points equal to 1 + his END DM per day. Characters with a low END DM, for example from injury, may in fact lose more characteristic points over time if they are unlucky or cannot (or will not) rest.

A seriously wounded character only regains characteristic points equal to his END DM per day of rest, which means that the character may never heal naturally and will even get worse if his END DM is currently negative.

Medical Treatment

Natural healing is not the only way to recover damage. Characters can also seek out medical treatment.

First Aid: Applying first aid restores a number of characteristic points equal to twice the Effect of the Science (Medicine) check. Points restored by first aid

are divided as desired among all damaged physical attributes. First aid must be applied within five minutes of the injuries being received to be fully effective. A character can still benefit from first aid up to an hour after their injury but they only receive a number of characteristic points equal to the Effect of the Science (Medicine) check. Performing first aid on yourself is a Difficult (-2) task.

Surgery: A character that is seriously wounded (after first aid has been applied) requires surgery. Surgery restores characteristic points just like first aid but if the check is failed the patient loses characteristic points equal to the Effect. Surgery requires a hospital or sickbay. Once one characteristic is back to its maximum level the patient can benefit from medical care. Surgery does not benefit characters that are not seriously wounded. Performing surgery on yourself is a Very Difficult (-4) task.

Medical Care: Medical care restores $2 + \text{the character's END DM} + \text{the doctor's Science (Medicine) skill}$ in characteristic points per day, divided evenly among all damaged attributes. Medical care requires a hospital or sickbay and for the patient to undergo full bed rest.

Healing and Mental Characteristics: Characters may also suffer damage to their Intelligence or even their Education. Unless otherwise specified, each mental characteristic heals at the rate of one point per day.

Vulcan Nerve Pinch

The Vulcan nerve pinch was a martial technique developed by the Vulcans. Likely related to Vulcan neuro-pressure, it involved applying pressure near the base of the neck, at the shoulder, and nearly instantly rendered the target unconscious, often so fast that the target was unable to cry out, but not always. A successful application of a Vulcan nerve pinch renders the person unconscious as if struck by an energy weapon at setting 2.

On some occasions, non-Vulcans have been instructed in the technique, but overall, the nerve pinch seemed to be extremely difficult to learn for non-Vulcans.



CHAPTER 6

VEHICLE COMBAT

In *Star Trek: Alpha Quadrant*, two types of vehicle combat are possible, distinguished by scale. Starship-level combat between starships isn't quite as rare an occurrence as ground-level combat, but as the base assumption of the game is the characters taking part in adventures on the surface of the planet, is uncommon. This followed the pattern of the television series where the shows took place on a planet or on board a ship, with planet-based adventures preferred. The ship was just the means to get to the planet. However, Starship-level combat is occasionally needed, as demonstrated in the episode "Balance of Terror".

Combat in and on ground-level vehicles is for the most part obsolete. The technology present has mostly eliminated the use of vehicles for maneuvering on a battlefield. With transporters, groups of personnel can be deployed and moved from place to place in far less time than with a vehicle, thus most races with transporter technology will not bother with small vehicles on the ground. Two exceptions are the Klingons and the Cardassians, both of which have ground vehicles that they use on the battlefield. Such ground-level combat usually involves a chase between two or more vehicles, with the victor being the side that evades or disables their opponent.

In vehicle combat, everything depends on the story. Unlike personal combat, vehicle combat uses skill rolls to determine certain effects. To cover these instances, use the following systems.

Vehicle Construction

Decide what the race of the vehicle's crew is going to be, and generate its attributes (STR and END) using 2D6 and applying racial modifiers. Federation vehicles are a special case. The race of all Federation vehicles is assumed to be human, the rare exception (with Q approval) being if a starship is specified as being exclusively staffed by another race, for example the USS *Intrepid*, a Federation vessel crewed by Vulcans.

Armor and Shields

All ground vehicles have armor (see **Chapter 5: Personal Combat**), which is useful when protecting against projectile weapons. Such armor however is ineffective against energy weapons. A ground vehicle's Armor Rating (AR) is determined by vehicle type as shown on the table.

Vehicle Armor

Type	AR
Civilian	6
All-terrain	12
Military	15

All starships have shielding which reduces damage depending on the severity of the hit (see **Weapons** below).

Skills

The skills that are applicable to vehicle combat are listed below.

Astrogation: This is used on a starship to predict the course of an oncoming target. Ground vehicles have no equivalent.

Communications: This can be used both on ground vehicles and starships to penetrate jammed communications. It can also be used to repair the communications console if damaged. On a starship, a damaged communications console prevents all communications, including internal communications, until the console is repaired. A side effect of this is that no damage control parties can be assigned tasks while the console is down.

Computer: On a ground vehicle, this can be used to repair a damaged steering system or sensor console. On a starship, it is used to repair damaged helm or sensor consoles.

Damage Control: On both ground vehicles and starships, this can reduce damage from incoming fire or repair minor damage to the vehicle's superstructure.

Deflectors: Usable only on a starship, this skill can ensure power is fed to the correct shield, to absorb an enemy hit, or to use the ship's tractor/pressor beams in combat. It can also be used to repair the deflector console; shields will be down until the console is repaired.

Life Support: Can be used to repair a damaged life support system on both ground vehicles and starships.

Science (Medicine): On a starship, this skill can restore casualties to active duty.

Sensors: Can be used on a ground vehicle to acquire information about the target, such as whether it has taken damage and what types of weapons are installed. On a starship, the skill also allows the character to determine whether the target has armor or shields in addition to the amount of damage taken and weapons installed.

Tactics: This skill can be used to anticipate the opponent's maneuver. For a ground vehicle, Tactics (Small Unit) is sufficient, but only Tactics (Starship) qualifies on board a starship.

Vehicle: Vehicle skill allows the possessor to perform evasive maneuvers, difficult maneuvers, or make emergency heading changes. The correct Vehicle specialty is required.

Vehicle Movement

Vehicles are considered to move on the driver's Initiative. The driver must spend a minor action every round to keep control of the vehicle under normal circumstances – a straight road or simple maneuvers – or a significant action to navigate obstacles, conduct evasion or pursuit, or dodge incoming fire. Unlike people, who are mobile and maneuverable, careful track must be kept of which way a vehicle is facing.

Weapons

A ground vehicle attacked by a projectile weapon takes damage equal to the number of dice listed for the weapon in **Chapter 4: Equipment**, minus one point for each point of armor on the vehicle. Ground vehicles are only affected by energy weapons if those weapons are set to setting 7 or higher. At settings 7 to 10, a vehicle hit by an energy weapon takes 2D6 damage. At settings 11 to 16 the damage increases to 3D6.

For game purposes, starship energy weapons and torpedoes each do an amount of damage determined by the following chart. This chart only applies should the

navigator fail the Deflectors skill roll. If the vessel's shields fail, all hits do 4D6 damage.

Starship Weapons Damage

2D6	Damage	Effect
2–7	None	Clean miss
8–9	1D6	Shields grazed
10–11	2D6	Shields take a direct hit
12	3D6	Shields are penetrated



Vehicle Damage

Vehicles have a STR value and an END value, which measure the vehicle's structural integrity. When STR is reduced to 0, the vehicle starts taking damage to its internal systems. When END is reduced to 0, the vehicle is reduced to scrap. Vehicles also suffer damage to onboard systems as they take damage. To determine the effects of an attack on a vehicle, first determine how much damage the vehicle suffers as normal. Many vehicles will have one or more points of armor that reduces the damage. Consult the Vehicle Damage table to determine how many 'hits' the vehicle suffers. Each hit is then applied to a particular location on the vehicle. Double or triple hits count as two or three hits on the same location.

Vehicle Damage

Damage	Effect
0 or less	No damage
1–3	Single Hit
4–6	Two Single Hits
7–9	Double Hit
10–12	Three Single Hits
13–15	Two Single Hits, Double Hit
16–18	Two Double Hits
19+	Triple Hit

Vehicle Hit Location

2D6	External	Internal
2	Hull	Structure
3	Sensors	Power Plant
4	Drive	Power Plant
5	Weapon	Cargo
6	Hull	Structure
7	Armor/Shields	Passengers
8	Hull	Structure
9	Weapon	Cargo
10	Drive	Computer
11	Sensors	Cockpit/Bridge
12	Hull	Cockpit/Bridge

Hull: Reduce the vehicle's STR by one. If a vehicle runs out of STR, further hull hits become hits on the same row of the Internal Damage table.

Structure: Reduce the vehicle's END by one. If a vehicle runs out of END, it is destroyed. If the vehicle is destroyed by an attack that reduces it to a negative END score it explodes, doing 4D6 damage to everyone within six meters (including the occupants) and 2D6 damage to everyone within twelve meters. The occupants of a closed vehicle cannot dodge or dive for cover from this explosion but the occupants of an open vehicle can. Starships that explode deal 4D6 damage to every ship within 600 meters. The occupants instantly die unless jettisoned in escape pods.



Armor: Reduce the vehicle's armor by one. If a vehicle has no armor, this and all future hits on this location become hull hits.

Drive

- **First Hit:** Reduce movement by 10% and apply a -1 DM to all vehicle control skill checks.
- **Second Hit:** Reduce movement by 25% and apply a -2 DM to all vehicle control skill checks.
- **Third Hit:** Drive disabled.

Further drive hits count as Hull hits.

Weapon: Choose a weapon randomly for each hit.

- **First Hit:** The weapon suffers a -2 DM to all checks related to its operation.
- **Second Hit:** The weapon is destroyed.

If no weapons remain to be destroyed, further hits on this location become Hull hits.

Sensors

- **First Hit:** The vehicle suffers a -2 DM to all Sensors checks to use sensors.
- **Second Hit:** The sensors are destroyed, blinding the vehicle.

Further Sensor hits count as Hull hits.

Shield

- **First Hit:** The shield suffers a -2 DM to all checks related to its operation. Rolls on the Shield Weapon Damage table receive a +2DM.
- **Second Hit:** The shield suffers a -4 DM to all checks related to its operation. Rolls on the Shield Weapon Damage table receive a +4DM.
- **Third Hit:** The shield generator is destroyed.

If no shields remain to be destroyed, further hits on this location become Structure hits.

Power Plant

- **First Hit:** The vehicle loses one round's worth of actions.
- **Second Hit:** The vehicle's movement is reduced by 50%.
- **Third Hit:** The power plant is destroyed, disabling the vehicle and inflicting 1D6 damage to the vessel's STR.

Passengers: Choose a passenger randomly for any passenger hit. The passenger takes damage equal to the damage inflicted on the vehicle. If all the passengers are dead, further passenger hits become Structure hits.

Cargo: Any cargo present is hit and may be destroyed. If no cargo remains, further cargo hits become Structure hits.

Cockpit/Bridge: The pilot of the vehicle is hit, and takes damage equal to the damage inflicted on the vehicle. If the pilot is dead, further Cockpit hits become Structure hits. Starship Bridge hits function identically to Cockpit hits, but all personnel on the Bridge take damage. Any surviving personnel escape to the auxiliary bridge, if present. Otherwise, further Bridge hits become Structure hits.

Computer

- **First Hit:** The vehicle's computer system is disabled.
- **Second Hit:** The vehicle's computer system is destroyed.

Further Computer hits count as Structure hits.

Repairs

Damage to a vehicle falls into three categories: System Damage, Hull Damage, and Structure Damage.

System Damage: Enabling a backup system, if one is present, requires a successful Average skill check using Damage Control and one minute of time. A damaged system can be jury-rigged back to functioning, but it will stop functioning again after 1D6 hours. Repairing a damaged system requires not only an Average skill check using Damage Control skill taking 1–6 hours but also a source of spare parts. The spare parts can come from a scrap yard, a workshop, systems on another vehicle, or can be taken from other systems on the same vehicle. When taking spare parts from other vehicle systems, each 'hit' of damage provides enough spare parts to make a single repair check. The Passengers and Cockpit/Bridge systems cannot take hits to provide spare parts.

A destroyed system can only be repaired at a spaceport or starbase. If a system is destroyed, all backup systems of the same type are also destroyed.

Hull Damage: Hull damage can be repaired with a Damage Control check taking 1–6 hours and consumes one 'hit' of spare parts.

Structure Damage: Structure damage can only be repaired at a spaceport or starbase.

Ground Force Weaponry against Starship-scale Targets

Gaining a +4 DM to hit anything on the starship-scale, ground force weaponry must divide its damage by 50 before comparing it to a starship-scale target's armor. Because a single weapon will, obviously, be unable to punch through armor it is possible for multiple weapons to all target the starship simultaneously, and the cumulative effect can inflict damage. Every additional ground weapon beyond the first can add half its damage dice to the total before dividing the total by 50 in order to calculate damage.

Starship Design Examples

These examples can be used in quantity to get the game started. For most ships, the random generation method is perfectly acceptable, but some may wish instead to assign stats to the ships. This is perfectly acceptable, and for ships like the USS Enterprise, it's recommended.

Constitution-class Heavy Cruiser (UFP)

STR 10, END 12

USS Enterprise, NCC-1701 (UFP, Constitution Class)

STR 11, END 12

The Constitution-class starships, which were also known as Starship-class or Class I Heavy Cruisers, were the premier front-line Starfleet vessels in the latter half of the 23rd century. They were designed for long duration missions with minimal outside support and are best known for their celebrated missions of galactic exploration and diplomacy which typically lasted up to five years. The most famous example of the

Constitution-class is the USS Enterprise, commanded by James T. Kirk from 2265-2270 during its five-year mission to explore the galaxy. Of the first twelve of this class built, Enterprise was the only one to return to Earth with ship and crew virtually intact.

D7 Cruiser (Klingon Empire, Romulan Star Empire) **STR 8, END 8**

The D7 class Klingon battle cruiser served as the backbone of the Klingon Imperial Fleet for several years during the 23rd century. Among the mission profiles designated for this class was that of scout ship. By 2267, they posed a serious threat to the security of Starfleet and the Federation. The Romulan Star Empire in 2268 began using the same design.

The D7 class was almost predatory in its appearance, with a spread-wing primary hull, long neck and head-like command pod. The early Romulan variants had a large bird-of-prey design painted on the hull, identical to what was found on the Bird of Prey. Other Romulan D7s had red and yellow feather-like detailing painted on the upper wing and nacelle pylon. The Romulan variant is outfitted with a cloaking device, providing a +4DM to the first attack by the ship.

Bird of Prey Cruiser (Romulan Star Empire) **STR 4, END 4**

Gaining its name from the bold pattern of an alien bird's feathers painted on the ship's ventral hull, the Romulan Bird-of-Prey was the successor of a 22nd century counterpart of similar design. The Federation Starfleet first encountered this vessel in 2266, when a single ship of this type crossed the Romulan Neutral Zone and attacked several border outposts, destroying them utterly. The USS Enterprise responded to the alert and engaged in a tense game of cat-and-mouse with the intruder for more than ten hours, before the Bird-of-Prey was destroyed.

After the Romulan-Klingon Alliance of 2268, the Bird-of-Prey was largely supplanted by the more massive and more versatile Klingon D7-class battle cruiser, although some were used in concert with the D7s.

All Romulan starships, even the D7 Cruisers acquired from the Klingons, are outfitted with cloaking devices. The cloaking device provides a +4DM to the first attack made by these ships.



CHAPTER 7

STRANGE NEW WORLDS

In the Federation standard system of planetary classification, a class M planet, moon, or planetoid was considered to be suitable for humanoid life. By the mid-24th century, thousands of class M planets had been charted by the Federation. These planets were the first choice for colonization. Since the late-23rd century, the Federation has been terraforming lifeless planets into class M planets. Environmental conditions on Federation starships mimicked the class M environment.

Atmosphere: The atmosphere contained large percentages of nitrogen and oxygen, and smaller percentages of trace elements. Most planets had nucleogenic particles in the atmosphere. (Atmospheres that lacked nucleogenic particles were incapable of producing rain.) The atmosphere on these planets was approximately Earth normal.

Surface: The surface of these planets was abundant in water. Under the surface, there were additional sources of water. These planets were geologically active.

Mantle: Some of these planets had a bemonite mantle.

Planetary core: The planetary core of these planets was nickel-iron.

Life: These planets had ecosystems and contained amino acids and protein readings. High percentages of both indicated healthy plant life. Many of these planets supported carbon-based plant and animal life. A smaller number of these planets had proto-humanoid, humanoid, and vulcanoid lifeforms.

Other: Class M planets emitted electromagnetic radiation. These planets were rich in minerals. The gravity on these planets was generally Earth normal, but could be slightly less or slightly more. Temperatures might potentially be hot, but there was an upper limit. They were rare in binary systems.

During the mid-22nd century, Vulcan science used the term Minshara class for such planets. Vulcans were not able to determine if a planet was Minshara-class through orbital scans, instead sending down probes to collect the necessary data. In 2151, Starfleet officers were not familiar with the term and Enterprise chose to adopt it. However, by 2154, Starfleet had adopted the term class M. A century later, that term was in general use in Starfleet, even though the term "Earth-type" was also occasionally used.

By the 23rd century, it was theorized that there was a mathematical probability of three million Earth-type planets in the Milky Way Galaxy alone.

The planet generation system focuses exclusively on Class M planets as they are the planets Starfleet is assigned to explore. Dice rolls are used to generate planetary data. As this is a random system, the results may not conform to established scientific theory, and thus Q is encouraged to alter the results as he wishes. For the planets within the system that are not Class M, Q should feel free to pick the parameters desired, subject to the limits given for each planetary class.

The basic planetary characteristics are Starport, Size, Atmosphere, Hydrographics, Population, Government, Law Level, and Technology Level, generated using dice throws, with DMs applied as needed. These characteristics establish the basic identity of a planet, and are recorded on a Planet Log. Additional information can be generated, and should be, to more fully describe a planet.

Planet Creation Checklist

1. Choose a name for the system.
2. Number of Planets: Roll 3D6-2 to determine the total number of planets in the system.
 - a. Number of Class M planets: Roll 2D6 and reference the Class M planets table to determine the number of Class M planets in the system.
 - b. Number of Satellites: Roll 2D6 and refer to the Number of Satellites table for each Class M planet.

3. Orbits

- Divide the total number of orbits evenly into three zones: inner, habitable, and outer. Any orbits left over are placed in the habitable zone.
- Class M Planets:** Each Class M planet must be in the habitable zone. Assign each planet an orbit.
- Planets:** Starting from the innermost orbit, roll 2D6 on the Planet Classification table to determine the planet type and its physical parameters.

4. Determine Planetary Parameters: For each class M planet in the system, roll for the following.

- Size:** Roll 1D6 on the planet Size table.
- Atmosphere:** Roll 1D6 on the Atmosphere table.
- Hydrographics:** Roll 2D6-2 on the Hydrographics table.
- Population:** Roll 2D6-2 on the Population table and apply modifiers.
- Starport:** Roll 2D6-7 plus Population on the Starport table.
- Government:** Roll 2D6-7 plus Population on the Government table.
- Law Level:** Roll 2D6-7 plus Government on the Law Level table.
- Tech Level:** Roll 1D6 plus modifiers on the Tech Level table.
- Rotation:** Roll 4D6+12 to determine the planet's rotation in Earth hours.
- Climate:** Roll 2D6.
- Mineral Content:** Optional. Requires successful Sensors task checks.



Developing the Star System

The first step in planet generation is to create its environment. Most planets do not exist alone, but are found with other planets, satellites, and asteroids around a central star or stars. However, before Q does anything, he needs to name the system. After naming the system, Q rolls 3D6-2. The result of this roll is the total number of orbits in the system, including asteroid belts. On a result of 1, the lone orbit in the system will automatically be filled with a Class M planet. Otherwise Q will roll 2D6 and reference the Class M Planets table below to determine the number of Class M planets present.

Class M Planets		Satellites	
2D6	Number	2D6	Number
2-9	1	2-4	0
10-11	2	5-7	1
12	3	8-10	2
		11	3
		12	4

For each Class M planet in the system, Q rolls 2D6 and refers to the Satellites table above to determine the number of natural satellites. Q then rolls 2D6 again. On a roll of 2, the satellite is itself Class M. Since a Class M satellite cannot orbit a Class M planet, the Class M planet is changed into a gas giant, either a Class I Supergiant or a Class J Giant. Roll on the Class I Evolution Table below to determine which gas giant is present. The satellite is then generated using the planet generation process.

Orbits

There are three zones in which orbits are located: the inner zone, habitable zone, and the outer zone. This system is informally nicknamed the "Goldilocks" system, as you have planets which are too hot in the Inner Zone, planets which are too cold in the Outer Zone, and planets which are "just right" in the Habitable Zone. Divide the number of orbits determined earlier by 3. Each zone receives that number of orbits. Should there be any leftover orbits, they are placed in the Habitable Zone.

For example, Q rolls a 10 on 3D6–2, resulting in ten orbits for the Mu Cancri system. Dividing 10 into three equal portions means the Inner, Habitable, and Outer Zones each have three orbits in them. However, Q rolled a 10. The leftover orbit is added to the Habitable Zone. So the Inner Zone and Outer Zone both have three orbits, while the Habitable Zone has four.

Based upon the number of Class M planets generated earlier on the Class M Planets table, Q chooses one orbit in the Habitable Zone for each Class M planet. For each orbit in each zone in the system not occupied by Class M planets, roll on the Planetary Classes Tables to determine what type of world occupies that orbit. If there are no orbits remaining in the habitable zone, Class M planet generation stops, regardless of the die roll in the Class M Planets table above.

Continuing with the example, Q rolled a 10 on the Class M Planets table earlier, resulting in the Mu Cancri system having two Class M Planets. After rolling for the number of satellites for each, neither planet changed to a gas giant. At this stage of the process Q decides to place the two planets in orbits 4 and 7 of the Mu Cancri system. Starting with the first orbit of the system, Q rolls 2D6 three times on the Inner Zone Planetary Class Table below and gets results of 2, 6, and 9. Therefore, Mu Cancri I will be Class B and Mu Cancri II will be Class D. For Mu Cancri III Q rolls on the Class I Evolution Table and gets a result of 2, making Mu Cancri III a Class I Supergiant.



In the two unfilled orbits in the Habitable Zone, Q rolls 2D6 twice and gets results of 3 and 6. Mu Cancri IV is therefore Class M, Mu Cancri V is Class B, and Mu Cancri VII is also Class M. For Mu Cancri VI Q rolls 1D6

on the Class E Evolution Table and gets a result of 5, making Mu Cancri VI Class L.

In the three outer zone orbits, Q gets results of 4, 11, and 12 on 2D6. Mu Cancri VIII is therefore Class D, Mu Cancri IX is Class T, and Mu Cancri X is Class Y.

Planetary Classes

Inner		Habitable		Outer	
2D6	Class	2D6	Class	2D6	Class
2–3	B	2	A*	2	A*
4–6	D	3	B	3	B
7–8	H	4	D	4–5	D
9–10	I*	5–7	E*	6	H
11	Q	8	H	7–9	I*
12	Y	9–10	I*	10	Q
		11	Q	11	S*
		12	Y	12	Y

If a result for a particular die roll is followed by an asterisk, roll on the Evolution Tables below to determine which planet class actually is present.

Evolution Tables

Class A		Class E		Class I		Class S	
1D6	Class	1D6	Class	1D6	Class	1D6	Class
1–3	A	1	E	1–3	I	1–3	S
4–6	C	2	F	4–6	J	4–6	T
		3	G				
		4	K				
		5	L				
		6	N				

Classes M, O, and P are not found in the Class E section of the Evolution Tables although they are a possible end result of Class E planet evolution. Class M planets by this point have already had their orbits determined. Full parameters for each planet will be determined in the world creation steps below.

Class R planets are not found in the Planetary Class Tables at all as they have been ejected from their parent system. As a result of their wandering nature they may not be placed within a star system but must be placed in empty space for the characters to conveniently find.

Planetary Classes

Each planet class is briefly described below, along with the possible Size, Atmosphere, and Hydrographics ratings for that planet class. Q is encouraged to pick a rating where appropriate. For example, Q could choose Size 4 for the Class B Mu Cancri V in the example above. For each planet that isn't Class M, record its Size, Atmosphere, and Hydrographics ratings, then continue on with detailed generation of the Class M planets.

A (Geothermal)

Size 1–6, Atmosphere 10, Hydrographics 0

Partially molten with a hydrogen atmosphere, Class A planets have only recently formed (age of up to 2 billion years) and in time will cool into a Class C planet.

Example: Gothos.

B (Geomortuus)

Size 1-6, Atmosphere 0, Hydrographics 0

Characterized by a high surface temperature, Class B planets are fully formed.

Example: Mercury.

C (Geoinactive)

Size 1-6, Atmosphere 0, Hydrographics 0

The final evolution of a Class A planet, the hydrogen atmosphere has frozen onto the surface.

Example: Psi 2000.

D (Asteroid/Moon)

Size 0-2, Atmosphere 0, Hydrographics 0

Referred to as "a great rock in space", Class D planets are barren and heavily cratered, and always found orbiting a planet or located in an asteroid field.

Example: Earth's Moon.

E (Geoplastic)

Size 7+, Atmosphere 10, Hydrographics 0

A molten planet, these large bodies have only recently formed (age of up to 2 billion years) and have an atmosphere of hydrogen and reactive gases. While these planets will cool to a Class F planet, they have been known to contain life forms impervious to the molten state of the planet.

Example: Excalbia.

F (Geometallic)

Size 7+, Atmosphere 10, Hydrographics 0

Evolving from a Class E planet, these large bodies have solidified and the atmosphere stripped of the reactive gases. However, the Class F planet is not done cooling, and after a billion years or so will become a Class G planet. Having a molten core, Class F planets are volcanically active, but life forms may be found beneath the surface.

Example: Janus VI.

G (Geocrystalline)

Size 7+, Atmosphere 10, Hydrographics any

This planet's surface is still cooling, having evolved from a Class F planet, and the hydrogen has been replaced by an atmosphere of carbon dioxide mixed with toxic gases. Water is present and single-celled organisms are abundant. After a billion years or so, Class G planets cool into planet classes K through P.

Example: Delta Vega.

H (Desert)

Size 5-9, Atmosphere 2+, Hydrographics 0

Desert planets are characterized by their hot and arid climate brought about by having 5% or less surface water. While Class H planets can have any atmosphere but a trace, they are most commonly found with toxins such as heavy gases and metal vapor. Animal life can be found on these planets, and the plant life is both drought and radiation-resistant.

Example: Rigel XII.

I (Gas Supergiant)

These gas giants range from 6.1 to 13 times the mass of Jupiter. Anything larger is a Class S brown dwarf, while anything smaller is a Class J giant. Gas supergiants have great quantities of hydrogen and hydrogen compounds as well as an atmosphere which varies in temperature.

Example: Kappa Andromedae I.



J (Gas Giant)

These gas giants range from 0.1 to 6 times the mass of Jupiter. Anything larger is a Class I supergiant or Class S brown dwarf. Gas giants have quantities of hydrogen and hydrogen compounds as well as an atmosphere which varies in temperature.

Example: Jupiter.

K (Adaptable)

Size 4-6, Atmosphere 1-3, Hydrographics 0

Class K planets are barren, with little to no surface water. Any atmosphere present may consist largely of carbon dioxide. While primitive single-celled organisms can be found on the surface, these planets can be adapted for humanoid colonization through usage of pressure domes.

Example: Mars.

L (Marginal)

Size 7+, Atmosphere 4, 7, or 9, Hydrographics 1

One of the possible final evolutions of the Class G planet, Class L planets are barren, with little surface water. Atmosphere is tainted with a large amount of carbon dioxide, but is otherwise breathable as it consists of primarily oxygen with an amount of argon. Class L planets can be colonized, but all animals have to be imported, as there is no native fauna, only flora.

Example: Indri VIII

M (Terrestrial)

Size 7+, Atmosphere 5, 6, or 8, Hydrographics any

The planet generation rules focus specifically on this class of planet. The atmosphere consists of nitrogen, oxygen and some trace elements. Flora and fauna are abundant, and these planets may have intelligent life on them.

Example: Earth.

N (Reducing)

Size 7+, Atmosphere 11 or 12, Hydrographics 0

This planet type suffers from a runaway greenhouse effect. The atmosphere is dense, with significant amounts of carbon dioxide. On some planets of this type, sulfuric acid is even possible.

Example: Venus.

O (Pelagic)

Size 7+, Atmosphere 5, 6, or 8, Hydrographics 8+

This planet class is a specific type of Class M world that can be generated using the planet generation procedure below. This is a Class M planet where water covers more than 75% of the surface, with flora, fauna, and any humanoids adapted to the environment.

Example: Argo.

P (Glaciated)

Size 7+ Atmosphere 5, 6, or 8, Hydrographics 8+

This planet class is a specific type of Class M world that can be generated using the planet generation procedure below. This planet is identical to a Class O planet except the water is frozen.

Example: Exo III.

Q (Variable)

Size 2+, Atmosphere any, Hydrographics any

This planet can be found anywhere within a system. The surface temperature and atmosphere of this planet may vary widely due to an eccentric orbit or effects from a star. Class Q also is used for worlds that do not neatly fit the other planet classes.

Example: The Genesis Planet

R (Rogue)

Size 2+, Atmosphere any, Hydrographics any

This planet was ejected from its star system and wanders interstellar space. As a result of the calamity, under normal circumstances any remaining atmosphere and water has frozen and all life forms on the surface have perished. In at least one recorded case, geothermal venting has prevented the atmosphere from freezing and allowed life to thrive on the surface near the vents.

Example: Dakala.

S (Brown Dwarf)

These gaseous bodies range from 13.1 to 40 times the mass of Jupiter. Anything larger is a Class T brown dwarf, while anything smaller is a Class I supergiant or Class J giant. Like gas giants, brown dwarfs have great quantities of hydrogen and hydrogen compounds as well as an atmosphere which varies in temperature. They radiate large quantities of heat and actually generate a

feeble light which will fade as the brown dwarf ages. They are only found in the outer zone of a star system.

Example: Epsilon Indi Bb.

T (Brown Dwarf)

These gaseous bodies range from 40.1 to 75 times the mass of Jupiter. At this point, the only larger natural objects are red dwarf stars. Otherwise Class T brown dwarfs are identical to Class S.

Example: Epsilon Indi Ba.

Y (Demon)

Size 7+, Atmosphere 10, Hydrographics 0

Class Y Demon planets have a surface temperature capable of exceeding 500 degrees K, with an atmosphere laced with violent winds, saturated with both toxic chemicals and thermionic radiation.

Example: Ha'Dara

Class M Planet Generation

Size (SIZ): The Size rating defines the diameter of the planetary mass in kilometers. The gravity column assumes 1g is equal to the strength of the gravitational force on Earth. As a consequence objects will have different weights on different worlds. For example a 100kg man on Earth would weigh 85kg on a size 7 world, and 150kg on a size 12 world. The Size characteristic for Class M planets ranges from 7 to 12, and is determined by rolling 1D6.

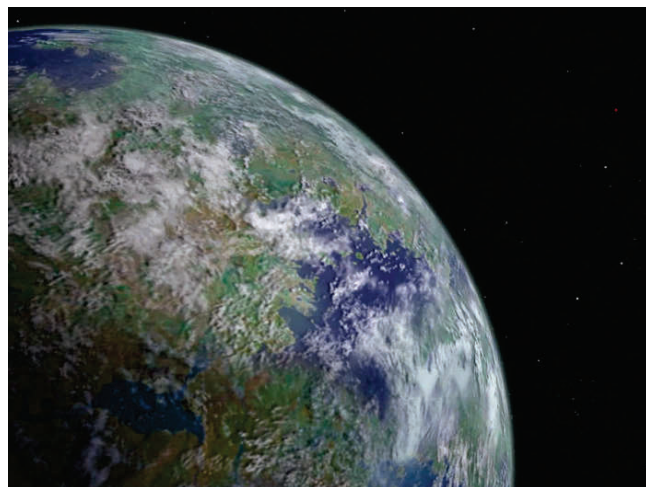
Size

1D6	Rating	Diameter (km)	Gravity (g)
	0	850 or less	Negligible
	1	1,600	0.15
	2	3,200	0.25
	3	4,800	0.40
	4	6,400	0.50
	5	8,000	0.65
	6	9,600	0.75
1	7	11,200	0.85
2	8	12,800	1.00
3	9	14,400	1.15
4	10	16,000	1.25
5	11	17,700	1.35
6	12	19,300	1.50

High and Low Gravity Planets

Planets where the gravity is 0.75 or less are low-gravity planets. Common features include improbable-looking rock formations, thin and spindly life forms and flying as a common form of locomotion (assuming the atmosphere is thick enough to support flyers). Humans tend to find life on low-gravity planets to be initially pleasant, but regular exercise regimes and medicinal supplements are required to prevent bone and muscle degradation. Those who spend too long on low-gravity planets cannot tolerate higher gravities. Characters on low-gravity planets suffer a -1 DM to all skill checks until they acclimatize, a process which takes 1D6 weeks. Characters with the Zero-G skill at level 0 or better acclimatize instantly.

High-gravity planets have gravity 1.25 times or more than of Earth. They tend to be extremely dense planets; common features include wide rocky plains, squat, muscular creatures, and plant life that spreads out like lichen instead of growing up. Crawling, burrowing or swimming are the most common forms of locomotion. Humans find high-gravity planets unpleasant. Characters on high-gravity planets suffer a -1 DM to all skill checks until they acclimatize, a process which takes 1D6 weeks.



Atmosphere (ATM): The Atmosphere rating indicates the type of atmosphere found on a planet. Various atmosphere types require protective measures such as masks or even environmental suits. A Class M planet's atmosphere is generated by rolling 1D6.

Atmosphere

1D6	Rating	Atmsophere	Pressure
	0	None	0.00
	1	Trace	0.001–0.09
	2	Very Thin, Tainted	0.10–0.42
	3	Very Thin	0.10–0.42
	4	Thin, Tainted	0.43–0.70
1–2	5	Thin	0.43–0.70
3–4	6	Standard	0.71–1.49
	7	Standard, Tainted	0.71–1.49
5–6	8	Dense	1.50–2.49
	9	Dense, Tainted	1.50–2.49
	10	Exotic	Varies
	11	Corrosive	Varies
	12	Insidious	Varies

Survival Gear

ATM Gear Required

0	Environmental Suit
1	Environmental Suit
2	Respirator, Filter (or Tri-ox)
3	Respirator
4	Filter (or Tri-ox)
5	
6	
7	Filter (or Tri-ox)
8	
9	Filter (or Tri-ox)
10	Air Supply
11	Environmental Suit
12	Environmental Suit

Atmosphere Types

Tainted: Tainted atmospheres contain some element that is harmful to humans, such as an unusually high proportion of carbon dioxide. A character who breathes a tainted atmosphere without a filter or without regular injections of Tri-ox compound will suffer 1D6 damage every few minutes (or hours, depending on the level of taint).

Exotic: An exotic atmosphere is unbreathable by humans, but is not otherwise hazardous. A character needs an air supply to breathe in an exotic atmosphere.

Corrosive: Corrosive atmospheres are highly dangerous. A character who breathes in a corrosive atmosphere will suffer 1D6 damage each round.

Insidious: An insidious atmosphere is like a corrosive one, but it is so corrosive that it attacks equipment as well. The chief danger in an insidious atmosphere is that the toxic gases will destroy the seals and filters on the character's protective gear. An insidious atmosphere worms its way past protection after 2D6 hours on average, although vigilant maintenance or advanced protective gear can prolong survival times.

A character not used to breathing in thin or thick atmospheres becomes fatigued more quickly than a standard atmosphere. Unless Tri-ox injections for thin atmospheres or breathing masks for thick atmospheres are issued, characters will become fatigued at rates of END + 14 hours if staying awake, END – 4 hours for heavy labor.

Hydrographics (HYD): The Hydrographics rating represents the percentage of the planet's surface covered by various bodies of water including seas and oceans. For most worlds this will be water, although Class Q worlds may substitute a different liquid for water. For example, Saturn's moon Titan is a Class Q world with methane lakes and seas rather than water. Titan thus would have a Hydrographics rating of 2. The Hydrographic rating is obtained by rolling 2D6–2. A planet's Hydrographics rating can never exceed 10, nor may it be lower than 0.

Hydrographics

Rating	Percentage	Description
0	0–5%	Desert planet
1	6–15%	Dry planet
2	16–25%	A few small seas
3	26–35%	Small seas and oceans
4	36–45%	Wet planet
5	46–55%	Large oceans
6	56–65%	Larger oceans
7	66–75%	Earth-like planet
8	76–85%	Water planet
9	86–95%	A few small islands
10	96–100%	Almost entirely liquid

If a Class M planet's Hydrographics rating is 8 or higher, than it is reclassified as Class O. In addition to the Hydrographics rating, if the climate type is arctic, the planet is reclassified as Class P. Class O and Class P are special case versions of a Class M planet, and the generation process for them is no different from a Class M world with a lower Hydrographics rating.

Population (POP): The Population rating is an exponent of 10. A planet's Population is generated by rolling 2D6-2, modified by the planet's Atmosphere as listed below. A planet's Population value should never exceed 10. If a planet has a population of 0, it is uninhabited and the planet also has a Government, Law Level and Technology Level of 0.

Die Modifiers

- Atmosphere is 6: +3
- Atmosphere is 5 or 8: +1

Population

Rating	Number	Comparison
0	None	
1	Few	A single family
2	Hundreds	A village
3	Thousands	
4	Tens of Thousands	A small town
5	Hundreds of Thousands	An average city
6	Millions	
7	Tens of millions	A large city
8	Hundreds of millions	
9	Billions	21 st century Earth
10	Tens of billions	



Starport (STR): Many planets have starports, their presence being essential to interstellar trade and commerce. To determine the planet's primary starport, roll 2D6-7 and add the planet's Population value. Compare the result to the Starport table to determine the starport class for the planet. Each starport class

offers different levels of service. The Starport Class Services table provides more specific details.

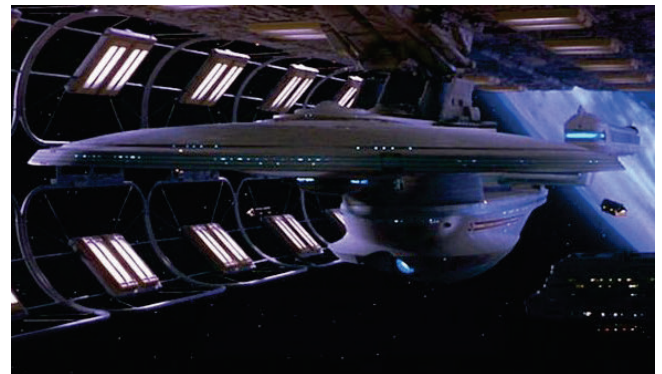
Starport

Die Roll	Class
2–	X
3	E
4	E
5	D
6	D
7	C
8	C
9	B
10	B
11+	A

Starport Class Services

Class	Descriptor	Upkeep*	Shipyard Capability*
A	Excellent	Yes	Build starships
B	Good	Yes	Build spaceships
C	Routine	No	Reasonable repairs
D	Poor	No	None
E	Frontier	No	None
X	None	No	None

*Civilian craft only. The upkeep (maintenance) and construction of Starfleet vessels are conducted in Starfleet's own Class A dockyards and starbases.



Government (GOV): The Government rating covers a range of possible government systems, from a complete lack of government, a Balkanized government such as Earth, or even dictatorships. The rating is determined by rolling 2D6-7 and adding the planet's Population. If a planet's Population equals 0, then the planet's Government equals 0. The Government rating can never be higher than 15, nor lower than 0.

Government

Rating Type

0	None
1	Company/Corporation: Decisions by a board of directors, with the citizens being employees and their dependents.
2	Participating Democracy: Decisions are directly made by the citizens.
3	Self-Perpetuating Oligarchy: Decisions are made by a restricted minority, with no input from the citizens.
4	Representative Democracy: Decisions are made by elected representatives.
5	Feudalism: Decisions are made by landowners. Those without land have no input but swear loyalty to the landowner in exchange for defense from enemies.
6	Captive Government: Decisions are made by local leadership answerable to an outside authority. Most commonly encountered with colonies.
7	Balkanization: No central government. Governments compete for control.
8	Civil Service Bureaucracy: Decisions are made by agencies using individuals employed due to their expertise.
9	Impersonal Bureaucracy: As 8, but the agencies are insulated from the citizens.
10	Charismatic Dictator: Decisions are made by a single leader who has the confidence of the citizens.
11	Non-Charismatic Leader: As 10, but the leader recently replaced the dictator and has not yet earned the confidence of the citizens.
12	Charismatic Oligarchy: As 10, but instead of a single leader, decisions are made by an organization or social class.
13	Religious Dictatorship: Decisions are made by a religious organization without regard for the needs of the citizens.
14	Religious Autocracy: Decisions are made by a single religious leader with absolute authority over the citizens.
15	Totalitarian Oligarchy: Decisions are made by an all-powerful minority, maintaining absolute control via coercion and oppression.

Law Level (LAW): Law level covers the restrictions present on a world when dealing with the carrying of weapons. If the world is balkanized (Government 7) law level applies to the dominant state on the world. Law level for other states on a balkanized world are determined by rolling 2d6-7 plus the world's population for each state encountered. The Law Level rating is determined by rolling 2D6-7 and adding the Government characteristic. If the planet's Government is 0, then the planet's Law Level is also 0. Law Level can never be less than 0.

Law Level

Rating	Descriptor	Restrictions
0	No Law	None
1	Low Law	Poison gas, explosives, undetectable weapons, weapons of mass destruction
2	Low Law	Energy weapons
3	Low Law	Heavy weapons
4	Medium Law	Assault weapons and submachineguns
5	Medium Law	Concealable weapons
6	Medium Law	All firearms except shotguns
7	High Law	Shotguns
8	High Law	Blade weapons
9	High Law	Any weapons outside one's residence
10+	Extreme Law	All weapons



Technology Level (TL): The technological expertise of the natives and their capabilities in local industry depend greatly on the characteristics of the planet. The Technology Level (also called "tech level") of the planet is determined by rolling 1D6 and adding DMs per the Technology Level DMs table. Technology levels begin at 0 and may rise as high as 21, though the average ranges anywhere from 4 through 10. The higher the Technology level number, the more technologically advanced the planet is. A planet's Technology Level may not be below 0.

Technology Level DMs

Starport	Size	Atmosphere
A: +6	0–1: +2	0–3: +1
B: +4	2–4: +1	A–C: +1
C: +2		
X: -4		

Hydrographics	Population	Government
0, 9: +1	1–5, 9: +1	0, 5: +1
A: +2	A: +2	7: +2
	B: +3	D–E: -2
	C: +4	



Technology Level

Rating Description

- 0 **Stone Age:** The alien race is discovering the basics such as fire, the lever, and the beginnings of language.
- 1– **Bronze Age:** The wheel has been invented, along with writing and the beginnings of agriculture.
- 1 **Iron Age:** The arch was extensively used in building construction. Concrete was invented.
- 1+ **Medieval:** The concept of zero was discovered. Weapons are made of steel instead of lesser iron, bronze, and copper.

- 2 **Renaissance:** The printing press was invented, along with gunpowder.
- 3 **Industrial Revolution:** Steam power has been harnessed and methods of mass production introduced.
- 4 **Industrial Revolution:** The telegraph is the primary means of communication.
- 5 **Steel Age:** The telephone is the primary means of communication. Automobiles replace the horse and buggy.
- 6 **Steel Age:** Airplanes take to the skies.
- 7 **Computer Age:** The transistor is invented. Computers enter the home. Lasers are used in industry and nuclear fission is common.
- 8 **Nanotech:** Nanotechnology and genetic engineering are common. Crude artificial intelligences introduced. Experimental fusion power plants online.
- 9 **Fusion Age:** Fusion technologies mature.
- 10 **Fusion Age:** Artificial intelligence matures. Warp drive experiments begin.
- 11 **Fusion Age:** Environmental engineering is common.
- 12 **Warp Age:** Warp drives, transporters and artificial gravity are invented.
- 13 **Warp Age:** Low-bandwidth faster-than-light communications possible.
- 14 **Warp Age:** Tractor beams and deflector screens replace grapplers and hull plating on starships. High-bandwidth FTL communications possible.
- 15 **Warp Age:** Anti-gravity devices are invented and refined.
- 16 **Warp Age:** Personal force fields become available for testing.
- 17 **Modern (23rd century):** Experiments into full terraforming of planets begin.
- 18 **Modern (24th century):** Full terraforming of planets is possible.
- 19 Time travel is commonplace.
- 20 The technology exists to create Dyson Spheres and Ringworlds.
- 21 Any technology is indistinguishable from magic. Beings at this level have phenomenal cosmic power.

In the Technology Levels table above, Technology Level 1 covers three distinct periods in Earth's history. For convenience each Age that makes up Technology Level 1 is listed separately in the table. If the result of the Technology Level die roll plus modifiers equals 1, Q may pick which historical period to use for Technology Level 1. When recorded in the planet log, Q includes the minus or plus signs from the table, depending on which period in Earth history was chosen.

Rotation: For each Class M planet, day length is determined by rolling 4d6 and adding 12 to the result. This generates a result of between 16 and 36 Earth hours for the length of one local day.

Climate: For each Class M planet, roll on the table below to determine the overall climate of the planet. The climate here is only a general description. More detailed studies of the planet can determine if additional climate types are present on the planet. For example, an arctic planet may have some cool temperate zones, while the Earth has all the climate types on the table.

Climate 2D6	Type
2	Desert
3-4	Tropical
5-8	Warm Temperate
9-11	Cool Temperate
12	Arctic

Q should not be bound by these dice rolls, and common sense must apply. For example, a planet that is 90% water is unlikely to also be a desert planet.



Mineral Content (Optional): To determine the mineral content of the planet, it is necessary to conduct a sensor scan from orbit. The types of minerals that can be detected are broken down into five general categories. Each includes a task modifier against mineral content checks using sensors. Scanning for each type takes 1 hour times the planet's gravity.

- **Gemstones [Very Difficult]:** Diamonds, rubies, sapphires.
- **Industrial Crystals [Very Difficult]:** Dilithium, special silicates.
- **Normal Metals [Average]:** Iron, copper, aluminum, tungsten, manganese, etc.
- **Radioactives [Difficult]:** Technetium, all Actinide elements, and all elements from Polonium through Oganesson.
- **Special Minerals [Formidable]:** Pergium, Topaline, Ryetalin, and other minerals only found in Star Trek.

After the general scans in orbit, survey areas of 1 square kilometer on the planet's surface are mapped out. Landing parties are then beamed down to the survey site, each party including at least one geologist with a tricorder. Each survey area takes 10 hours to fully scan by one team. Additional teams reduce the amount of time by half.

The geologist conducting the scans with his tricorder will apply the appropriate task modifier listed above to his scan, depending upon the mineral being searched for. A successful scan reveals the presence of the mineral type near the geologist's location.



Displaying Stellar Data

Planets are formally named using the Star System name, with a Roman numeral denoting its orbit. The Roman numeral increases as the orbits move further away from the Sun. For example, Mercury in the Sol system would be formally named Sol I. Earth's formal

name would be Sol III, while Neptune's formal name would be Sol VIII.

Satellites share the nomenclature of their parent planet, but with a lowercase Arabic letter following the Roman numeral, without a space. The Arabic letters increase the further a satellite is from its parent. For example, Mars' satellites Phobos and Deimos would be Sol IVa and Sol IVb respectively, as Phobos orbits closer to the planet than Deimos.

Star System Display: The example system display illustrates how basic information for a star system is laid out. The display uses a format similar to an outline to display its information, with the star at the top and other celestial objects beneath it. Stars are listed using the star's name. Each orbit is displayed beneath the star with the occupant's planet class and physical attributes.

Mu Cancri

Orbit	Class	Attributes
I	B	SIZ 3, ATM 0, HYD 0
II	D	SIZ 0, ATM 0, HYD 0
III	I	Gas Supergiant
IV	M	STR C, SIZ 9, ATM 6, HYD 6, POP 7, GOV 4, LAW 6, TL 7
V	B	SIZ 5, ATM 0, HYD 0
VI	L	SIZ 7, ATM 7, HYD 1
VII	M	STR A, SIZ 7, ATM 8, HYD 7, POP 9, GOV 7, LAW 4, TL 15
VIII	D	SIZ 0, ATM 0, HYD 0
IX	T	Brown Dwarf
X	Y	SIZ 12, ATM 10, HYD 0



Planet Format: The following paragraph template is used to describe the various Class M planets Starfleet encounters in its voyages of exploration. The paragraph describes a Class M planet in more detail than what can be provided in the Star System Display.

[Star System] [Orbit]: [STR] [SIZ] [ATM] [HYD] [POP] [GOV] [LAW] [TL]

Planet [Orbit] in the system has [Satellites] satellite/satellites and has a gravity of [Size (Gravity)] times Earth normal. The planet has a diameter of [Size (Diameter)]km, with some [Hydrographics] percent of the planet covered by water. The planet rotates once about its axis in [Rotation] Earth hours. Further analysis of the planet reveals a [Atmosphere] atmosphere, and a [Climate] climate. Minerology scans indicate [Mineral Content] are present.

The dominant life form on the planet is a [Sentient?] [Alien Type]. They are currently at a [Tech Level Description]-level of technological development.



The following shows a completed planet format.

Mu Cancri IV: STR C, SIZ 9, ATM 6, HYD 6, POP 7, GOV 4, LAW 6, TL 7

Planet four in the system has 1 satellite and has a gravity of 1.15 times Earth normal. The planet has a diameter of 14,400km, with some 56 to 65 percent of the planet covered by water. The planet rotates once about its axis in 29 Earth hours. Further analysis reveals a standard atmosphere and a warm temperate climate. Minerology scans indicate gemstones, normal metals, and radioactives are present.

The dominant life form on the planet is a sentient mammal. They are currently at a Computer Age-level of technological development.

CHAPTER 8

NEW LIFE

Characters in the uncivilized areas on the planet's surface quickly find out that they are not alone. So long as a world can support life, animal encounters and other natural events are common, regardless of the current terrain. This chapter discusses various encounters that can occur in the wilderness on a planet's surface.

Dominant Life Form

On every planet with life, only one creature can be at the apex of the food chain, the dominant creature of the planet. This creature is the most highly developed form of life on the planet. Other lesser creatures are of course possible and can be created using the system below if desired, but this is the creature that will be studied most.

Roll on the table below to determine the dominant type of creature. Then roll 2D6 to determine if the creature is sentient. On a result of 2, the creature is sentient. Lower Animals can never be sentient. Mammals have a slightly higher chance of being sentient, thus a roll of 2 or 3 indicates they are sentient. Special creatures in the table below are almost always sentient. Only on a roll of 12 is such a creature not sentient.

If a creature is determined to be sentient, repeat the procedure above for a second life form. If the 2D6 roll indicates sentience, roll 2D6 once more. If this second 2D6 roll indicates sentience, there are two intelligent life forms on the planet.

Dominant Life Form

2D6	Type
-----	------

2-3	Plant
-----	-------

4	Lower Animals
---	---------------

5	Insects or Arthropods
---	-----------------------

6-8	Mammals
-----	---------

9	Fish
---	------

10	Amphibians or Reptiles
----	------------------------

11	Birds or other Flying creatures
----	---------------------------------

12	Special
----	---------

Special creatures include creatures of pure energy, gaseous creatures, crystalline entities, or other exotic life forms as Q desires.

Animal Encounters

Animals in any ecological system interact with each other, forming food chains, obeying instincts, defending territory, and generally living out their lives. When people enter such an ecological system, they will encounter the animals of the system, prompting natural reactions, such as attack or flight.

Although the precise nature of animals may change, and they may prove quite alien to ordinary experience, most will conform to the broad classifications given below. Q may choose to establish his own ecological system on a specific world, ignoring the encounter system outlined here. This system, however, is intended to allow broad latitude in both animal types and attack/defense mechanisms, while remaining essentially logical and reasonable.

Animal Types: Nearly all animals may be classified into four basic categories: herbivore, omnivore, carnivore, and scavenger. Specific definitions for these terms are provided in a later section of these rules, and differ from the precise scientific definitions in current use. Within each category, a variety of subcategories exist, based on specific feeding/hunting habits; examples of this concept are grazers, chasers, and pouncers.

Animals which are encountered may be further classified into various categories and types, and specific attack and defense mechanisms determined. The resulting description indicates the actions an animal will take without resorting to such confining labels as bear or tiger. While Q may well elect to use such names, this system also allows the players freedom to encounter truly alien beasts as well.

Animals and Characteristics

Animals have attributes similar to sentient life forms, but while the physical attributes are unchanged, instead of Intelligence and Education, animals have Intelligence and two new attributes: Instinct and Pack.

Instinct (INS): Instinct is the animal equivalent of Education. Animals apply their Instinct DM to tasks such as sensing prey or solving problems.

Pack (PCK): This is an attribute unique to animals. The higher a creature's Pack score, the larger the group that it is associated with, and the more standing the creature has in that group.

Planetary Themes

A world's ecology can be extremely diverse. However, Q may elect to implement specific themes on a planetary basis, to create consistency and flavor in presentation. Distinctive features help make each world stand out to the players as unique experiences. These could range from basic symmetry to reproductive methods (and the associated genders), from the number of limb pairs to the common sensory organs. The implementation of a planetary theme lies at the discretion of Q.

Step One – Choose a Terrain: Terrain has an impact on the type of animals one might encounter. Giant aquatic creatures are not found in forests, after all, nor are feathered flying creatures found flying at the bottom of the ocean. The first step in the rules for creating animals in **Star Trek: Alpha Quadrant** is to choose the creature's terrain, as terrain can have a significant impact on an animal's statistics.

The Terrain DM Chart details modifiers for animal subtypes and sizes. In addition, the result of 1D6 determines the basic movement for a given creature (A for Amphibious, F for Flight, S for Swimming, and W for Walking). Some movement codes have a number after them; these are an additional Size DM for the animal.



Terrain DM Table

Terrain	Subtype DM	Size DM	1D6					
			1	2	3	4	5	6
Clear	+3	—	W	W	W	W	W +2	F -6
Plain or Prairie	+4	—	W	W	W	W +2	W +4	F -6
Desert (hot or cold)	+3	-3	W	W	W	W	F -4	F -6
Hills or Foothills	—	—	W	W	W	W +2	F -4	F -6
Mountain	—	—	W	W	W	F -2	F -4	F -6
Forest	-4	-4	W	W	W	W	F -4	F -6
Woods	-2	-1	W	W	W	W	W	F -6
Jungle	-4	-3	W	W	W	W	W +2	F -6
Rainforest	-2	-2	W	W	W	W +2	W +4	F -6
Rough or Broken	-3	-3	W	W	W	W +2	F -4	F -6
Swamp or Marsh	-2	+4	S -6	A +2	W	W	F -4	F -6
Beach or Shore	+3	+2	S +1	A +2	W	W	F -4	F -6
Riverbank	+1	+1	S -4	A	W	W	W	F -6
Ocean Shallows	+4	+1	S +4	S +2	S	S	F -4	F -6
Open Ocean	+4	-4	S +6	S +4	S +2	S	F -4	F -6
Deep Ocean	+4	+2	S +8	S +6	S +4	S +2	S	S -2

Step Two – Animal Category and Subcategory: Q needs to choose an appropriate category: Carnivore, Herbivore, Omnivore or Scavenger. Q then rolls 2D6, and adds in the terrain's Subtype DM. After that, Q consults the Subcategory by Animal Category table under the column of the animal's category to determine the animal's subcategory.



Subcategory by Animal Category

2D6	Herbivore	Omnivore	Carnivore	Scavenger
1–	Filter	Gatherer	Pouncer	Carrion-Eater
2	Filter	Eater	Siren	Reducer
3	Intermittent	Gatherer	Pouncer	Hijacker
4	Intermittent	Eater	Killer	Carrion-Eater
5	Intermittent	Gatherer	Trapper	Intimidator
6	Intermittent	Hunter	Pouncer	Reducer
7	Grazer	Hunter	Chaser	Carrion-Eater
8	Grazer	Hunter	Chaser	Reducer
9	Grazer	Gatherer	Chaser	Hijacker
10	Grazer	Eater	Killer	Intimidator
11	Grazer	Hunter	Chaser	Reducer
12	Grazer	Gatherer	Siren	Hijacker
13+	Grazer	Gatherer	Chaser	Intimidator

Step Three – Note Modifiers and Skills by Subtype:

Terran creatures that exemplify these specific subtypes are noted in brackets after the name. Q should make note of the characteristic modifiers and skills that are noted after the description – the exact level of skills varies depending on the particular creature.



Carrion-Eater (vulture): Scavengers which wait for all other threats to disperse before beginning. **Special:** INS +2, Recon.

Chaser (wolf): Animals which kill their prey by attacking and exhausting it after a chase. **Special:** DEX +4, INS +2, PCK +2, Athletics.

Eater (army ant): Eaters will eat anything they encounter, including characters. **Special:** END +4, PCK +2.

Filter (earthworm): Herbivores which pass their environment through their bodies are termed filters. Unlike grazers, which move to food, filters move a flow of matter through themselves and filter out the food. **Special:** END +4.

Gatherer (raccoon, chimpanzee): Gatherers are herbivores that collect and store food. **Special:** PCK +2, Recon.

Grazer (antelope): Grazers move from food source to food source, often in large packs. Their primary form of defense tends to be fleeing danger. **Special:** INS +2, PCK +4.

Hijacker (lion): Scavengers which steal the kills of others through brute force or weight of numbers are hijackers. **Special:** STR +2, PCK +2.

Hunter (baboon): Opportunistic predators that stalk easy prey. **Special:** INS +2, Survival.

Intermittent (elephant): Herbivores that do not devote their entire time to searching for food. **Special:** PCK +4.

Intimidator (coyote): Scavengers which establish their claim to food by frightening or intimidating other creatures.

Killer (shark): Carnivores that possess a raw killing instinct, attacking in a frenzied manner. **Special:** either STR or DEX +4, INS +4, PCK –2, Natural Weapons.

Pouncer (cat): Pouncers kill by stalking and ambushing their prey. **Special:** DEX +4, INS +4, Recon, Athletics.

Reducer (vermin): Reducers are scavengers that act constantly on all available food, devouring even the remains left by other scavengers. **Special:** PCK +4.

Siren (venus fly-trap): Sirens create a lure to attract prey. Usually, this lure will be specific to the species the siren preys on, but some rare lures are universal. **Special:** PCK -4.

Trapper (spider): An animal which allows its prey to enter a trap. Generally, any creature surprised by a trapper is caught in its trap. **Special:** PCK -2.

Animal Skills: The skills animals can have are described below.

Athletics: This skill covers physical fitness and training, similar to that of a trained athlete. This includes acts requiring physical coordination such as climbing, acts of endurance such as long-distance running, and acts of strength. If an alien species has wings, this skill is also used to reflect their ability to fly.

Natural Weapons: The creature is skilled at using their natural weapons in personal combat.

Recon: This skill represents the ability to scout out dangers and spot threats, unusual objects or things out of place. Creatures skilled in Recon are adept at staying unseen and unheard.

Survival: The creature is skilled in the art of survival in the wild, including hunting or trapping animals, avoiding exposure, locating sources of food and fresh water (if available), finding shelter, avoiding dangerous flora and fauna, avoiding getting lost, and dealing with the dangers of hazardous climates (arctic, desert, etc.).

Step Four – Determine Animal Size and Characteristics: For each creature, roll 2D6 for its Size and apply any Size DMs based on terrain and movement. The creature's Size determines its Weight, STR, DEX and END. For example, a roll of 7 means that the creature has a mass of 100kg, a STR score of 3D6, a DEX score of 3D6 and an END of 3D6.

INT for most animals is 0 or 1. Roll 2D6+DMs for the animal's INS and PCK. To determine the number appearing value, consult the Number Appearing by Pack Score table. If the creature was previously determined to be sentient, its INS score is renamed to EDU and it has no PCK score at all. The Number Appearing of a sentient creature is always 1. Its INT is determined using 2D6.

All animals have at least Athletics 0, Recon 0, and Survival 0, and most will have 1D6 ranks split among these skills, Natural Weapons, and any skills listed in their behavior.

Animal Size

2D6	Weight (kg)	STR	DEX	END
1–	1	1	1D6	1
2	3	2	1D6	2
3	6	1D6	2D6	1D6
4	12	1D6	2D6	1D6
5	25	2D6	3D6	2D6
6	50	2D6	3D6	2D6
7	100	3D6	4D6	3D6
8	200	3D6	4D6	3D6
9	400	4D6	5D6	4D6
10	800	4D6	5D6	4D6
11	1,600	5D6	6D6	5D6
12	3,200	5D6	6D6	5D6
13	5,000	6D6	7D6	6D6
14	10,000	6D6	7D6	6D6
15	15,000	7D6	8D6	7D6
16	20,000	7D6	8D6	7D6
17	25,000	8D6	9D6	8D6
18	30,000	8D6	9D6	8D6
19	35,000	9D6	10D6	9D6
20+	40,000	9D6	10D6	9D6

Number Appearing by Pack Score

PCK	Number Appearing
0	1
1–2	1–3
3–5	1D6
6–8	2D6
9–11	3D6
12–14	4D6
15+	5D6

Step Five – Determine Animal’s Weapons, Armor and Base Speed: Roll 2D6 separately for the animal’s Weapons and Armor.

Weapons: When generating weapons, roll 2D6 and consult the Animal Weapons table. Add a +8 DM if the animal is a Carnivore and a +4 DM if it is an Omnivore; apply a –6 DM if the animal is an Herbivore. Scavengers automatically have Teeth in addition to any other weapons. If a number is present after the Weapons type, then add that number to the number of damage dice the creature rolls. Damage from attacks depends on the creature’s Strength score, as shown in the Damage by Strength table.

Animal Weapons	
2D6	Type
1–	Hooves
2	Hooves and Horns
3	Horns
4	Hooves and Teeth
5	Horns and Teeth
6	Thrasher
7	Claws
8	Teeth
9	Claws and Teeth
10	Claws +1
11	Stinger
12	Teeth +1
13	Claws +1 and Teeth +1
14	Claws +1 and Stinger +1
15	Claws +2
16	Teeth +2
17	Claws +2 and Teeth +2
18	Claws +2 and Stinger +2
19+	Projectile



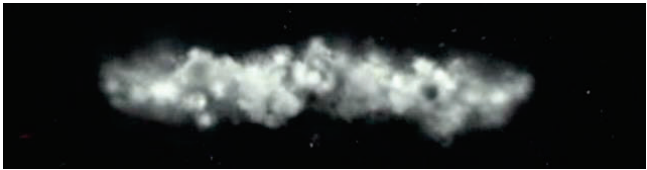
Damage by Strength

STR	Damage
1–10	1D6
11–20	2D6
21–30	3D6
31–40	4D6
41–50	5D6
51–60	6D6
61–70	7D6
71–80	8D6
81–90	9D6
91+	10D6

Armor: When generating an animal’s armor, roll 2D6-7, and add the die roll used to determine the animal’s Size. Add a +4 DM when rolling for armor if the animal is a Herbivore, and a +2 if it is a Scavenger; apply a –2 DM if the animal is a Carnivore. Also, Flyers suffer a –2 DM when determining armor. Consult the Animal Armor table for the animal’s armor rating.

Animal Armor

2D6	Armor Rating (AR)
1–	0
2–3	0
4–5	1
6–7	2
8–9	3
10–11	4
12–13	5
14–15	6
16+	7



Base Speed: An animal’s base speed is determined by its subcategory. Each subcategory has a Multiplier, as per the Animal Speed table, which is determined by the die roll listed and then multiplied by 6, the average speed of a human in meters per minor action. If an Animal Speed Multiplier value falls below the value found in the Minimum column, round it up to the Minimum value.

Animal Speed

Subcategory	Multiplier	Minimum
Carion-eater	1D6-3	1
Chaser	1D6-2	2
Eater	1D6-3	1
Filter	1D6-5	0
Gatherer	1D6-3	1
Grazer	1D6-2	2
Hijacker	1D6-4	1
Hunter	1D6-4	1
Intermittent	1D6-4	1
Intimidator	1D6-4	1
Killer	1D6-3	1
Pouncer	1D6-4	1
Reducer	1D6-4	1
Siren	1D6-4	0
Trapper	1D6-5	0

Universal Animal Format

The following format is used to represent an animal's basic game statistics in the **Star Trek: Alpha Quadrant** rules.

[Creature Name (Optional)], [Creature Type; note if Dominant life form], [Creature Category] ([Creature Subcategory])
 [Size]kg, [Terrain] [Locomotion], [Number Appearing]
 Appearing
 [STR, DEX, END, INT, INS, PCK; if sentient use STR, DEX, END, INT, EDU instead]
 [Creature Skill List, in alphabetical order, with skill levels listed after skill names]
 [Creature Weapons; note damage], AR [Armor] ([Armor Type]), Speed: [Speed]m
 [Animal Description (Optional)]

For example, this creature could represent a tough little flying alien pest that loves to shred things and eat them.

Razor Bug, Insect (Dominant), Omnivore (Eater)

6kg, Hill Flyer, 2D6 Appearing

STR 6, DEX 10, END 5, INT 1, INS 6, PCK 8

Athletics 0, Natural Weapons 1, Recon 1, Survival 2

Claws (2D6), AR 1 (Hide), Speed: 6m

Animals in Combat

Unless otherwise noted, animals operate just like characters in combat. The range category of an animal's weapons can be found in the Animal Weapon Ranges table.

Animal Weapon Ranges

Weapon	Range
Claws	Melee (Extended Reach)
Hooves	Melee (Extended Reach)
Horns	Melee (Extended Reach)
Projectile	Ranged (Thrown)
Stinger	Melee (Close Quarters)
Teeth	Melee (Close Quarters)
Thrasher	Melee (Close Quarters)

Animal Reactions in Encounters

When characters disturb an animal or otherwise draw attention to themselves roll 2D6 and consult the Animal Reactions table. If the result on the table is neither attack nor flee, then the animal stands still until provoked again, in which case roll again.

Animal Reactions

Subcategory	Attack	Flee
Carion-eater	11+	7-
Chaser	Attacks if characters outnumbered	5-
Eater	5+	4-
Filter	10+ (if possible)	5-
Gatherer	9+	7-
Grazer	8+	6-
Hijacker	7+	6-
Hunter	6+ if larger than one character, or else 10+	5-
Intermittent	10+	4-
Intimidator	8+	7-
Killer	6+	3-
Pouncer	Attacks if characters surprised	Flees if surprised
Reducer	10+	7-
Siren	Attacks if characters surprised	4-
Trapper	Attacks if characters surprised	5-

CHAPTER 9 NEW CIVILIZATIONS

In the *Star Trek: The Next Generation* episode "The Chase", it was discovered that all humanoid life was descended from a single parent race present in the galaxy billions of years prior. This parent race, alone in the void, spread its genetic material to other planets simply so the humanoids that developed could experience what they could not: the joy of finding and mingling with alien cultures. There are two side effects of this genetic seeding.

1. Aliens may have differences in appearance, but generally adhere to the standard of having two arms, two legs, and a head.
2. They are interfertile, meaning half-breeds are possible, such as Spock, who is half-Vulcan and half-Human.

Most races only differ in appearance from the humans, and thus have no modifiers, just like humans. The races provided in this chapter have more differences than the standard. This chapter is not exhaustive and Q is encouraged to expand the number of races as desired. Depending upon the race and Q's discretion, these races may be used for player characters.

Aenar

The Aenar were a humanoid race native to the Northern Wastes of Andoria that were physiologically very similar to the Andorians. Like Andorians, they had two antennae, although those of the Aenar had small indentations in the funnel-shaped tips. They had no skin or hair pigmentation, resulting in a pale ice-blue/white appearance similar to Human albinos.



The most distinctive trait of the Aenar were their highly evolved telepathic abilities. An Aenar was capable of reading minds and of psychically projecting itself to other humanoids. They used telepathy to communicate amongst themselves. Many, if not all, Aenar were completely blind yet had the ability to "see" via

telepathy. They were genetically compatible with Andorians.

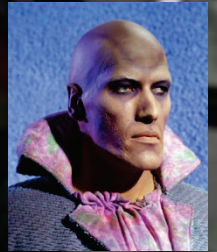
Modifiers: STR -2, DEX -2, END -2

Special: Telepathic abilities (see **Chapter 3: Telepathy**).

Limitation: Blind Aenar see using telepathy. Effects that interfere with telepathy render these Aenar blind. Aenar may not acquire Telepathy (Probe) skill.

Android

An android was an advanced form of robot, equipped with a self-aware artificial intelligence and made to imitate humanoid lifeforms. In the 23rd century, the crew of the USS Enterprise encountered several kinds of android during the course of their mission. However, the first truly successful androids in the Federation were the Soong-type androids created by Doctor Noonien Soong. Most notable of these was Lieutenant Commander Data, who served as operations officer on board the USS Enterprise-D and USS Enterprise-E.

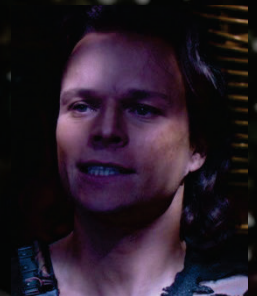


Modifiers: STR +3, DEX +3, END +3, INT +3, EDU -1

Limitation: STR, DEX, and END may never be increased.

Augment

Augment is a term used to describe a group of genetically engineered Humans created by advances in DNA resequencing in the mid-20th century. In the 22nd century, Klingons attempted to create their own Augments using the original augmented Human DNA, with disastrous results. The Augments were designed to be remarkably agile, five times as strong and twice as intelligent as a normal Human, resistant to sickness and with enhanced senses, possessing heart muscles twice as strong and lung efficiency fifty percent better. They also had twice the average lifespan. Even their resistance to directed energy weapons was improved, as it took multiple shots with a phaser or a phase-pistol to stun one. They



were even capable of resisting a Vulcan nerve pinch and mind meld.

Along with their superior abilities, there was a defect in their genome: the Augments were aggressive, arrogant and ambitious, with a diminished sense of morality. One of the scientists behind their creation said, "Superior ability breeds superior ambition." Doctor Arik Soong later theorized that a defect in the genomes of the Augments created a malformation in the base-pair sequences that regulate the neurotransmitter levels in their brains, causing them to be highly prone to aggression and violent behavior, and considered fixing this defect before incubating some embryos.

Modifiers: STR +3, DEX +2, END +2, INT +2, EDU +3

Limitation: Suitable as NPCs only. Genetic Engineering is prohibited in the Federation.

Benzite

The Benzites were a species of humanoids native to the Federation planet Benzar. Benzites typically had smooth, hairless, blue or green skin. A thick protrusion of the Benzite skull extended down over the face,



displaying a prominent nasal lobe and brow. Two facial tendrils drooped down from above the upper lip. Benzites also had two opposable thumbs on each hand, another unique characteristic of the species. They were known to develop from a series of large geostructures; those from the same geostructure naturally looked similar. Benzites within these geostructures had the inherent ability to distinguish each other, all of whom would otherwise appear identical to outsiders.

Benzites were unable to breathe a standard oxygen/nitrogen atmosphere, and as of the 2360s, were required to wear a respiration device in those environments, the use of which was evidently overcome by the early 2370s.

Modifiers: STR -1, DEX -1, END -1, INT +3, EDU -1

Limitation: A Benzite without the means to breathe their own atmosphere begins to suffocate. Each round the Benzite loses 1D6 points from his attributes, just as if he were damaged in an attack (see **Chapter 5: Personal Combat**).

Betazoid

The Betazoids were a telepathic humanoid civilization originating from the Federation planet Betazed. Externally, Betazoids were physically indistinguishable from Humans in every aspect but one: the



irises of their eyes were completely black. They could cross-breed with Humans, along with other humanoid races like Klingons and Tavnians. Betazoid iris coloration was present in half-Betazoid individuals such as Deanna Troi, but in those with less Betazoid blood such as Devinoni Ral and Walter Pierce (who were only ¼-Betazoid), normal Human eye coloration was possible.

Betazoids were natural telepaths, most having developed their telepathic skill in adolescence, but a few were born with their telepathic abilities already active, such as Tam Elbrun. These individuals were almost always extremely talented and powerful in telepathic terms, but also unable to screen out the noise of other people's minds, so they generally suffered mental problems of varying severity depending mostly on when the problem was diagnosed. On the other end of the scale were a few individuals who develop psionic abilities which were far below average for this species (for example, Lon Suder). Those Betazoids were barely able to sense even strong emotions (empaths) of other people, not to speak of thoughts.

Modifiers: STR -1, DEX -2, END -2, INT +3, EDU +3

Special: Telepathic talent (see Chapter 3). Read Surface Thoughts can be used to read emotions if desired.

Limitation: Unable to read the thoughts of Ferengi or Breen. Other aliens may not be readable at Q's discretion. Half-betazoids cannot read thoughts of aliens but are limited to reading emotional states (empathy) using Read Surface Thoughts.

Borg (Reclaimed)

A "reclaimed" Borg is a drone of the Borg Collective that has been successfully separated from the hive consciousness and has had most of its implants removed. Successful liberation of an assimilated drone depended largely on the relation between the time spent as a drone versus the time spent as an individual. Adults and children who were assimilated for only a short time were often easily reintegrated back into their old lives following disconnection from the hive mind. However, drones that had spent the majority of their lives within the Collective resisted the very notion that they were better off as individuals, and could retain an admiration for aspects of Borg philosophy. Such drones could feel small or lonely without the "voices" of the entire Collective in their thoughts.



Modifiers: STR +2, DEX +1, END +1, INT +2, EDU +1.

Breen

The Breen were a reclusive, powerful, and warlike humanoid race, native to the planet Breen in the Alpha Quadrant. Breen physiology was among the most exotic for humanoid lifeforms, which might have been due, in part, to the climate of their home planet. The Breen had no blood or other liquid circulatory system. The Breen brain was structured into four lobes; this protected them from the probing of some telepathic species, such as the Betazoids, who were unable to detect the thoughts or emotions of the Breen. According to Worf, no outsider had ever seen what a Breen looked like under their refrigeration suits and lived. Even after they joined the Dominion, their appearance remained so completely unknown to their new allies that Weyoun could not avoid wondering what they looked like. Breen appeared physically more resilient than most humanoids. When Worf struck a Breen, the Breen



proceeded to incapacitate Worf with a neural truncheon, seemingly oblivious to the assault.

The Breen constantly wore refrigeration suits. While the intelligence reports available to Cardassian and Dominion leaders during the Dominion War reported their world to be a frozen wasteland, Weyoun remarked (in his capacity as a diplomat) that the planet was "quite comfortable," leaving the function of the suits in question.

Modifiers: STR +3, END +3, EDU -3

Special: Environmental Suit 1. Equipped with Environmental Suit. Immune to telepathic talents.

Bynar

The Bynars were a race of humanoids native to the planet Bynaas in the Beta Magellan system. They were shorter in height than most humanoids and were



genderless. They had lilac skin and enlarged skulls. Each Bynar had a patch of dark purple hair on both sides of their neck and asymmetrical ears. Their most definitive characteristic was that they were interconnected with a master computer on Bynaas. When a Bynar was born, a surgeon removed the child's parietal lobe and replaced it with a synaptic processor.

Bynars always worked and lived in pairs. There was a great degree of physical symmetry between each Bynar couple. For instance, each Bynar's pair of ears matched those of their partner, but were on the opposite sides of the head. Their typical clothing was also consistent in such a way.

Modifiers: STR -2, END -3, INT +2, EDU -2

Special: Computer 3

Cardassian

The Cardassians were a humanoid species from the Alpha Quadrant. They were native to the planet Cardassia Prime, capital world of the Cardassian Union. Known throughout the Alpha Quadrant for being extremely ruthless, the Cardassians became one of the

greatest enemies of the United Federation of Planets and the Klingon Empire, when the Cardassian Union joined the Dominion in 2373.

Externally, Cardassians were easily recognizable by each having light-gray skin, two thick, vertical neck ridges that receded back to the crown of their head, and an inverted tear-shaped ridge in the center of the forehead. The ridge was thickest immediately above the eyes, protecting them and creating an especially deep-set appearance. This trait earned them the derogatory nickname "spoon heads." Some Cardassians (such as Natima Lang) had another ridged feature, also in the shape of an inverted tear, in the center of their chests, while other members of the species (such as Rekelen) were missing this trait.



On Cardassian females, the ridge in the center of the forehead had a blue coloration, as did the second or third rung down on their neck ridges. This coloration may be a form of cosmetic make-up, similar to henna ink make-up and markings. Cardassians had straight hair that varied in color from dark brown to jet black, though the latter coloration was far more common.

Modifiers: STR +1, DEX -1, END +2, EDU -1

Special: Interrogation 1

Deltan

The Deltans were a humanoid species originating from the Federation planet Delta IV. Deltans were identified by their bald scalps. They had pain-relieving abilities that manifested during tactile contact. This ability did not, however, heal injuries. Because of their high sexuality, Deltans had to swear an oath of celibacy upon entering service in Starfleet, as a promise not to take advantage of any fellow crewmember.



Modifiers: STR -1, DEX -2, END -2, INT +3, EDU +3

Special: Deltan pain-relieving abilities function like a local anesthetic.

Denobulan

The Denobulans were a humanoid species from the planet Denobula. Anatomically, Denobulans were considerably less simplistic than Humans. Denobulans had prominent facial ridges running down either side of the forehead to the cheeks, an enlarged brow ridge under a high receded hairline, a vertical crevice in the center of the forehead, and a ridged chin. Additionally, Denobulans had ridges on their back, along the spine. Their toenails were dark brown and yellow striped. Denobulans had to trim their toenails at least once a week, due to such nails having an extremely rapid growth rate. Denobulans also had very long tongues, and they used tongue scrapers.



Denobulan males had a line of hair down the middle of their chest, up to their neck. Similar brown streaks could be found running down the spine ridges on the back, as well as on the feet and on the back of both arms. Conversely, Denobulan skin was much like that of Humans and Xindi-Primates.

Modifiers: DEX +1, END +3, INT +3, EDU -1

Ferengi

The Ferengi were a warp-capable humanoid species from the planet Ferenginar. Ferengi civilization was built on a caricature of free enterprise, where earning profit was the sole meaningful goal in life, superseding all other endeavors.



On average, Ferengi were shorter than Humans. They had orange-brown colored skin, long blue toenails and blue fingernails, enlarged skulls, wrinkled noses, and sharp teeth. Internally, they had ascending ribs and upper and lower lungs, as well as an unusual four-lobed

brain that could not be read by telepathic species such as Betazoids, although Counselor Troi was able to detect "deception" and "danger" from the Ferengi Bok. Ferengi physiology was similar to that of the Dopterians, of which they were distant relatives.

The Ferengi's most distinguishing feature was their large ears (called "lobes"), which gave them extremely acute hearing, sensitive enough to tell a person's species and gender, even through electronic distortion, atmospheric/altitude changes, and the decibel level of a sound. The lobes of the Ferengi male were larger than those of females. The sensitivity of the ears, while providing great sensual pleasure, also made them vulnerable to pain and other problems, including severe infections of the tympanic membrane which, if left untreated, can become fatal.

Modifiers: STR +2, EDU -3

Special: Bribery 1. Immune to telepathic talents.

Gorn

Gorn were a cold-blooded, reptilian species with green, rubbery skin, red blood and an average height of approximately two meters. They tended to be many times stronger than most humanoids, albeit slower and less agile but with greater stamina and, like most cold-blooded species, preferred warmer temperatures. Gorn could survive exposure to the vacuum of space.



Their ears were simple holes on the sides of their skulls, while their mouths boasted an impressive array of sharp teeth and their hands and feet possessed vicious claws. Some Gorn display eyes that are silvery and faceted, much like the compound eyes of insects, while others have typical humanoid eyes complete with pupils. They also possess incredible durability and are able to take an extreme amount of punishment. During the first skirmish between Captain Kirk and the Gorn captain, Kirk hurled a boulder at his opponent, only for it to bounce off the Gorn's skin. Later, he caused a giant boulder to roll down a mountain and hit the Gorn captain. Though this temporarily stunned him, he was

not injured. Kirk finally managed to wound and disable the Gorn with a primitive cannon comprised of rope-wrapped bamboo as a barrel, with raw diamonds as projectiles and a homemade gunpowder mixture as propellant.

Modifiers: STR +3, DEX -3, END +3, EDU -2

Special: The Gorn can withstand the vacuum of space for four hours, and then death occurs.

Jem'Hadar

The Jem'Hadar were a genetically engineered humanoid race from the Gamma Quadrant. They served as the military arm of the Dominion and were one of the most powerful military forces in the galaxy. Jem'Hadar were generated in "birthing chambers" and their growth cycle was accelerated, such that they reached full maturity only three days after emergence. They did not procreate naturally, and their species consisted solely of males. As infants, Jem'Hadar strongly resembled mammalian species, with a complexion resembling that of Humans; within a day of maturation, Jem'Hadar children already had advanced language skills and cognitive reasoning; as they aged, their skin paled to a bluish-white, and became scaly and reptilian in appearance.



Adolescent Jem'Hadar required food for nourishment. Adult Jem'Hadar did not require sleep, and their sole source of nourishment was the drug Ketracel-white, which provided the Jem'Hadar with all necessary nutrients, as well as an isogenic enzyme that had been deliberately omitted from their metabolism. As a result, all Jem'Hadar were addicted to "the white," which was regularly distributed to them by Vorta overseers. This was the Founders' means of ensuring the Jem'Hadar's loyalty to them. Without a steady supply of white, Jem'Hadar suffered withdrawal symptoms: their circulatory systems began to shut down, beginning with muscle spasms. Psychologically, they became uncontrollably violent, attacking their enemies, then their Vorta overseers, and finally each other.

Jem'Hadar were designed to have excellent vision and strength several times greater than Humans. They also had the ability to "shroud" themselves, a form of camouflage that acted as a personal cloaking field, effectively hiding them and their weapons from both sensors and the naked eye. However, they had to drop this effect when attacking. Also, Jem'Hadar lost the ability to shroud when they were suffering withdrawal from the white. Jem'Hadar had extremely resilient bodies, such that phaser beams on "stun" intensity had no effect on them. During the Dominion War, Federation fighters quickly learned that only lethal settings could be used to stop them.

Modifiers: STR +3, DEX +1, END +3, INT -2, EDU -3

Limitation: Suitable as NPCs only. A Jem'Hadar must be administered a dose of Ketracel-white once every 24 hours. If deprived of Ketracel-white for more than 24 hours the Jem'Hadar will die from the withdrawal symptoms, and nothing can stop it. He suffers a -1 penalty to DEX and END each hour until scores are reduced to zero. During this time the Jem'Hadar's strength receives a +4 bonus, however he will randomly attack the nearest being, regardless of whether friend or foe. Once unconscious, STR suffers a -1 penalty each hour until death.

Klingon

The Klingons were a humanoid warrior species that originated from the planet Qo'noS (pronounced Kronos), an M-class planet in the Beta Quadrant. One of the major powers of the galaxy, the Klingons were a proud, tradition-bound people who valued honor and combat. The aggressive Klingon culture had made them an interstellar military power to be respected and feared.

The most distinctive feature of Klingon anatomy (except in those individuals afflicted with the Augment virus) was a sagittal crest, beginning on the forehead and often continuing over the skull. The cranium was encased in an exoskeleton, which possessed a feature known as the tricipital lobe. On average, Klingons were larger and physically stronger than Humans, though they



possessed a much lower tolerance for cold weather. They were known to lack tear ducts.

Internally, Klingon anatomy was markedly different from that of Humans. There was a great deal more multiple redundancy in their organs, a principle they called brak'lul. This allowed Klingons to survive severe injuries in battle. They had twenty-three ribs, two livers, an eight-chambered heart, three lungs, and even redundant neural function as well as multiple stomachs. Some geneticists believed that the extra organs, notably the third lung, evolved to give Klingons greater stamina on the battlefield. Klingons had relatively little knowledge of their own biology and their medicine was very poorly developed. This was largely due to their warrior traditions. A Klingon who was wounded was expected to be left to either survive through his own strength, die, or undergo the hegh'bat, a form of ritual suicide.

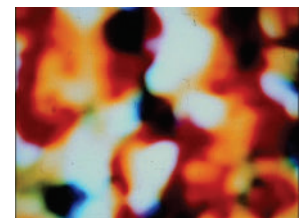


Modifiers: STR +2, DEX +1

Special: Bribery 1, Interrogation 1

Medusan

The Medusans were a telepathic non-corporeal race. Their thoughts were the most sublime in the galaxy, but their physical appearance was exactly the opposite. Their appearance was so utterly hideous that the sight of a Medusan rendered any Human mad and soon afterward caused death by massive organ failure. Vulcans were capable of viewing Medusans, but only with the use of a specially filtered visor. For these reasons, Medusans usually used an opaque carrier pod when interacting with other species. The Medusans were renowned for their navigational abilities.



Modifiers: END +3, INT, +3, EDU -3

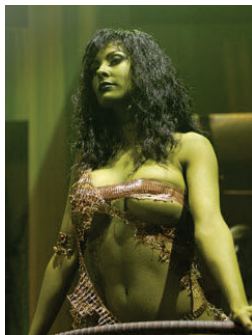
Special: Astrogation 3

Limitation: Suitable as NPCs only. Viewing a Medusan unprotected instantly causes psychosis, followed 30 minutes later by death. While psychotic the afflicted

performs a random action, such as wandering away, staring blankly into space, babbling incoherently, or suffering paranoia (Q discretion). Twenty minutes after the onset of psychosis, END is reduced to 0. Ten minutes later the character dies as all attributes are reduced to zero.

Orion

The Orions were a warp-capable humanoid species from the Beta Quadrant. This species originated from the planet Orion. Orions were known for their distinctive green skin, although at least some had a more pale gray-ish complexion. Orion males were typically bald and, on average, taller and more muscular than the average Human male. Orion females could have black or green hair. Orion females were very animistic in nature, known for their extreme carnal appetites and their innate skill of seduction. A Human male could rarely resist the alluring dance of the Orion slave girl.



In Orion society, the males were slaves to the females. As a means of deceiving other species, the Orions maintained the facade that the females were the slaves. This went as far as Orion females on the Orion slave market. Once sold to a male, the Orion slave girls used their unique physiology to their advantage; their highly potent pheromones accelerated the metabolisms of males of many species, raising adrenaline production to dangerous levels which caused aggression and, ultimately, a form of delusion. Its most significant effect was to make them susceptible to suggestion. Not long after, the "owner" males began taking orders from their "slave" females. The pheromones' effects were cumulative; the longer exposed, the more pronounced the results.

Human females reacted negatively to those same pheromones, experiencing headaches, and Denobulan males found their sleep cycles interrupted by them. Vulcans were immune to effects of the pheromones.

Modifiers: STR +3, END +2, INT -2, EDU +1

Special: Men susceptible to Orion pheromones are affected almost instantaneously, though to build up to the point where the Orion can control the male takes a month.

Reman

Remans were the humanoid and at least partially telepathic inhabitants of the planet Remus. Remans, like the Romulans, are biological cousins of Vulcans. Unlike the Romulans, the Remans maintained some of their telepathic talents; the Romulans, out of fear, subsequently turned the Remans into the slave labor caste of the Romulan Star Empire, forced to work in the extremely hazardous dilithium mines of their world as well as serve as shock troops during military engagements.



Like Romulans, Remans shared similar physiology to the Vulcans. However, the conditions on Remus would have marked the end of them had they not found ways to adapt to the inhospitable conditions. Over time the environment of Remus slowly mutated the Remans, causing the Remans to develop the hairless, pale skin and sunken eyes that later Remans are seen to possess.

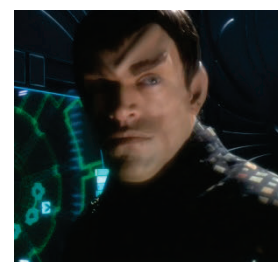
Modifiers: STR +3, DEX +1, END +2, EDU -2

Special: Interrogation 1, telepathic talents (see **Chapter 3: Telepathy**).

Limitation: Remans are blinded by bright light. Telepathic talents limited to Probe and Shield.

Romulan

The Romulans were a humanoid race from the planet Romulus. The Romulans were biological cousins of Vulcans, descended from those who rejected Surak's reforms during the Time of Awakening. The Romulan Star Empire was the Romulan polity and one of the major powers in the galaxy by the 24th century.



Due to their shared ancestry, Vulcans and Romulans possessed very similar physiology, including varied skin color. Romulans had pointed ears, eyebrows that were arched and up-swept, and copper-based blood that appeared green when oxygenated in the arteries, or copper or rust-colored when deoxygenated in the veins. Most Romulans had two brow ridges above the bridge of their nose, forming a V-shape on the forehead. However, a minority of Romulans lack these ridges, making them outwardly indistinguishable from Vulcans.

Despite their common ancestry there were also many subtle internal physiological differences between Vulcans and Romulans. Their life signs registered distinctly enough on the scanners of the USS Enterprise in 2268 that officer Pavel Chekov was able to distinguish his crewmate Spock from the crew complement of a Romulan starship, though he did note the difficulty of the task.

Modifiers: STR +2, DEX +1, END +1

Special: Interrogation 1

Limitation: Cannot acquire telepathic talents.

Shapeshifter

Shapeshifter was a generic and generalized term applied to a lifeform that altered its form to assume various different appearances. The degree of physical transformation varied between different species. Some humanoid shapeshifters assumed a different humanoid shape at the cellular level, while others could shift from non-humanoid to humanoid as well. Some lifeforms had a non-corporeal energy form and could transform into different physical forms.



Modifiers: STR, DEX, and END modifiers depend upon the chosen shape.

Limitation: When the shapeshifter changes shape, STR, DEX, and END are each re-rolled and modifiers from the chosen shape applied. INT and EDU never change when changing shape. Shapeshifters may only change shape once per round.

Son'a

The Son'a were an interstellar power, nomadic, though they maintained outposts. The Son'a were originally Ba'ku, living on the idyllic Ba'ku home planet in the Briar Patch. In the late 23rd century a group of young Ba'ku desired to follow the way of the offlanders. They attempted to take over the Ba'ku planet, but failed and were exiled.



Prior to their exile, the Son'a resembled Humans in appearance. The metaphasic radiation from their planet's rings continually regenerated their genetic structures, which stopped them from aging once they reached maturity, conferred perfect health, and prevented permanent illness or injury. Without the regenerative effects of the Ba'ku homeworld's metaphasic radiation, the Son'a became desperate in their efforts to prolong their lives by any possible means, including genetic manipulation and surgical techniques. The Son'a would make regular visits to facilities where their skin was stretched tight, and accumulated toxins were purged from their bodies. Nevertheless, due to the amount of bacteria entering their system, in the 2370s many Son'a were suffering from fatal diseases and nearing death. It was also revealed that it would take at least ten years of normal exposure to the metaphasic radiation to begin to reverse their condition.

Modifiers: END +1, INT +2, EDU -2

Limitation: Suitable as NPCs only.

Suliban

The Suliban were a largely nomadic warp-capable humanoid species. They were notable during the mid-22nd century for their involvement as foot soldiers in the Temporal Cold War, which set them into conflict with several other civilizations including United Earth.



The physical capabilities and tolerances of natural Suliban were comparable to those of Humans. Their respiratory system contained three bronchial lobes. Suliban of the Cabal received extensive physical enhancements via genetic engineering. These enhancements varied among individuals and could include greatly increased flexibility in all parts of the body, the ability to cling to walls and ceilings, the ability to alter the color and texture of their skin for camouflage or to mimic other humanoids, compound retinas granting enhanced vision, increased numbers of bronchial lobes with modified alveoli clusters for processing different atmospheres, and the ability to tolerate vacuum. An ex-Cabal agent, Sarin, could measure trust by physical contact – a seemingly passionate kiss, in the case of Jonathan Archer.

Modifiers: DEX +1, END +1, EDU -3

Special: A Cabal agent has one special ability whose characteristics and game effects are determined by Q.

Limitation: Cabal agents able to shapeshift use the Shapeshifter rules above instead of the modifiers listed here.

Tholian

The Tholians were an extremely xenophobic, non-humanoid hermaphroditic species with a propensity for precision.

A living Tholian was approximately the same height as a Human. It was principally a reddish color, in varying shades, and there was the suggestion of fluid or field motion within the body. Tholians had a hard carapace that was chiefly mineral. There were six thin legs that made it possible for the being to move in any direction quickly; the legs were articulated with joints roughly corresponding to the knee and ankle of humanoid species. Each leg ended in a multi-toed foot. The legs were attached at the base of the torso and were radially symmetric. There were two arms; each had joints analogous to the humanoid elbow and wrist, and each arm ended in a multi-fingered hand. There was a slightly visible neck



that was covered by a semitransparent dome membrane that shielded the head. Tholians had two glowing spots near the top of their torso. They turned these to face individuals with whom they interacted, which suggested they were some sort of information-gathering organ(s). Tholians communicated primarily through a series of clicks and chirps. Tholians were naturally able to emit various forms of radiation, which they could modulate. They could communicate over short distances in this fashion. Tholians were hermaphroditic, with each individual possessing both male and female sexual organs.

Tholian biology required high temperatures around 480 Kelvin (207°C, 404°F). They could tolerate lower temperatures for a brief period of time; if they were exposed to temperatures around 380 Kelvin (107°C, 225°F) or less, their carapace would crack. This was painful or distressing; a Tholian subjected to such a temperature regime could be coerced to cooperate. In temperatures even lower, a Tholian would freeze solid and shatter.

Modifiers: END -2, INT +2, EDU -2

Special: Communications 1 (their natural ability to communicate by modulating radiation.)

Limitation: Suitable as NPCs only.

Trill

The Trill were a humanoid species native to the planet Trill. A small percentage of the Trill population co-existed with a sentient symbiotic organism known as a symbiont inside their bodies. The resulting joined Trills had personalities which were a synthesis of the two beings including the memories, and to some extent the personalities, of the previous hosts of the symbiont. This way, the joined being gained all the skills and occupations of the previous hosts. As late as 2367, the fact that some Trills exist as a joined symbiotic species was widely unknown, even to Federation scientists.



Most Trills are distinguished by two rows of spots going down each side of their bodies, from forehead to toe. Their skin color could vary. Joined Trills are also extremely allergic to insect bites; the biochemical connections between the host and symbiont cannot tolerate the reaction caused by the insect's venom. It may be noted that Trill are known for having cold hands.

The few Trills that are given a symbiont are typically joined in their early- to mid-twenties. The physical process of being joined is irreversible. Once joined, the host and symbiont are dependent on each other after ninety-three hours. If the symbiont is removed from the host, the host will die within hours unless another symbiont is implanted.

Modifiers: None

Special: Can be joined with a symbiont. See Trill Symbiont.

Trill Symbiont

A symbiont was a sentient vermiform lifeform from the planet Trill. It was transferred from one humanoid Trill host to another, through a surgical procedure, upon the death of the prior host. The symbiont took with it all of the memories of the previous Trill hosts so, upon joining, the new Trill host gained those memories.



The symbionts lived in the Caves of Mak'ala on Trill and were cared for by Guardians. The symbionts communicated with each other via electrical impulses transmitted through milky water that they inhabited, and apparently could speak with the Guardians in the same manner. They were long-lived compared to most humanoid species, and could easily live beyond 550 years.

Once a symbiont was joined to a Trill for over ninety-three hours, the symbiont became dependent on its Trill host and vice versa; the symbiont could not return

to the Caves of Mak'ala (if joined for the first time) nor survive a significant period of time outside of a host.

Modifiers: INT +2, EDU +2

Special: When joined with a host, the combined being retains the STR, DEX, and END of the host, while the INT and EDU of the combined being are those of the symbiont. When joined, select any three skills from the skill list that the host does not currently possess and add them to the host's skill list at rank 0.

Xindi-Aquatic

The Xindi-Aquatics were a non-humanoid race that evolved to living underwater. They were one of the six original species of Xindi, with whom they shared a common genetic ancestry.

The Aquatic females were larger and had rougher skin than the males who were slimmer and had smoother skin. Females had a more humanoid-looking face, whereas male faces were rounder.



They had slit-like irises in their eyes and were capable of seeing far better, underwater, than humanoids were. Aquatics had three fingers on each forelimb, ending in short fingernail-like claws, with webbing in-between for easier swimming. Their skin was a greenish shade and had blotches of olive. Like all Xindi, they had a fold at the top of their cheekbone. They had tails for maneuverability and their hind limbs were fins.

Modifiers: STR -2, DEX -2, END +2, EDU -1

Special: Sports (Swimming) 5

Limitation: A Xindi-Aquatic out of water begins to suffocate. Each round the Xindi-Aquatic loses 1D6 points from his attributes, just as if he were damaged in an attack (see **Chapter 5: Personal Combat**).

Xindi-Arboreal

Xindi-Arboreals were members of the multi-species Xindi race. They were one of the most peaceful of the six species, which shared a common genetic ancestry. In appearance, Arboreals were



covered with hair (at least their hands and heads were) and had long, sharp fingernails, dark eyes, and a ridge running from their noses to the back of their heads.

Arboreals were susceptible to a certain type of mutagenic virus created by the Loque'eque. Arboreals had a dislike and perhaps even a fear of water. However, they did drink beverages. Arboreals were considered to be lethargic by the other Xindi species. They were also extremely calm, even when taken hostage.

Modifiers: STR +2, DEX -2

Xindi-Insectoid

Xindi-Insectoids were members of the multi-species Xindi race. The Insectoids, like all Xindi species, had distinctive ridges on their cheeks.



They were, as their name suggests, insect-like in appearance. Their average life expectancy was estimated to be twelve years. It was easy to find, on their ships, individuals about ten years old, who were probably considered "elders."

They were genderless and reproduced asexually. Also, because of their insectoid nature and the shortness of their life span, they were strongly concerned over the survival of their offspring. They protected their young by making a hatchery attached to their ships and shielded it in case of danger, even at the expense of the ship's life support system. Each individual was able to produce large clusters of eggs.

Modifiers: DEX +2, END +2, EDU -1

Xindi-Primate

Xindi-Primates (aka Xindi-Humanoids) were members of the multi-species Xindi race. The Primates were ape-like and they, more than any other Xindi species, resembled Humans. In common with Humans, they had skin that varied in complexion and



most of the Primates had ten fingers. They had, like all Xindi, distinctive ridges on their cheek bones. They also had larger foreheads but no eyebrows.

The Primates were seen as fair, honest, and trustworthy by other Xindi. However, they were not seen as being very resilient. They were also the most intellectual species of Xindi and therefore one of their own, Degra, was assigned to develop the weapon to destroy Earth. However, this intelligence also helped in convincing Degra that the Guardians' promises were empty.

Modifiers: STR -1, END -1, INT +1, EDU +1

Xindi-Reptilian

The Xindi-Reptilians were a member of the multi-species Xindi race. They were easily the most aggressive of the six species, which shared a genetic ancestry. Xindi-Reptilian faces were scaly



and highly textured, including many small wrinkles and ridges. The Reptilians had yellow to brown-colored scales with multiple spikes coming out of their heads and little tusks, one on either side of the face, protruding from close to the mouth. They had yellow eyes with slitted vertical pupils, and were cold blooded. Like other Xindi, they had a characteristic facial feature, involving a small indentation and a series of little bumps on their cheek bones.

Reptilians' brains had neural pathways that were virtually identical to those of Xindi-Primate brains. Xindi-Reptilians were also stronger and had greater stamina than Humans. For example, they were not affected by phase-pistols set on stun and survived direct hits from MACO particle weapons without suffering any immediately noticeable ill effects from such weapons, apart from being pushed slightly back. Reptilians were carnivorous. Living food, like small rodent-like creatures, were part of their diet.

Modifiers: STR +3, DEX +1, END +3

CHAPTER 10

TIMELINE

Occasionally the referee may need to know how many years have passed between his adventure and a particular point in time. This chapter provides a timeline of events in galactic history. Each event is given a year, and some events a month and day. A few will provide a range of years. Events are given through 2379, when the events of *Star Trek: Nemesis* occurred. This timeline by necessity only covers relatively major events. For a more detailed timeline, consult the book *Star Trek Chronology: The History of the Future* by Pocket Books.

Beginning of Time – 19th Century

15 Billion Years ago: The formation of the universe known as the Big Bang.

8 Billion Years ago: The Guardian of Forever is created.

4 Billion Years ago: A humanoid race seeds DNA across the Alpha Quadrant on various planets including Qo'noS, Earth, Vulcan and Cardassia.

3.5 Billion Years ago: Q takes Picard to visit Earth during this time, when the chemical building blocks of life are first forming in the primordial ooze.

2 Billion Years ago: The Tagus civilization flourishes. The Tagus were a subject of particular interest to Captain Picard.

100 Million Years ago: A civilization in the D'Arsay system builds an automated craft designed to preserve their culture.

Millions of Years Ago: The Organians transform into beings composed of pure energy.

1 Million Years ago: When the ruins surrounding the Guardian of Forever were built.

600,000 Years ago: The great T'Kon Empire goes extinct when their sun goes nova.

500,000 Years ago: A great cataclysm happens on Sargon's planet, tearing the atmosphere away from the world. The survivors' are placed in round canisters to preserve them, and are put beneath the surface of the planet.

30,000 Years ago: The era when Neanderthal and Homo sapiens co-existed in Eurasia on Earth.

c. 7625 BC: The Dominion is founded, in the Gamma Quadrant.

4641 BC: The Shore Leave planet is established by an unknown alien race.

3834 BC: A man named Akharin, an immortal, is born in a region of Earth later known as Mesopotamia. Akharin will lead hundreds of lives and be known as such men as Methuselah, Merlin, Abramson, Leonardo DaVinci, Johannes Brahms, Mr. Brack, and finally Flint. He will survive into the 23rd century.

2650 BC: The Great Pyramid at Giza is ordered built by the Egyptian pharaoh Khufu of the Fourth Dynasty to serve as a tomb when he dies. It is the only one of the seven wonders of the ancient world still standing.

850 BC: The monastery of P'Jem is constructed by Vulcans on a planet near Andorian space. At some point, it becomes a sanctuary for the practice of the Kolinahr discipline.

370: On Vulcan, the time of the Great Awakening as the teachings of Surak, emphasizing logic and control of emotions, lead to a period of reformation. It was also a time of great violence. Surak himself was killed by radiation poisoning after coming into contact with nuclear fallout. Shortly thereafter a group of Vulcans left the planet to strike out on their own and form a new society. These are the ancient founders of the Romulan society, who no doubt left Vulcan in rebellion to Surak's teachings of logic and pacifism.

c. 375: The Jem'Hadar become the first line of defense for the Dominion.

c. 650: The Vulcans begin interstellar travel.

870: Kahless defeats the tyrant Molor and unifies the Klingon nation on Qo'noS.

c. 900: The classic period of the Mayan civilization ends as the Maya abandon their great cities, moving northward. Mayan civilization would continue for another 600+ years.

c.1248: The Mexica tribe settles in the Lake Texcoco region, marking the beginnings of Aztec culture.

1588: England defeats the Spanish Armada, a historic event that is a favorite of Malcolm Reed.

1851: The Suliban homeworld, in sector 3641, becomes uninhabitable. The Suliban become a nomadic people, existing in pockets throughout the Alpha Quadrant.

1863: The Scagarans abduct a group of humans from the American west and enslave them. Within six months, the humans have rebelled, overthrown the Scagarans, and have destroyed the Scagaran space ship. The humans then construct a society based on what they remember from having lived in the Western United States, including laws to prevent the surviving Scagarans from ever re-creating their technology or gaining any power whatsoever in society.

1888: The Redjac entity, as Jack the Ripper, kills 5 women in London, England on Earth.

1893: Lt. Commander Data arrives from the future to investigate the invasion of 19th century San Francisco by life-forms from Devidia II in the 24th century.

20th Century

1903: 17 December – At 10:35 am, the Wright brothers participate in the first ever powered manned flight at Kitty Hawk, North Carolina, USA.

1912: April 15 – RMS Titanic sinks after colliding with an iceberg in the northern Atlantic Ocean on Earth. 1,523 Humans drown.

1914: World War I begins.

1915: Albert Einstein creates his Theory of General Relativity.

1917: With the October Revolution, the Bolsheviks and their leader Vladimir Lenin gain power over the nation of Russia and help form the USSR.

1918: World War I ends.

1930: Doctor Leonard McCoy, suffering from a Cordrazine overdose, flees through the Guardian of Forever and arrives in this year. He briefly changes history by saving the life of pacifist Edith Keeler. This redacts the United Federation of Planets out of history, except for a small USS Enterprise landing party. Captain Kirk and Commander Spock use the Guardian to intercept McCoy in the past, preventing him from saving Keeler's life and restoring history.

1932: The Redjac entity kills seven women in China on Earth.



1933: On Earth, Adolf Hitler's Nazi movement takes power in Germany. The Nazis begin to establish a dictatorship, using such party organizations as the SS and the Geheime Staatspolizei ("Secret State Police", a.k.a. the "Gestapo").

1937: The Briori kidnap three hundred Humans from Earth and transport them to the Delta Quadrant to serve as slaves. Among the captives is pilot Amelia Earhart.

1938: Adolf Hitler proclaims that "...we need breathing room!"

1939: World War II begins.

1941: December 7 – Naval Air forces of the Japanese Empire attack the United States Navy base at Pearl Harbor. The event results in the entry of the United States into World War II.



1945: World War II comes to an end on the planet Earth, with the United States of America emerging as one of the victors. The following establishment of the US as a dominant power would lead to developments resonating on into the 24th century.

1947: July 2 – A Ferengi shuttle from the 24th century, carrying Quark, Rom, Nog, and Odo, crashes on Earth near Roswell, New Mexico leading to unofficial First Contact between Humans and Ferengi. The "aliens" are briefly imprisoned by the US Army Air Corps before they escape, returning to their own time. The event is covered up by the USA, claiming all they ever found was a weather balloon.

1953: The USSR tests their first H-bomb.

1957: October 4 – The Soviet satellite Sputnik becomes the first Human-made object to enter space. This event ushers in the Space Age.

A Vulcan ship, which had been investigating the launch of Sputnik I, crash-lands on Earth near Carbon Creek, Pennsylvania, leading to unofficial First Contact between Humans and Vulcans. The Vulcans are later rescued.

1958: The space agency of the USA, the National Aeronautics and Space Administration (NASA), is founded.

1960: On Miri's homeworld, the Life Prolongation Project goes disastrously wrong and begins killing off the planet's adult population.

1967: The 29th century Federation timeship Aeon crash-lands in the High Sierras, California after its navigation system is knocked offline during an attack on the USS Voyager in 2373. Henry Starling finds the timeship intact and begins to use its advanced technology to found Chronowerx Industries and start the microprocessor revolution.

1968: The USS Enterprise travels back from 2268 to study how Earth survived this period in its history. The United States of America launches an orbital nuclear weapons platform from McKinley Rocket Base. Following the launch, the platform develops a severe malfunction, and begins to reenter the atmosphere. Attempts to self-destruct the platform initially fail, but the platform eventually detonates 104 miles above Asia. The result is a new and stronger agreement against the use of such weapons. Encountering Gary Seven, the crew of the Enterprise becomes involved in the platform crisis, and is instrumental in causing the detonation of the falling platform.

1969: Henry Starling introduces the very first isogated circuit.

Mid-July – The USS Enterprise arrives in Earth's atmosphere after being subjected to a slingshot effect by a close encounter with a black star in 2267.

July 20th – The Earth spacecraft Apollo 11 lands on the Moon, recording Humanity's first steps on another world.

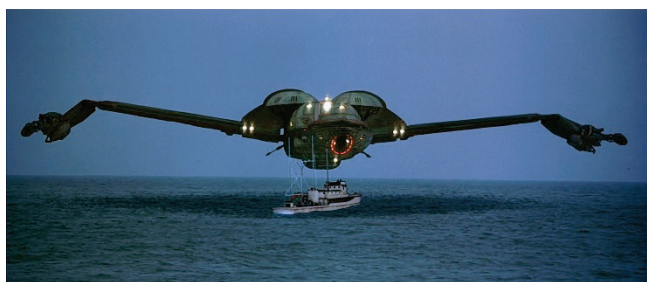
1973: Pioneer 11 is launched from Earth.

1974: The Redjac entity, inhabiting a Human host body, kills five women in Kiev on Earth.

1976: NASA starts its new space shuttle program by conducting the first tests with the prototype, Enterprise.

1979: Sept. 1 – After traveling 6.2 billion kilometers, Pioneer 11 reaches the giant planet Saturn. This probe is the first Human spacecraft to visit this world.

1986: Admiral Kirk and his command crew travel back to this year to retrieve a pair of humpback whales in order to answer the call of a mysterious probe assaulting Earth in 2286. They take George and Gracie, along with a cetacean biologist, Dr. Gillian Taylor, back with them. During the acquisition of the whales, Montgomery Scott and Leonard McCoy provide Dr. Nichols with the formula for transparent aluminum on his Macintosh computer.



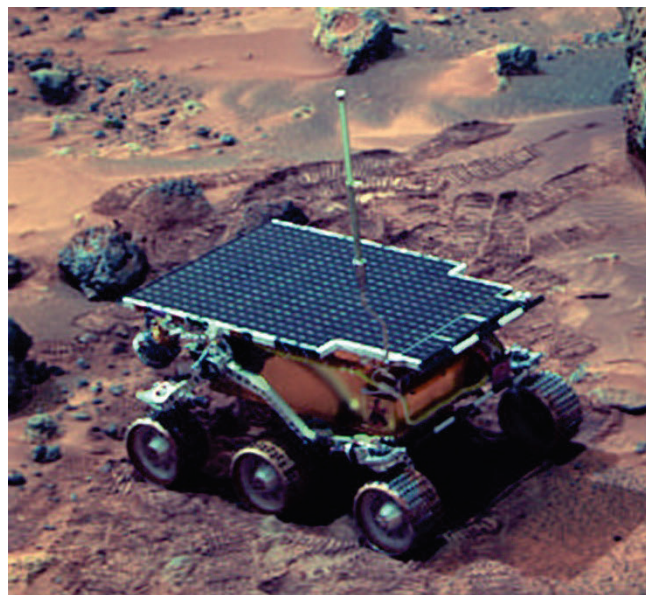
1990: The Union of Soviet Socialist Republics dissolves into a number of independent republics and federations. With this, the KGB no longer exists.

1993: The Eugenics Wars begin, a terrible conflict on Earth brought about by a group of genetically engineered "supermen" who were the result of an ambitious selective-breeding program. The leader of the group is Khan Noonien Singh and since 1992, he and his followers seized control in forty Earth nations, which totalled roughly a quarter of the planet. Terrible wars ensue, in part because the "supermen" fought among themselves. Entire populations were bombed out of existence, ferocious battles were being fought and Earth was on the verge of a new Dark Age.

1996: The Eugenics Wars come to an end with the defeat of all the "Supermen", though about eighty or ninety of them, including Khan Noonien Singh, remain unaccounted for. Khan and these unaccounted for "Supermen" leave Earth aboard the SS Botany Bay, not to be heard or seen from again, until the vessel is rediscovered by the USS Enterprise 271 years later.

USS Voyager arrives in Earth orbit after being thrown back in time by the actions of Captain Braxton.

1997: July 4 – The first rover vehicle launched by Earth's United States of America National Aeronautics and Space Administration lands on Mars. The site at Carl Sagan Memorial Station will later be preserved as a Mars Heritage Site by the Mars Historical Preservation Society.



2000: The first resident crew of the International Space Station Alpha launches into orbit, establishing a permanent human presence in space. Mankind is no longer a purely planet-bound species.

21st Century

2001: Sept. 11 – Terrorists use three hijacked commercial airliners to conduct suicide attacks on the World Trade Center in New York City and the Pentagon in Washington, DC. A fourth plane fails in its attempt and crashes after passengers wrest control from the hijackers. Thousands of lives were lost in this horrible

tragedy which immediately launched the United States into a widespread war against terrorism.

2002: Earth launches Nomad, the first interstellar probe charged with seeking out new life forms. Nomad was built by the brilliant but erratic Jackson Roykirk, who's goal was to build the perfect thinking machine capable of independent logic. Nomad is later presumed destroyed in a meteor collision.

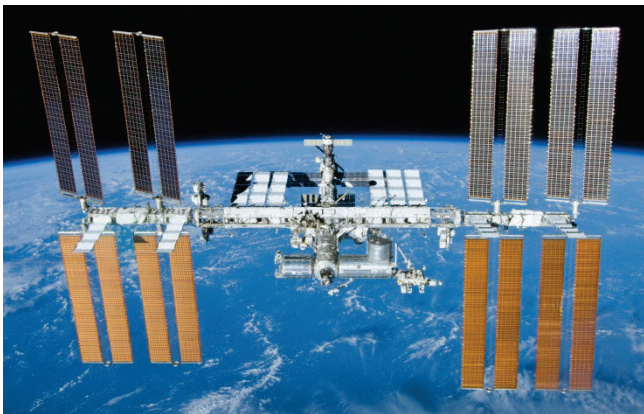
2003: February 1 – The space shuttle Columbia is lost upon re-entry into the Earth's atmosphere.

2004: January 3 – The Spirit Rover lands on Mars.

2005 – 2008: The development of space travel accelerates during this period, as manned missions to the Moon, Mars, and Saturn are prepared.

2009: Captain Shaun Geoffrey Christopher leads the first successful manned Earth–Saturn space mission, paving the way for the continuation of manned space exploration.

2010: The International Space Station (ISS) is completed in orbit over Earth. This task completed, the U.S. space shuttle fleet is retired.



2018: Propulsion technologies, and speeds, continue to improve. "Sleeperships" become a thing of the past. This may be a result of the development of the impulse drive.

2020: The U.S. Government creates special Sanctuary Districts for homeless people and the unemployed.

The United States returns to the moon for the first time since the early 1970's

2024: The Bell Riots, led by Gabriel Bell, break out in San Francisco on Earth.

2030: A permanent settlement is established by the United States on the moon.

2032: October 19 – Lieutenant John Kelly, piloting the Ares IV command module in Mars orbit, reports the approach of a large unknown object seconds before he and his craft vanish. Crewmates Rose Kumagawa and Andrei Novakovich, on the planet's surface at the time, are stranded but later rescued.

2033: In the Delphic Expanse, the Xindi Homeworld is destroyed. Members of five of the species of Xindi manage to escape and live on other planets within the Expanse. A sixth species, the Avians, are completely wiped out. The destruction of the planet was caused by the use of a seismic weapon by the Reptilian and Insectoid Xindi species.

2036: Hover cars come into popular use on Earth. They replace the combustion engine driven automobile.

2037: July 23 – NASA launches a deep-space exploration vessel, the Charybdis, with Colonel Steven Richey in command. This is the third mission of its kind to depart Earth in an attempt to travel beyond the orbit of Pluto. The first two were unsuccessful.

c. 2044: The SS Charybdis is contaminated by an alien life form. Colonel Richey, the last survivor, finds himself on planet Theta VIII within a holographic simulation created from the poorly written novel **Hotel Royale**.

2047: The Los Angeles area is submerged under 200 meters of water following the Hermosa Quake. The region becomes the largest coral reef on the planet. Mojave, a desert community, survives and becomes a large city.

Early 2050s: Relations break down between the two major alliances of nations that compose mid-21st century Earth.

The starliner (manned interstellar probe) USS Enterprise XCV-330 sets out on its maiden voyage.

2053: World War III begins.

Colonel Green, a leader in the conflict, becomes known for his cruelty during the course of the conflict. Six hundred million people died in the hostilities and most major cities were destroyed. The previously flourishing technological societies of Earth were thrown back to a barbaric state more like the Dark Ages of over 1,000 years earlier.

Late 2050's: The world slowly recovers from the ravages of World War III. A few nation states such as the United States and Australia survive at least in part, and will re-emerge in the years to follow.

2061: It is at this time, that some progress is made in moving the Earth's economy away from the use of fossil fuels.

2063: The 21st century events of **Star Trek: First Contact** occurs.

April 5, **FIRST CONTACT** – The contact with extraterrestrials marks a key moment in human history, marking the beginning of the uniting of Earth.



2064: Zefram Cochrane is asked to speak at Princeton, to give a commencement note address. In his remarks about First Contact he mentions his encounter with "cybernetic creatures from the future" and reveals that these creatures were defeated by a group of humans from the future. These comments are widely disregarded and Cochrane later distances himself from these remarks, disavowing them.

2065: The first deep-space exploration vessel since 2037, the SS Valiant, departs Earth. Transmissions from the ship eventually die out.

2066: The planet Terra Nova, only 20 light years away from Earth, is discovered.

2067: The Conestoga, a ship commanded by Captain Mitchell, is sent out by the Space Agency to colonize the new planet known as Terra Nova. This was the first time the humans had tried to colonize deep space. It would take nine years to complete the journey.

2069: The Klingon Emperor dies. No successor ascends the throne.

c. 2073: Zefram Cochrane offered one of his more famous quotes: "Don't try to be a great man, just be a man. Let history make its own judgments."

2076: The Terra Nova colony, the first human colony outside of the solar system, is established.

2081: A rogue asteroid strikes Terra Nova. The radioactive fallout resulting from the asteroid impact eventually kills off all of the adult colonists, and the children are forced to fend for themselves, seeking refuge in underground caves. Only the ones five years old and younger develop immunity to the radiation.

2090: Zefram Cochrane perfects the warp 2 engine, and construction begins on the first of the warp 2 freighters that will usher in a new era of interstellar travel and commerce.

2091: Warp 2 capable freighters first begin to be used to ship cargo on long runs from planet to planet. Their crews, the "boomers" develop a unique culture with strong bonds of loyalty to their families and their ships.

c. 2100: This is the era of the European Hegemony: a loose political alliance on Earth and the beginnings of a world government.

22nd Century

2103: Colonization of Mars. At some point in the process of colonization, the Fundamental Declaration of the Martian Colonies is made, which comes to be known as an historic legal document which set a precedent in interstellar law.

2105: Eight women are brutally knifed to death by an unknown assailant in the Martian Colonies.

2110: At twenty five years of age, the precocious Emory Erickson begins work on what will become the transporter. He is a colleague of both Henry Archer and of Zefram Cochrane.

2113: Having learned the lessons of the last World War, the first united Earth government is established. Also around this time, the Klingon justice system begins to change as the warrior class comes to have greater influence over all aspects of Klingon life. Soon, the Klingon Empire begins to develop a much more aggressive stance and works to expand its boundaries.

2119: The Warp 5 Complex is established to create technology that will allow humans to safely explore deep space. Zefram Cochrane is present during the groundbreaking ceremony. Henry Archer, Jonathan Archer's father, is second only to Cochrane in his importance to this program. The Warp Five program would eventually come under the jurisdiction of the new entity, Starfleet, working in conjunction with the Vulcan Advisory Council. Shortly after, Zefram Cochrane disappears after departing for "parts unknown" in a one-man vessel.

2123: November 27 – A privately-funded DY-500 class starship, the *Mariposa*, departs Earth carrying two groups of colonists bound for the Ficus sector and the two planets selected as their new homelands. Space travel has become a regular occurrence at this time.

2125: Y-500 Class and DY-500 Class vessels are decommissioned and are no longer in service.

c. 2129: Invention of the Transporter.

2132: Starfleet is formed. It's charter, to "boldly go where no man has gone before." Part of Starfleet's original charter was the little known Section 31, which allowed for extraordinary measures in the event of a threat on Earth. The inclusion of this authority soon results in the creation of a secretive, black ops division of Starfleet that eventually comes to be known simply as "Section 31." Section 31 emerges as an autonomous group concerned with searching out, identifying, and quietly dealing with potential dangers to the Earth. Members of this organization defy the principles of the Earth (and later the Federation) in order to protect them, which is one of the reasons why Section 31 is not officially sanctioned by Starfleet and its very existence is not acknowledged openly.



2134: Arik Soong takes a series of genetically engineered embryos from Cold Station 12. He takes the embryos to a planet into the Trialis system to raise them. This planet is located between the Orion Syndicate and the Klingon Empire.

2139: During an experiment involving a new technology, Quantum transporter, Emory Erickson's son Quinn volunteers to test the device. Emory had invented the transporter some years earlier, and while still at a relatively young age wanted to top his earlier achievement. This zeal prevented him from considering the risks properly, and Quinn's signal was lost. Quinn would continue in this non-existence, and Emory would work to try and save Quinn for the next fifteen years.

2142: Starfleet conducts a series of tests on the new transporter technology.

2143: The NX program, which has worked to design and test a vessel capable of breaking the Warp 2 barrier, is reaching its climax. In the test the Warp 2

barrier is broken, but the NX-Alpha craft is lost. Facing resistance from the Vulcans, test pilots Jonathan Archer and A. G. Robinson team up and steal the NX-Beta to try and again break the Warp 2 barrier and successfully maintain Warp 2.5. They are subsequently grounded for three months.

2144: The Cabal, an organized group of militant Suliban emerges, and begins its series of attacks on Tandara and other planets near to concentrations of Suliban refugees. Shortly after this point, the Cabal becomes involved in the Temporal Cold War, receiving orders from a strange figure from the future.

2148: Shran first assumes command of the Kumari, an Andorian battle cruiser.

2150: The keel is laid for the first warp 5 starship, Enterprise (NX-01). Captain Archer begins the crew selection for the Enterprise.

c. 2150: The Founders begin seeding the galaxy with 100 infant changelings who are mandated to explore and then later come back to the Link to report on their findings.

2151 – 2161: The events of **Star Trek: Enterprise** occurs.



2156: Redjac murders 10 women on Alpha Eridani II.

2162: Hoshi Sato invents the lingual code translation matrix. This is presumably the basis of the universal translator, which is an integral Federation technology from here on.

2165: The Statutes of Alpha III are drawn up, a key development in the legal history of the United Federation of Planets.

2167: The Starship Archon visits planet Beta III in star system C-111.

2168: The Starship Horizon visits Planet Sigma Iotia II, about 100 light years beyond Federation space.

2170: A group of Native Americans, seeking to preserve their culture, leave their North American home to search for a planet on which they can begin a colony. Their leader is Katowa. They eventually settle on Dorvan V.

2196: Starfleet withdraws the Daedalus-class starship from service.

23rd Century

2209: The first case of transporter psychosis is diagnosed on Delinia II.

2217: The USS Valiant contacts Eminiar VII. The ship and crew become casualties of the ongoing war between Enimiar and Vendikar.

2236: The SS Columbia crashes on Talos IV. Sometime after this a threshold of velocity known as the "time barrier" is broken, which had been preventing high speed warp travel.

2242: The Battle of Donatu V is fought near Sherman's Planet between Klingon and Federation forces.

2245 The USS Enterprise (NCC-1701) is assembled in the San Francisco shipyards under the watchful eye of its future commander, Captain April. One of the designers of the Enterprise is Laurence Marvick. Captain April will command the starship on a five-year mission of exploration. His wife Sarah April is the ship's first Chief Medical Officer.

2246: Kodos the Executioner seizes power on Tarsus IV, and ultimately orders 4,000 colonists killed. James T. Kirk, age 13, and Kevin Riley are among nine people who witness the event and survive.

2250: Captain Robert April relinquishes command of the Enterprise to Captain Christopher Pike.

2252: Spock begins serving aboard the USS Enterprise.

2254: The events of **The Cage** occur.

2264: Christopher Pike ends his service as Captain of the USS Enterprise and hands over command to James T. Kirk.

2265 – 2269 (Stardate 1312.4 – 5943.9): The events of **Star Trek: The Original Series** occur.



2270: The Enterprise returns to Earth. It is the only Constitution-class starship to return with its crew virtually intact.

2273 (Stardate 7410.2 – 7414.1): The events of **Star Trek: The Motion Picture** occurs.

2285 (Stardates 8130.3 – 8210.3): The events of **Star Trek II: The Wrath of Khan** and **Star Trek III: The Search for Spock** occurs.

2286 (Stardate 8390.1): The events of **Star Trek IV: The Voyage Home** occurs.

2287 (Stardate 8454.1): The events of **Star Trek V: The Final Frontier** occurs.

2290: Hikaru Sulu promoted to Captain and assigned to USS Excelsior (NCC-2000).

2293 (Stardates 9521.6 – 9529.1): The events of **Star Trek VI: The Undiscovered Country** occurs.

2293 (Stardate 9715.5): USS Enterprise (NCC-1701-B) is christened and launched. The Enterprise intercepts a pair of El-Aurian refugee vessels caught in an energy ribbon in space. Doing his part to save the Enterprise-B from being destroyed by the energy ribbon on her maiden voyage, Captain James T. Kirk, one of the most celebrated Starfleet officers in history, is believed to be killed.



2296: The USS Jenolan, while traveling to the retirement colony on Norpin V, encounters a Dyson sphere. The Jenolan becomes trapped in the sphere's gravity well and crashes. The only two survivors, Ensign Matt Franklin and passenger Captain Montgomery Scott, unable to wait for a rescue, place themselves in suspended animation by storing their patterns in the pattern buffer of the ship's transporter.



24th Century

2311: A conflict between the Federation and the Romulan Star Empire known as the Tomed Incident takes place, the outcome of which led to the Treaty of Algeron. The treaty redefined the Romulan Neutral Zone, and as well, ended all Federation research into

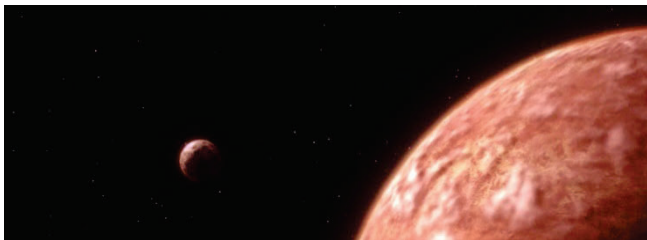
cloaking technology. Afterward, the Romulans go into a period of complete isolation.

2325: The Son'a subdues the Tarlac and Ellora and integrates both into their society as a labor class.

2328: The Cardassian Union begins "to help and develop" Bajor, starting its de facto occupation.

2332: The Nexus returns to the Milky Way Galaxy 39 years after James Kirk was taken by it.

2336: Data is built on Omicron Theta, and begins his endeavor to become more human. The Omicron Theta colony is later destroyed by the Crystalline Entity, but not before the thoughts and memories of the colonists are implanted in Data as a "message in a bottle".



2337: The Changeling Odo is found adrift in his natural gelatinous state in the Denorios belt in the Bajoran system.

2344: The Klingon Empire and the Federation are negotiating a peace treaty. This peace conference is occurring as the USS Enterprise (NCC-1701-C) responds to a distress call from Narendra III. In what becomes known as the Battle of Narendra III, the USS Enterprise-C is destroyed while defending the Klingon outpost on Narendra III from Romulan attack. This event reemphasizes the Khitomer Accords and ensures a lasting peace between the Federation and the Klingon Empire.



2346: On Stardate 23859.7, in what is later known as the Khitomer Massacre, the Klingon colony on Khitomer is attacked and destroyed by Romulan forces. Among the casualties is Mogh, whose son Worf survives and is later rescued by the USS Intrepid. After the Khitomer Massacre, the USS Intrepid pays a visit to Starbase 24 where another survivor, Kahlest, disembarks for medical treatment. She later books a passage to her home in the Klingon Empire.

2347: The Setlik III massacre takes place, in which Cardassian forces raid the Federation colony on the planet.

2350: Romulan forces make a foolhardy attempt to board Klingon General ShiVang's flagship. Following the ensuing battle, Martok, a civilian laborer, is given a battlefield commission in the Klingon Defense Forces.

2363 (Stardate 40759.5): USS Enterprise (NCC-1701-D) is launched from the Utopia Planitia Fleet Yards. She is commissioned on Stardate 41025.5.



2364 – 2379 (Stardates 41153.7 – 56844.9): The events of *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine*, *Star Trek: Voyager*, *Star Trek: Generations*, *Star Trek: First Contact*, *Star Trek: Insurrection*, and *Star Trek: Nemesis* occur.



CHAPTER 11

FOREIGN GOVERNMENTS

The galaxy holds uncounted numbers of spacefaring nations, each with its own laws and interests. The best known of these governments is the United Federation of Planets, and a description of that government is in the following chapter. In this chapter are descriptions of several alien governments, all of which either have been or continue to be in opposition to the Federation.

Borg Collective

Founded:	Thousands of centuries ago
Location:	Delta Quadrant
Capital:	Unicomplex
Head of State:	Borg Queen
Legislature:	None (hive mind)
Judiciary:	None
Military:	Not applicable
Intelligence Service:	Not applicable
Major Species:	Borg
Language:	Borg
Currency:	None

The Borg Collective was the term used to define the collective intelligence comprising all members linked together into a hive mind via subspace transceivers and calling themselves the Borg. It was the de facto governing power, as the term was considered by individuals, over all Borg civilization.

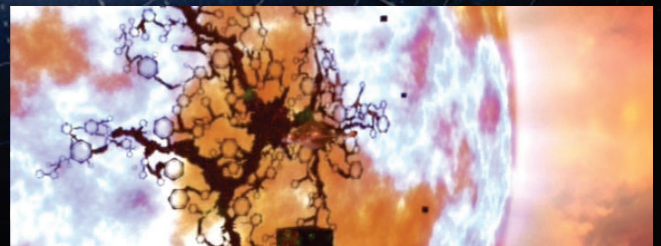
The Collective made decisions as a single entity. However, the Borg Queen played an as yet not totally understood role in ordering the chaos of the Collective and the information flowing in from its trillions of drones. The voice of the collective had a multi-track resonant quality, the sound of the trillions of drones that comprised it speaking as one.

The collective form of organization allowed for tremendous efficiency in action and deliberation. With each drone functioning separately according to its instructions, it could at any time be processing information, performing physical actions, or focusing its energy toward other collective goals. The vast

resources thus presented to the collective organization allowed for simultaneous execution of a nearly infinite number of tasks as well as nearly limitless calculations. This in turn allowed the Borg to consider multiple courses of action before committing to any one course. The best example of this was the Borg ability to "adapt" nearly instantaneously to any type of attack or threat. By focusing its resources on the threat at hand all possible outcomes and responses could be explored within an extremely short period of time. The result was that the Borg were able to bring a tremendous amount of force, or computational power, to bear on any single problem and overwhelm any opposition by sheer volume of numbers. The collective state of organization also greatly decreased the chance of error that exists with the decision making of individuals or the conflicts of opinion that are a factor in hierarchical organizations.

One consequence of the collective state, noted by Jean-Luc Picard who had more dealings with the Borg than anyone in the Federation except Kathryn Janeway, was that the Borg were utterly without mercy or compassion. In a collective society only the needs of the group as a whole are considered, and in this utilitarian calculation the needs of the unrivaled number of Borg would nearly always override any other considerations.

The Collective was subdivided organizationally. The Borg Queen could act as a central processor or nexus for the Collective; information or instructions disseminated throughout the Collective flowed toward the subdivisions. The "unimatrix" was the highest level of collective organization; Queen herself resided within Unimatrix 01. Unimatrices could be broken into several "trimatrices". Drones within a unimatrix or trimatrix were designated in groups known as "adjuncts", with the individual drone's identification serving to designate their position within the adjunct.



Breen Confederacy

Founded:	Unknown
Location:	Alpha Quadrant
Capital:	Breen
Head of State:	Unknown
Legislature:	Unknown
Judiciary:	Unknown
Military:	Breen Military
Intelligence Service:	Unknown
Major Species:	Breen
Language:	Breen
Currency:	Unknown

The Breen Confederacy was the official government of the Breen. This confederacy was located in the Alpha Quadrant. In late 2375, the Breen Confederacy entered the Dominion War by signing an alliance with the Dominion. In addition to Breen itself, Portas V was part of the Breen Confederacy. By the 2370s, the Confederacy maintained diplomatic or trade relations with the Ferengi and the Cardassians.



According to the terms of the alliance, the Breen Confederacy received several planets from the Cardassian Union as compensation for joining the war. The Breen would also be given control of the Romulan Star Empire in the post-war galaxy. The Founders also promised the Breen control of Earth, though Weyoun was also given this assurance. The alliance was negotiated between the Female Changeling and Thot Gor, a prominent official in the Confederacy.

The Confederacy proved very influential in its first weeks of fighting, thanks to their previously unknown energy dampening weapon, in addition to their conventional forces. The weapon proved decisive in the Second Battle of Chin'toka, allowing the Dominion to retake the Chin'toka system after inflicting huge losses on the Allies. This success followed up on a surprise attack on Earth; both events significantly damaged allied morale. However, the Allies were able to capture an example of the Breen weapon, allowing them to develop countermeasures. The Breen continued to fight on the side of the Dominion until the end of the war, demonstrating a willingness to die for the cause

comparable to that of the Jem'Hadar. In some respects this dedication actually worked to the benefit of the Allies – the Dominion's increasing reliance on the Breen forces made the Cardassians feel increasingly isolated and abandoned, and was a contributory factor in the Cardassians' eventual split from the Dominion.



Ultimately, the Dominion and the Breen Confederacy were defeated at the Battle of Cardassia.

Cardassian Union

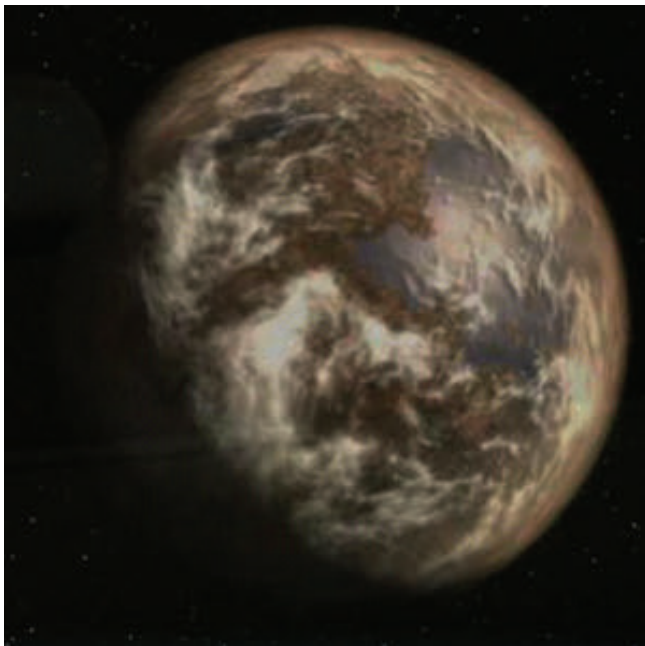
Founded:	19 th century
Location:	Alpha Quadrant
Capital:	Cardassia Prime
Head of State:	Unknown
Legislature:	Central Command / Obsidian Order (de facto), Detapa Council (de jure)
Judiciary:	Cardassian Supreme Tribunal
Military:	Cardassian Military
Intelligence Service:	Obsidian Order (pre-2373), Cardassian Intelligence Bureau (c.2373 – 2375)
Major Species:	Cardassian
Language:	Cardassian
Currency:	Lek

The Cardassian Union (also referred to as the Cardassian Empire or simply Cardassia) was the official governing body of the Cardassian people. The capital world was Cardassia Prime. The Cardassian Union was regarded as one of the great powers in the Alpha Quadrant.



The Cardassian Union was formed under a treaty that established a power-sharing agreement between the Cardassian Central Command and the Obsidian Order. Friction always existed between the two organizations as the Central Command worked to expand the reaches of the Union and the Obsidian Order worked to suppress it. The civilian Detapa Council was established to serve as the chief governing body between the two branches, however, in practice, the Council was virtually powerless.

In late-2371 or early-2372, following the fall of the Obsidian Order at the Battle of the Omarion Nebula, the Detapa Council and the Cardassian dissident movement overthrew the Central Command, establishing control over the government. In 2373, Gul Dukat secretly negotiated with the Dominion for the Cardassian Union to become its newest members. The Detapa Council was overthrown and Gul Dukat established himself as ruler of the Cardassian Union. This arrangement was later revealed to be inaccurate as Dukat (and his successors Legate Damar and Legate Broca) were actually subservient to the Vorta and the Founders.



The Cardassian military was led by the Central Command and the Cardassian forces were divided into several orders. The Obsidian Order, the intelligence agency of the Union, was sometimes referred to as part of the structure of the Cardassian military orders.

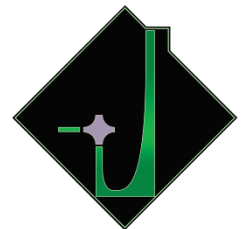
The highest court of justice in the Cardassian Union was the Cardassian Supreme Tribunal. The Cardassian Articles of Jurisprudence provided the laws governing treatment and rights of prisoners in the Cardassian justice system.

Many of the primary worlds in the Cardassian Union lacked an abundance of natural resources. For this reason, the Union relied heavily on strip mining resources from neighboring planets which were not part of other Alpha Quadrant powers, such as Bajor. As opposed to making trade alliances with them, the Cardassian Central Command would often occupy worlds and use the populations as forced laborers.

Dominion

Founded:	7625 BC
Location:	Gamma Quadrant
Capital:	Unnamed
Head of State:	Founders
Legislature:	Totalitarian rule (Founders)
Judiciary:	Totalitarian rule (Founders)
Military:	Jem'Hadar Military
Intelligence Service:	Unknown
Major Species:	Changelings, Vorta, Jem'Hadar, Karemma
Language:	Dominionese
Currency:	Unknown

The Dominion was a major interstellar state in the Gamma Quadrant. Technologically advanced and millennia old, the Dominion was founded under the absolute rule of a group of Changelings known as the Founders, whose will was carried out by the Vorta and the Jem'Hadar. The Dominion was dedicated to imposing the Founders' vision of "order" upon the universe, i.e. bringing all other civilizations under its control. According to Weyoun 4, the Dominion "has endured for two thousand years", i.e., since the 4th century. Later, in 2375, Weyoun 8 stated "the Dominion has never surrendered in battle since its founding 10,000 years ago." It was established by Changelings, who sought to protect themselves against persecution by the solids via totalitarian control. Becoming known as the



Founders, the Changelings used advanced genetic engineering to create two servant races, the Vorta and the Jem'Hadar. On behalf of the Founders, these two species began expanding Dominion territory through diplomacy and military conquest. By the mid-24th century, the Dominion had conquered hundreds of species.

In the 2370s, the discovery of the Bajoran wormhole brought the Dominion into contact with civilizations in the Alpha Quadrant. After learning that Starfleet would destroy the wormhole in the event of a direct Dominion incursion, the Founders initiated long-term plans to weaken and subvert the Alpha Quadrant. In 2373, the Dominion was able to secure both the wormhole passage and a power base in the Alpha Quadrant, through the absorption of the Cardassian Union. By the end of the year, open war erupted between the Dominion and a joint opposition consisting of the United Federation of Planets and the Klingon Empire.

The Dominion made rapid gains in the opening months of the war, beginning with the siege of Deep Space 9 and the wormhole. However, it was dealt a major setback in mid-2374, when Starfleet and Klingon forces retook Deep Space 9 and prevented the Dominion from obtaining reinforcements from the Gamma Quadrant. Also in that year, the Romulan Star Empire joined the war against the Dominion. Despite various reversals and an eleventh-hour alliance with the Breen Confederacy, by late 2375, the Dominion verged on defeat and was additionally beset by a Cardassian uprising. The war ended when the Female Changeling agreed to surrender, in exchange for a cure to a morphogenic virus afflicting the Great Link.

The Dominion was organized under a strict hierarchy, with the Founders at the top, then the Vorta, and the Jem'Hadar next. This arrangement was referred to as "the order of things" and deviation from it was punishable by death. The Founders held ultimate authority and their decisions could not be questioned under any circumstances. However, the Founders were largely apathetic towards the affairs of solids and were content to leave the administration of the Dominion to the Vorta. The Vorta commanded the Jem'Hadar and disseminated ketracel-white crucial for their survival.

The Founders were rarely encountered by their subjects, leading them to be regarded as myths or gods. The Vorta and the Jem'Hadar were both engineered to worship the Founders; indeed, they believed that their lives belonged to the Founders, rather than themselves. The Karemme were an important commercial power within the Dominion, and constructed weapons for the Dominion military.

Although the Dominion might seem monolithic and united, there were some internal pressures, mostly between the Vorta and Jem'Hadar. The two servant races of the Founders regarded one another with barely disguised contempt, and a delicate balance existed between Jem'Hadar troops and their Vorta overseers. Their shared loyalty and obedience to the Founders kept them nominally at peace, but often, it was only the Vorta's control of Ketracel-white that kept them alive, and even then, this form of control has been known to fail; Jem'Hadar killing their Vorta was rare, but not unheard of. Vorta and Jem'Hadar tried to maintain the appearance of unity, but this varied between individuals; some Vorta, such as Keevan, behaved in a false paternal fashion to their troops, while others, like Weyoun 4, were visibly disinterested in the Jem'Hadar's welfare.

A Dominion strategy frequently used was to not use its military might during initial contacts, but rather, to take over via influence and espionage. While Jem'Hadar fighters destroyed the USS *Odyssey* as a show of force, the Dominion used its vast influential and espionage tactics to destabilize the Alpha Quadrant. For example, the Dominion precipitated a war between the Cardassian Union and the Klingon Empire, and then struck an alliance with the Cardassian Union, knowing full well they would accept due to their dire state, so that the Dominion could gain support and a foothold in the Alpha Quadrant before deploying its military power.

The Dominion was founded on the principle of control, with the intent being to neutralize any potential threat to the Founders by whatever means necessary. In cases involving cooperative species such as the Karemme, the extent of Dominion interference was fairly minimal and restricted to material support. However, if the target species was or became less

cooperative, the Jem'Hadar were dispatched to wipe out any opposition. The fear of massive Jem'Hadar reprisals was enough to keep most planets in line. For a prospective member, at first contact the Dominion may have appeared helpful, or even benevolent. A typical Dominion strategy was to make concessions in the short term for an advantage in the longer term, which may have been centuries in advance.

By the time of the Dominion War, Dominion technology appeared to have significantly outpaced that of most Alpha Quadrant species. Instead of phased energy or disruptor beams, Jem'Hadar rifles emitted powerful polaron beams. They had a side effect of acting as an anticoagulant in some humanoids, thereby impeding the natural wound healing process. Similarly, Dominion warships displayed more impressive firepower than their Alpha Quadrant counterparts. Phased polaron beams were mounted on all Jem'Hadar attack ships. These initially cut through Federation shielding without effort; however, the DS9 crew subsequently managed to adapt their shields to withstand Dominion weapons for short periods. By the time of the Dominion invasion of the Alpha Quadrant, Federation shields had no more difficulty withstanding polaron weaponry than any other energy weapon.



Dominion transporters utilized transponders, which enabled them to transport individuals across distances as far as three light years. Dominion warp capability was less advanced when compared to most major Alpha Quadrant species. A Dominion fighter was capable of at least warp 7 and a battle cruiser was capable of at least warp 4.7. At least some Dominion technology was

manufactured by Dominion member species; it is known, for example, that at least one type of torpedo carried on board Jem'Hadar attack vessels was sold to the Dominion by the Karemma, a Dominion member. The Jem'Hadar did, however, seem capable of performing not only some minor and emergency repairs, but also understanding complex engineering on even Starfleet vessels.

Ferengi Alliance

Founded:	10,000 years ago
Location:	Alpha Quadrant
Capital:	Feringinar
Head of State:	Grand Nagus of the Ferengi Alliance
Legislature:	Congress of Economic Advisors
Judiciary:	Unknown
Military:	Ferengi Military
Intelligence Service:	Unknown
Major Species:	Ferengi
Language:	Ferengi
Currency:	Gold-pressed Latinum

The Ferengi Alliance was the formal name for the Ferengi government, whose seat of power was on the homeworld Ferenginar. This alliance was located in the Alpha Quadrant. The government of the Ferengi Alliance was dedicated to the promotion of Ferengi profit and commerce. It was overseen by the Grand Nagus from the Tower of Commerce on Ferenginar. The Nagus's power was derived from both the Ferengi Bill of Opportunities and Rules of Acquisition.



Despite a strong spirit of laissez-faire regarding commerce, the Alliance maintained numerous agencies to regulate Ferengi business and trade. Though ostensibly created to oversee Ferengi business practices and ensure adherence to regulation, these agencies appeared to be constructed as much to create opportunities for graft, bribery and corruption as any legitimate purpose.

The Ferengi Commerce Authority (or FCA) was an agency of the Alliance concerned with business

practices and the enforcement of trade under Ferengi Trade By-Laws and Code. Agents of the FCA were known as Liquidators, led by the Board of Liquidators, all of whose offices were located on the 40th floor of the Tower of Commerce in the Sacred Marketplace on Ferenginar. While the FCA primarily regulated business dealings among Ferengi, the Ferengi Trade Mission furthered Ferengi governmental business interests with other species. The Ferengi Health Commission oversaw health regulations in Ferengi businesses and public life and had the ability to revoke a Ferengi's trade license. The Ferengi Gaming Commission regulated all gambling ventures within the Alliance.

Domestically, advancement in Ferengi government was based on bribery and patronage. A Ferengi who aspired to a higher position in any government agency, in particular the FCA, was expected to earn a large profit not just for himself but for his superiors. Even seeking an audience with a senior government official required a donation (bribe) of latinum.



Generally, the Ferengi Alliance stayed neutral in the politics of the galaxy, since the Ferengi were solely interested in profit and making enemies diminished possible business opportunities. In the spirit of free enterprise, most Ferengi business ventures were made without the knowledge of the government. As a result, while a number of hostile conflicts occurred between the Federation and the Ferengi in the 2360s, the Ferengi Alliance itself was not considered responsible.

The Ferengi Alliance maintained official neutrality during the Dominion War, though it believed its natural business interests to lie with the Alpha Quadrant powers. Similarly, during the Occupation of Bajor the Ferengi took no sides and traded equally with the Cardassians and Bajorans. The official practice of neutrality, however, did not guarantee the Alliance favorable relations with all races. The Klingons were known to despise Ferengi in almost all circumstances, despite no history of bad relations between the two governments. However, even as a neutral power, the economic might of the Ferengi Alliance gave them significant influence in the galaxy.

The Ferengi Alliance maintained a military which consisted mostly of D'Kora-class marauder craft. The military was used to protect the business ventures of various Ferengi entrepreneurs, not to wage war. A Marauder was usually commanded by a DaiMon who was authorized to open new trade negotiations on behalf of the Alliance.

Gorn Hegemony

Founded:	Unknown
Location:	Beta Quadrant
Capital:	Unknown
Head of State:	Unknown
Legislature:	Unknown
Judiciary:	Unknown
Military:	Gorn Military
Intelligence Service:	Unknown
Major Species:	Gorn
Language:	Gorn
Currency:	Unknown

The Gorn Hegemony was the governmental body of the Gorn, a reptilian species first encountered by the United Federation of Planets in 2267. This first encounter with the Hegemony was hostile as the Gorn were claiming Cestus III, a world which was then occupied by a Federation settlement, as theirs. Despite this, the two powers had resolved the conflict over Cestus III by the 2370s, when a Human settlement did indeed thrive there.



Prior to actual contact there was little known by Earth of the Gorn. Among the minor bits of knowledge that did exist was that, according to Orion privateer Harrad-Sar in 2154, the Gorn Hegemony brewed "the finest Meridor in the five systems".

Klingon Empire

Founded:	9 th century
Location:	Beta Quadrant
Capital:	First City, Qo'noS
Head of State:	Chancellor of the High Council
Legislature:	High Council of the Klingon Empire
Judiciary:	High Council of the Klingon Empire
Military:	Klingon Defense Force
Intelligence Service:	Klingon Imperial Intelligence
Major Species:	Klingon
Language:	Klingonese
Currency:	Darsek

The Klingon Empire was the official state of the Klingon people. It was founded in the 9th century by Kahless the Unforgettable, who first united the Klingon homeworld of Qo'noS. Since then, the Klingon Empire expanded its sphere of influence by conquering numerous systems and incorporating them. This made the Empire a major power in its region of the galaxy, as of the 22nd, 23rd, and 24th centuries.



Officially, the Klingon Empire was a feudal monarchy, with power residing in the Emperor, who was traditionally a descendant of Kahless. De facto, however, power lay with the Klingon High Council. The position of emperor was abandoned (but not officially abolished) in the mid-21st century, but was revived in 2369 when a group of clerics created a clone of

Kahless, who was accepted as the new Emperor, albeit only as a religious figurehead. The Chancellor, the de facto leader of the Empire, was head of the High Council, which consisted of twenty-four members representing various Great Houses (tuqmey, essentially, the nobility). The Chancellor was protected at all times by the Yan-Isleth (Brotherhood of the Sword).

Women were not normally permitted to hold seats on the High Council. Despite that, Gowron once offered Ambassador K'Ehleyr a seat on the Council in exchange for her support of his bid to be Chancellor. Also, Azetbur, the daughter of Chancellor Gorkon, was permitted to succeed him as Chancellor in 2293.

Various factions almost constantly challenged the leadership of the Empire, and so over time the Klingons developed a strict and rigorous Rite of Succession to determine their leader. According to tradition, one was permitted to challenge the leader on the grounds of cowardice or dishonorable conduct and fight in single combat. Should the challenger slay the incumbent, he assumed the role of the new leader.

Because of the Klingon propensity for violence, shrewd Klingon chancellors redirected hostilities outward, where they would otherwise cause a civil war. In the 2150s, the Klingon chancellor instructed Duras to recapture Jonathan Archer after the latter escaped imprisonment on Rura Penthe. In this way, the chancellor focused the blame for certain internal problems on an external cause. Likewise, Gowron focused his soldiers' energies on invading first the Cardassian Union and later the Federation in order to avoid internal conflicts at home.

Aside from challenges to the primary leadership of the Empire, there was also frequent feuding between the various Great Houses. Most often, the challenge was made on the floor of the High Council and resolved on the battlefield. However, on occasion, some "dishonorable" House leaders chose to make more insidious attacks by undermining the standing of their enemies. D'Ghor underhandedly attacked the House of Kozak in this way in the early 2370s.

Orion Syndicate

Founded:	Unknown
Location:	Beta Quadrant
Capital:	Orion
Head of State:	Unknown
Legislature:	None
Judiciary:	None
Military:	None
Intelligence Service:	None
Major Species:	Orion
Language:	Orion
Currency:	Unknown

The Orion Syndicate was a criminal organization created and maintained by the Orions. The Syndicate's activities included gambling, racketeering, smuggling, piracy, slave-trading, extortion, and assassination. The Orion Syndicate controlled an area of space bordering the Klingon Empire. The area of space between the two powers was a volatile and lawless region known as "the Borderland."



The Syndicate was ruthless in its tactics, and its members were extremely loyal. Entry required a substantial membership fee, and any member would take their own life before testifying against the Syndicate. In addition, it was customary for the Syndicate to financially support any family member of a deceased associate. In an act called "witnessing," Syndicate members would often vouch for the loyalty of any new recruit whom they brought into the organization. This was a method of ensuring trustworthiness amongst its members, as any

Syndicate member who was found to have brought in a disloyal recruit would be killed along with that recruit.

Prior to 2270, the Orions had carefully maintained an air of neutrality, especially while operating in and around Federation space. This, however, has proven to be more of a guise than a reality, and was often used as an effort to cover their usually shady operations. Nevertheless, Orion's official position of neutrality comes before ship and crew, as all unsuccessful Orion missions end in suicide. Orions would keep that rationale in good conscience, as they would otherwise fall subject to Federation retaliation, if they were to lose their neutrality.

Romulan Star Empire

Founded:	4 th century
Location:	Alpha & Beta Quadrants
Capital:	Romulus
Head of State:	Praetor of the Imperial Senate
Legislature:	Imperial Senate of the Romulan Star Empire
Judiciary:	Unknown
Military:	Romulan Military
Intelligence Service:	Tal Shiar
Major Species:	Romulan, Ruman
Language:	Romulan
Currency:	Unknown

The Romulan Star Empire (or simply Romulan Empire) was a major interstellar state encompassing the Romulan people and their subject worlds and species. The Empire was known for its xenophobic character and policies of extreme secrecy, subterfuge, and territorial expansionism. By the late 23rd century, the Empire counted among the great powers in its region of the Milky Way Galaxy.



The ruling body of the Romulan Star Empire was the Romulan Senate, with each senator representing a province. The Senate was led by the Praetor, followed by the Proconsul and then the Vice-proconsul. The Praetor also presided over the Continuing Committee, a

powerful body that held authority over Senate members. Changes of government and attendant shifts in policy were not uncommon in the Empire. In 2373, Q contemplated producing a child with the Romulan empress. The Romulan Senate dispatched ambassadors from time to time, for example Caithlin Dar to Nimbus III and Nanclus to the United Federation of Planets.



In external application, Romulan political agendas appeared largely unified over the centuries. Their goals focused on maintaining Imperial security through vigilance, and negating the perceived advantages of their rivals. Both goals were accompanied by a near-paranoid reticence to reveal information, even facts as basic as their racial identity, that might illuminate other Romulan ambitions or motivations. Short of war, the means to those ends have generally varied between favored methods.

- Surreptitious political disruption of rivals – as in the secret relationship with V'Las of the Vulcan High Command in the 2150s, participation in the Khitomer conspiracy of 2293, secret alliances both with the Klingons, such as in the House of Duras from the 2340s, or against the Klingons, or the aborted attempt to replace key Starfleet officers with clones in the late 24th century.
- Limited, surprise or covert military action – as in the use of telepresence-operated drone ships to spark the "Babel Crisis" among neighboring powers in 2154, a single Bird-of-Prey used to attack the Federation border and gauge its weaknesses in the Neutral Zone Incursion of 2266, or the attack on the Klingon outpost at Narendra III in 2344.

The Empire did resort to open warfare when it was deemed necessary, but in typical fashion, their reasons for war were less than candidly expressed, as in the

Earth-Romulan War and the enigmatic Tomed Incident of 2311. Unlike the Klingon objectives of the Federation-Klingon War of 2267, Romulans do not appear to have gone to war with neighboring powers under a flag of "expansion", and no competition existed for the development of class M worlds along the Romulan Neutral Zone. Romulans expressed little resentment for the negotiated Zone they zealously guarded, and following their conflicts, the Empire withdrew behind the safety of the buffer for many decades of self-imposed isolation from Federation affairs.

After a clone intended to replace decorated Starfleet Captain Jean-Luc Picard, Shinzon, turned on the Romulans and committed a coup in 2379, the Federation (including Picard himself) helped stop Shinzon's plans of interstellar domination. The Romulans at that point suggested that an era of warmer relations may be beginning with the Federation.



The Romulan military is a powerful and technologically advanced force encompassing both spacefaring and ground forces. Despite being defeated by Earth in the Earth-Romulan War of the 2150s, the Romulan Star Empire continued to be a powerful presence, not afraid to tempt Starfleet by entering the Neutral Zone. Romulan forces were a deciding factor in the Dominion War, whose entry in 2374 turned the tide of war in favor of the Allies. Romulan military operations are supported and planned by the War Plans Council, a high-level government agency.

Besides regular forces, the Romulan Tal Shiar also has its own fleet of starships, and is a ruthless and powerful organization within the Empire and beyond.

Son'a Command

Founded:	Late 23 rd century
Location:	Nomadic
Capital:	None
Head of State:	Adhar
Legislature:	Totalitarian Rule
Judiciary:	Totalitarian Rule
Military:	Son'a Command
Intelligence Service:	None
Major Species:	Son'a, Tarlac, Ellora
Language:	Ba'ku
Currency:	None

Son'a Command was the operational organization established by Ru'afo and his followers for the military forces they constructed after being exiled from the Ba'ku planet in the 23rd century.



The Son'a were originally Ba'ku, living on the idyllic Ba'ku home planet in the Briar Patch. In the late 23rd century a group of young Ba'ku desired to follow the way of the offlanders. They attempted to take over the Ba'ku planet, but failed and were exiled. After a brief flirtation with space colonization, this group settled into a pattern of Nomadic acquisition. They would raid planets for resources and slave labor, and about half a century before 2375 subjugated the Tarlac and Ellora species to serve as indentured servants and soldiers. The Federation sanctioned them multiple times, and by the 2370s the slave raiding was thought to have stopped as a result.



By the 2370s, Son'a maintained colonies in the outlying areas near Cardassia and the Bajoran wormhole. By this time the Son'a had become infertile as well. The Federation speculated that this might have been the result of biological or genetic engineering.

During the Dominion War, the Federation suspected that they were manufacturing large quantities of the Dominion narcotic Ketracel-white in the Son'a colonies in the outlying areas near Cardassia and the Bajoran wormhole. In the later days of the war, a recently constructed facility indeed existed at their Devos II outpost. Weyoun diverted a number of Dominion warships to that colony, believing that the Federation knew about it. Damar questioned this, as he felt the Son'a should be able to protect it themselves.

The Son'a had developed technologies that surpassed that of the Federation. They had developed the technology to harness the metaphasic radiation from the Ba'ku planetary rings, something that some of the brightest minds of the Federation could not achieve. According to Dougherty's words, this was the main reason why the Son'a and the Federation entered in this "partnership". The Son'a equipped their vessels with photon torpedoes and unpredictable isolytic subspace weapons, in defiance of the Second Khitomer Accord. The Son'a used hand-held disruptor weapons that fired plasma charges.

Tholian Assembly

Founded:	Unknown
Location:	Alpha Quadrant
Capital:	Tholia
Head of State:	Unknown
Legislature:	Unknown
Judiciary:	Unknown
Military:	Tholian Military
Intelligence Service:	Unknown
Major Species:	Tholian
Language:	Tholian
Currency:	Unknown

The Tholian Assembly was the xenophobic government of the Tholian species. As a result of this xenophobia, virtually nothing is known about its governmental structure. The territory of the Assembly included Tholia and its colonies.

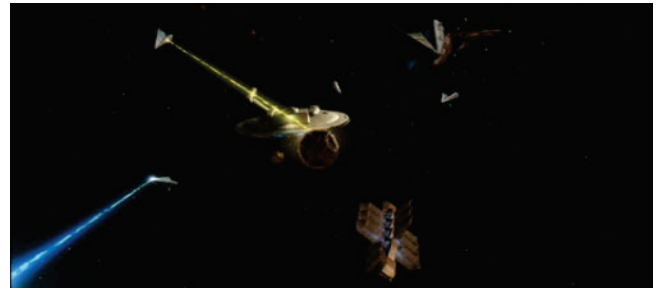


By 2152, the Vulcan High Command had only limited contact with the Assembly. When Tholian ships traveled far beyond their territory to salvage a 31st century time travel pod, it was discovered that the Assembly may have been a faction in the Temporal Cold War.

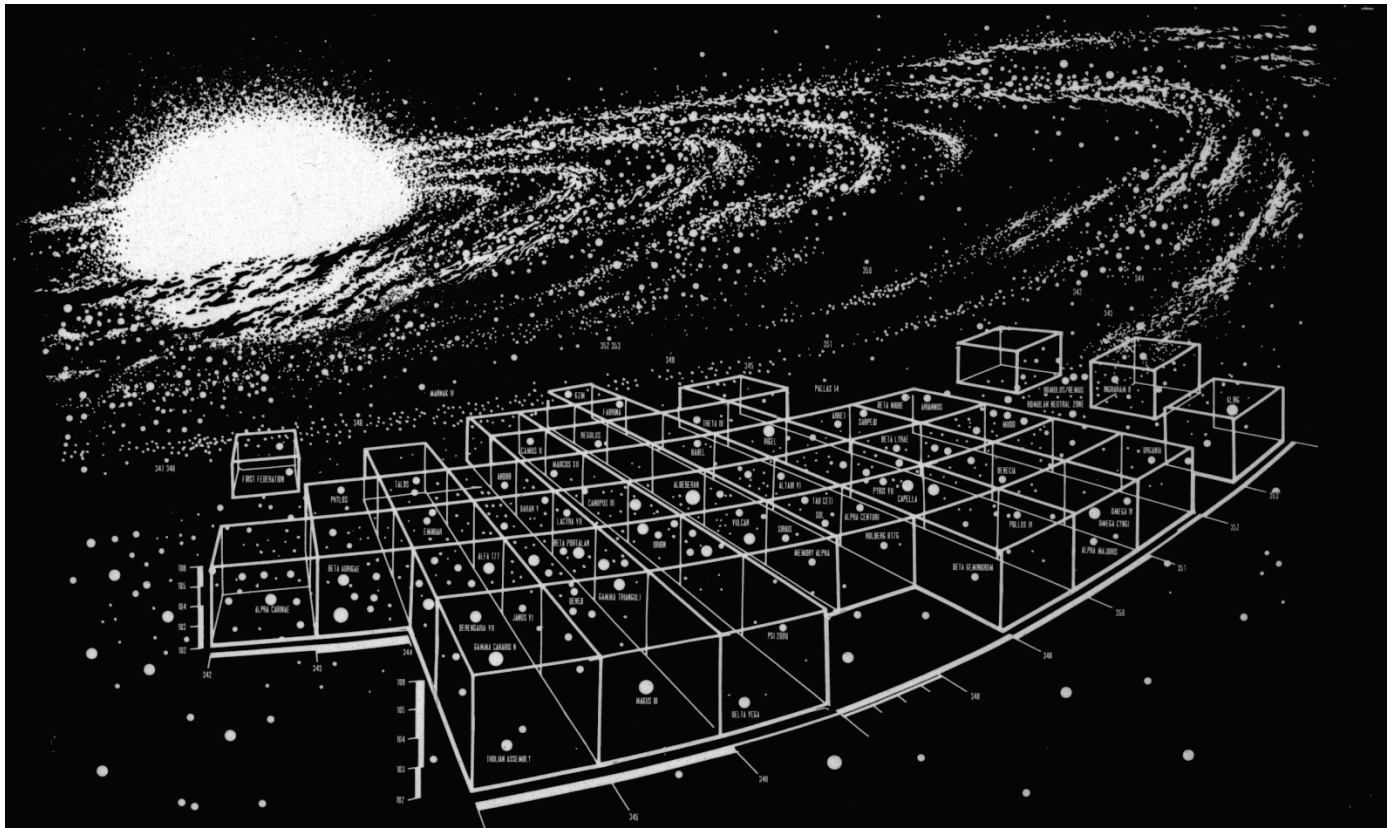
In 2268, the USS *Defiant* entered a region of space annexed by the Tholian Assembly in response to a fake distress call sent by mirror universe Tholians through an interphase. Three weeks later, the starship USS *Enterprise* attempted unsuccessfully to rescue the *Defiant* from the spatial interphase.



The 2350s saw an increase in hostilities between the Assembly and the Federation. In 2353, the Tholians destroyed a Federation starbase. Starfleet developed Tholian-based battle simulations. In 2355, during one such simulation, William Riker used a notable strategy to calculate a sensory blind spot on a Tholian vessel.



In 2371–2372, a Tholian ambassador was present on Deep Space 9. In 2372, a Tholian observer was killed in a bombing on Earth by a Dominion infiltrator. In 2373, the Tholian Assembly signed a nonaggression pact with the Dominion, and remained neutral during the Dominion War. Odo considered this to be an impressive inroad into the Alpha Quadrant for the Dominion. In 2379, there was a Tholian ambassador on Romulus.



CHAPTER 12

UNITED FEDERATION OF PLANETS

"A dream that became a reality and spread throughout the stars."

— James T. Kirk, 2269

Founded:	2161
Location:	Alpha Quadrant
Capital:	Earth
Head of State:	President of the United Federation of Planets
Legislature:	Federation Council
Judiciary:	Federation Supreme Court
Military:	Starfleet
Intelligence Service:	Starfleet Intelligence, Section 31 (unofficial)
Major Species:	Human, Vulcan, Andorian, Tellarite
Language:	English
Currency:	None (Federation Credit for interaction with other governments)

Overview

The United Federation of Planets (abbreviated as UFP and commonly referred to as the Federation) was an interstellar federal republic, composed of planetary governments that agreed to exist semi-autonomously under a single central government based on the principles of universal liberty, rights, and equality, and to share their knowledge and resources in peaceful cooperation, scientific development, space exploration and defensive purposes. One of the most powerful interstellar states in known space, it encompassed a volume of 8,000 light years. The total number of formal member worlds was over one hundred and fifty.

Unlike its imperial rivals, who derived power from a single species subjugating other races, the Federation's various member worlds joined willingly and were equals in the Federation's democratic society. The Federation



Starfleet was incorporated to maintain exploratory, scientific, diplomatic, and defense functions.

History

The history of the United Federation of Planets is the tale of an extraordinary interstellar union, slowly forged from the convergence of Human, Vulcan, Tellarite, and Andorian histories, and those of its other member species.

Rising from the ashes of World War III, the first seeds of the Federation were brought forth in 2063, when Doctor Zefram Cochrane created Earth's first warp-capable ship, the Phoenix. However, cybernetic creatures from the future, the Borg, came back in time to prevent its launch and assimilate Earth. Thanks to the efforts of the USS Enterprise-E, Cochrane was able to make his historic flight, attracting a passing Vulcan ship, the T'Polana-Hath. This event, known as First Contact, occurred on April 5, 2063 and not only led the Vulcans to assist Humanity to eradicate poverty, disease, and the causes thereof by the 2110s, but also brought the nations of Earth to unite the entire planet under a United Earth Government by 2150.

Although Earth's initial warp development progressed slowly, due to the cautioning of their Vulcan "mentors", the Warp Five program proceeded steadily. Earth's first warp five ship, Enterprise NX-01, commanded by Captain Jonathan Archer, was launched in 2151, heralding a new era defined by encountering numerous new species, like the Andorians, and initiating those friendships, which eventually led to the Federation.

The Vulcan Reformation of 2154 represented another pivotal step towards an interstellar union, prompting a new willingness on Vulcan's part to engage in a closer collaboration with neighboring species, including Humans and Andorians. When the United Earth Embassy on Vulcan fell victim to a terrorist attack, the Syrrannites, a group of Vulcans who believed their race had lost their interpretation of Surak's teachings, were initially blamed. As Archer learned, however, this was just an elaborate attempt by the Romulan-influenced Vulcan High Command to round up the Syrrannites as well as to launch a preemptive strike on Andoria based on falsified intelligence. Archer and the new Syrrannite

leader, T'Pol, delivered an ancient artifact, the Kir'Shara, to the High Command, initiating the reformation of Vulcan policy and philosophy, not only allowing Humanity to finally stand on its own but creating a new, trustworthy and more supportive Vulcan government, paving the way for the planet's eventual participation at the founding of the Federation.



By late 2154, the Romulan Star Empire had become aware of the threat that a closer partnership between Vulcan, Earth, and its neighbors posed. The Star Empire's attempts to destabilize the region led to the Babel Crisis, during which a secret mission by the Romulans involved the use of two Romulan drone ships that were able to camouflage themselves as various other vessels. With these ships, the Star Empire tried to spread distrust and hostility among local powers around Earth and Vulcan. However, Archer had made alliances with the Andorians, Tellarites, and Vulcans to find and destroy the drone ships, thereby altering the result of this Romulan mission to the exact opposite of what it was intended to achieve.

With the averted escalation of the Babel Crisis, Earth and many other worlds realized the value of their joint work and were convening a conference in 2155 to discuss the formation of a Coalition of Planets. Yet this was opposed by a xenophobic isolationist group called Terra Prime under John Frederick Paxton, attempting to destroy the Coalition and convince all races that they could never live together. However, Enterprise was able to foil their plan to destroy Starfleet Command and Paxton was detained. As all the races were about to abandon the idea of the Coalition, Archer was able to make a passionate speech to all members in which he forwarded the notion that, as explorers, they should explore the galaxy together.

Several governments represented at the conference became welded together in 2156, when the conflict with the Romulan Star Empire escalated into the Earth-Romulan War. A humiliating defeat of the Romulans by an alliance of Earth, Vulcan, Andorian, and Tellarite forces at the Battle of Cheron in 2160 effectively ended the war and led to the establishment of the Romulan Neutral Zone between the two power blocs.

In 2161, one year after the Earth-Romulan War was decided; the old war allies Earth, Vulcan, Andoria, and Tellar founded the United Federation of Planets (treaties signed and ratified) in San Francisco on Earth. The day of the official founding was later celebrated as Federation Day. Additionally, a new Federation Starfleet was officially established with a charter "to boldly go where no man has gone before." Starfleet Academy was established shortly after.

Over the coming decades, vessels like the Archon, Horizon, Essex, and the unmanned Quadros-1 probe explored space and expanded the young Federation's sphere of influence. Moreover, the Daedalus-class was an important ship design within the fledgling Federation Starfleet until its retirement in 2196.

Jonathan Archer's role in these early years was an important one, too, as he became Federation Ambassador to Andoria in 2169 and served as Federation Councillor in 2175. He was eventually elected Federation President in 2184, stepping down eight years later in 2192 at age 80.

In the late 22nd century, the New World Economy took shape in the Federation. Material needs and money became obsolete and to improve oneself became the challenge and driving force for most Humans. However, the Federation continued to deal with other cultures which had money-based economies, often via a transaction of Federation credits.

The Federation's strive for discovery remained unbroken as exemplified by months-long sleeper ship missions to deep-space destinations, which were being conducted as late as 2210. With such strife as well as steady scientific progress, like the invention of the duotronic computer in 2243 and the commissioning of new

powerful exploration vessels of the Constitution-class, like the USS Enterprise in 2245, the Federation continued its constant expansion throughout the first half of the 23rd century.

In contrast to that, one of the worst crimes in Federation history occurred in 2246, when half of the 8,000 colonists on Tarsus IV were put to death at the orders of Governor Kodos during a food crisis inflicted by an exotic fungus. Incidents such as Kodos' genocide were not isolated, as the vastness of space made it difficult for the Federation to control corruption within their ranks. The crew of the Enterprise uncovered experimentation and torture at the Tantalus penal colony and violations of the Prime Directive committed on Ekos and Omega IV.

The Federation's constant expansion also meant inevitable conflict with neighboring spacefaring races. In 2255, the Treaty of Armens between the Federation and the Sheliak Corporate was able to settle such a dispute by ceding several Class H planets to the Sheliak. Other encounters with species like the Gorn and the Tholians in 2267 and 2268, respectively, could not be resolved as peacefully, however.

In 2266, the Romulan Star Empire emerged from seclusion to test the strength of its old enemy, the Federation. The Romulan Praetor ordered his finest flagship, a Bird-of-Prey that was equipped with a cloak as well as a powerful new plasma torpedo system and was under the leadership of an experienced commander, to violate the Romulan Neutral Zone and attack the Federation's observation outposts that lined the border in Sector Z-6. Finally, the marauding Romulan vessel was intercepted and defeated by the USS Enterprise before success could be reported, thereby marking the first confirmed visual observation of the Romulans' Vulcan-like appearance and proving the Federation's strength. After this, the Romulans vigorously patrolled their side of the Neutral Zone and further encounters with trespassing Starfleet vessels were countered by the Star Empire by simply outnumbering their opponent. In 2268, despite this fact, the USS Enterprise managed to steal a cloaking device from a patrolling Romulan cruiser in order to assess the threat it posed to the Federation.

Despite these hostile encounters, the Federation managed to maintain a certain level of diplomatic interaction with the Romulans. In 2267, the Federation, the Romulan Star Empire, and the Klingon Empire jointly established a colony on Nimbus III, declaring it the "planet of galactic peace". The project however, quickly became an embarrassing failure for all three governments, although regular meetings between representatives did take place there for at least the next twenty years. The following year, the Polaric Test Ban Treaty was signed, banning research into polaric ion energy.



The most notable conflict in the 23rd century, however, was with the Klingon Empire, as the Federation was quickly expanding, and its territory began to approach the Empire's borders. Although tensions had existed between the Klingons and the Federation since the latter's founding, a very tense cold war developed in 2223. Disputes over ownership of various star systems arose and numerous skirmishes were fought, namely over hot spots like Caleb IV, Donatu V, and the Archanis sector, with both sides refraining from committing to open warfare, however.

In 2267, ongoing negotiations between the two sides were in danger of breaking down, and open warfare was becoming an unwelcome likelihood. After the Federation refused the demands of the Empire to withdraw from all disputed regions along their mutual border, the Klingons launched an immediate offensive, seizing several planets including the strategically important Organia. Not willing to accept the bloodshed, the powerful incorporeal inhabitants of Organia brought about an abrupt end to the war by rendering the weapons of both sides nonfunctional and with the chairman of the Organian Council of Elders appearing to both the Federation Council and the Klingon High Council announcing the unilateral imposition of the Treaty of Organia. Establishing ground rules for further

interaction between the two powers, the treaty helped to regulate disputes like that over Sherman's Planet some months after its signing. Besides, the aforementioned founding of the Nimbus III colony by the Federation, the Klingon Empire and the Romulan Star Empire took place in the same year. In addition to the failure of Nimbus III, however, a number of skirmishes and proxy wars continued to occur between the Federation and the Klingons over the next decade, including encounters at Capella IV, Neural, the Tellur system, and Beta XII-A. In 2285, further distrust arose when the Empire lost a ship which, by itself, became responsible for the destruction of two Starfleet vessels during its attempt to acquire a new Federation technology called the Genesis Device.

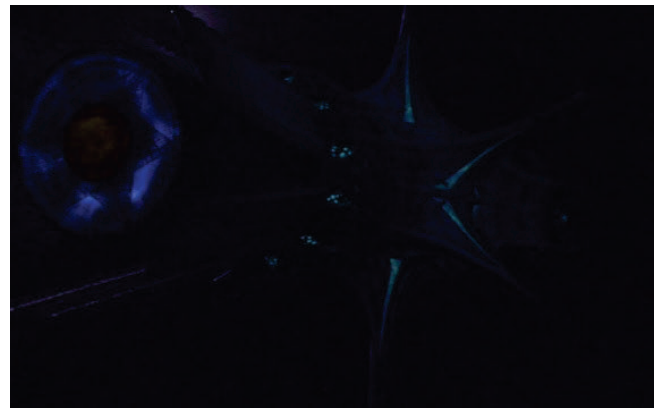


With further meetings remaining without substantial results, like that at Korvat colony in 2289, the tense relationship with the Klingons stagnated. The situation abruptly changed in 2293, after the disastrous explosion of the Klingon moon Praxis caused severe economic problems for the Klingon Empire. The Klingons quickly approached the Federation, seeking a full peace treaty, leading to the Khitomer Conference and the Khitomer Accords in the very same year. In the face of this fundamental shift of power, the Romulans attempted diplomatic subterfuge through Ambassador Nanclus' role in the Khitomer conspiracy to prevent this fundamental shift of power, albeit without success.



Aside from these conflicts, the Federation faced more serious menaces during the second half of the 23rd century from genuinely alien threats. The Enterprise discovered sites of mass destruction and death caused by the probe Nomad, a gigantic space amoeba, and a weapon of destruction dubbed the planet killer, and put a stop to them. The Enterprise also faced off against the internal threat of the M-5 multitronic unit, which had turned on its creators.

Earth, the capital world, was nearly devastated on two occasions. The first occurred in the 2270s, when a massive machine lifeform called V'ger threatened to destroy all biological life on Earth, which it saw as a planetary infestation. Fortunately, the attack was narrowly averted by the USS Enterprise, which was able to reprogram V'ger. In 2286, an alien probe of unknown origin wreaked ecological havoc while trying to contact an extinct species of Humpback whale by transmitting massive amounts of energy into Earth's oceans. Again, the crew of the late Enterprise was able to rescue a pair of these whales from the past, which then, after being released to the Pacific Ocean of the year 2286, replied to the probe.



In 2311, a terrible confrontation between the Federation and the Romulan Star Empire, costing thousands of lives, occurred. This so-called Tamed Incident led to the signing of the Treaty of Algeron, which redefined the Romulan Neutral Zone and additionally banned Federation research into developing a cloaking device as well as use of any such device. It also led to the withdrawal of the Romulan government from interstellar affairs for the next 53 years.

During the first half of the 24th century, the peace brought by the Khitomer Accords became somewhat rocky again and, by the 2340s, another war seemed to be on the horizon. However, the courageous sacrifice by the crew of the USS Enterprise-C, who gave their lives in defense of a Klingon outpost under attack by the Romulans at the Battle of Narendra III in 2344, changed the setting. Being regarded as an honorable act, the incident enormously improved the Federation's image with the Klingon Empire. Although relations between the Klingon Empire and the Federation were still described as "not too cordial" around 2349, the Treaty of Alliance was signed by 2353, establishing a firm alliance between both powers.

Starting in the late 2340s, the Federation began to encounter renewed resistance to its expansion, as it came into conflict with several neighboring powers.

The Federation-Cardassian War was one of the earliest and most severe of these conflicts. The war raged in a series of conflicts of various sizes, as the two powers struggled to protect their individual interests, with a major incident being the Setlik III massacre in 2347. The conflict was finally settled with the Jankata Accord and the Federation-Cardassian Treaty of 2370, creating a Demilitarized Zone between the two powers. This treaty, however, also changed the Cardassian border, placing some previous Federation worlds under Cardassian jurisdiction. Although the Cardassians agreed to allow Federation colonists to remain on some of these planets such as Dorvan V, resistance soon formed among the settlers. They quickly organized themselves into the militant Maquis, which continuously conducted terror attacks against both the Cardassian Union and the Federation until the outbreak of the Dominion War.

Another incident occurred in 2353, when the Federation was in a conflict with the Tholians, who attacked a starbase resulting in the death of the entire base crew except for one survivor.

In the late 2350s, the Galen border conflicts were another series of skirmishes between the Federation and the Talarian government, fought over a three-year period. Although technologically inferior to the

Federation, the Talarians compensated for this by a willingness to fight to the death and the employment of unconventional guerrilla tactics. The conflict took place over several border planets, including Castal I and Galen IV, which was overrun and destroyed by Talarian forces in 2357. Eventually, a peace agreement was signed between the two powers, which included the return of all prisoners of war.

During the early 2360s, the Federation was embroiled in a war with the Tzenkethi.

In 2364, the Federation faced a serious menace, when alien neural parasites tried to infiltrate Starfleet Command. After the parasites managed to acquire high-ranking Starfleet admirals as hosts, they started to pave the way for an invasion of the Federation by subtly ordering the replacement of the command staffs of numerous outposts and colonies. The new staffs consisted of persons who had been in recent physical contact with Starfleet Command and thus were likely also infected. Admirals Gregory Quinn and Norah Satie proved instrumental in uncovering the alien plot and, with help from the crew of the USS Enterprise-D, a cure against the parasitic infestation was found. However, although the parasite's mother was successfully destroyed, it managed to transmit a homing message before its death.



The worst threat to the Federation came, however, when it made first contact with the Borg in 2365. It was on that occasion that it was discovered that the Borg were responsible for the mysterious destruction of several Federation and Romulan outposts on the

edge of the Neutral Zone a year earlier. The Borg were an advanced race of hybrid cybernetic and biological beings who possessed a level of military technology far beyond that of anything known to the Federation. One year later, at the Battle of Wolf 359, the Federation's confidence came crashing down when a single Borg cube effortlessly sliced through an armada of forty starships. Although the Borg invasion was ultimately defeated, the effect on Federation morale was incalculable. After Wolf 359, Starfleet started to focus more effort in defensive technology, which became apparent in new ship classes like the Sovereign-class, Defiant-class, and Prometheus-class, which were clearly more combat-focused than the traditional research vessels that Starfleet employed. The availability of these new ships ultimately proved to be pivotal in the Dominion War.

Another skirmish with the Borg took place in 2373, when another Borg cube attacked Earth. After Deep Space 5 reported the destruction of the Federation colony on Ivor Prime by the Borg, the first battle took place in the Typhon sector. Since the Federation fleet, under the command of Admiral Hayes, was not able to stop the Borg, the final battle was fought in Sector 001, in Earth's orbit, where the cube was eventually destroyed. Shortly before its destruction, however, the cube launched a sphere with a queen aboard, which subsequently traveled to the year 2063 in order to prevent first contact and assimilate Earth. The USS Enterprise-E was able to follow the sphere, kill Queen, and assured that history transpired as it should.

In 2370, between the two attacks of the Borg, the Federation came in contact with the Dominion, a hegemonic major power from the Gamma Quadrant led by the Founders and first encountered through the Bajoran wormhole. Ultimately, the Dominion planned to bring its version of "order" to the, in their view, "chaotic" Alpha Quadrant, starting a cold war covering a three year period of Dominion calculated successes at destabilizing the Alpha and Beta Quadrants.

A primary tool of manipulation for the Dominion was the replacement of key persons by Founder-Changelings. In that manner, the neutralization of the Romulan Tal Shiar and the Cardassian Obsidian Order was

accomplished by luring their fleets into a trap at the Battle of the Omarion Nebula in 2371. Secretly hoping for their success at destroying the Founders' homeworld, Starfleet chose not to interfere with the Romulan-Cardassian attack plans. In 2372, a Changeling bombed the Antwerp Conference between the Federation and the Romulans on Earth, giving rise to massive paranoia within the Federation government as well as Starfleet Headquarters. Since Federation President Jareesh-Inyo initially blocked any extended security measures to preserve the "Paradise Earth", Starfleet Admiral Leyton tried to take advantage of the situation by staging a coup d'état. However, after it was learned that merely four Changelings were currently operating on Earth, the coup failed, showing to the Federation the urgent need to resolve its inner conflicts so it could stand its ground against the Dominion.

Besides these manipulations, the Dominion was able to trigger a war between the Klingons and the Cardassians in early 2372. Being the first major strain on its alliance with the Klingon Empire, the Federation condemned this war and was nearly drawn into a conflict with the Tzenkethi later that year by a Founder who replaced Ambassador Krajensky. In early 2373, the Dominion managed to deteriorate Klingon-Federation relations to a concurrent conflict about their old dispute over the Archanis sector, with battles fought on Ajilon Prime and Ganalda IV amongst others and leading to the Klingon's withdrawal from the Khitomer Accords. However, when it was discovered that Klingon warmonger General Martok had actually been replaced by a Founder too, the Federation-Klingon conflict was swiftly resolved.

With the Dominion gaining a physical foothold in the Alpha Quadrant through the joining of the Cardassian Union, several months later in mid-2373, the Khitomer Accords were put back into effect, since war seemed inevitable and only the Federation-Klingon alliance stood against the forces of the Dominion.

After settling the hostilities with the Klingon Empire and facing considerable losses from the Borg attack, the Federation depleted its means of preventing an all-out conflict with the Dominion. The ensuing Dominion

War was the bloodiest conflict that the Federation had ever been drawn into, up until then, and caused major changes on the political stage of the Alpha and Beta Quadrants.

The fortification of the Cardassian Union, combined with the securing of non-aggression treaties with notable powers such as the Miradorn, Tholians, Bajorans, and, most importantly, with the Romulans, made Dominion intentions clear. The Federation was forced to act, but could not present the aggressive stance of something as bold as a preemptive strike. Instead, the decision was made to mine the Bajoran wormhole, to prevent further Dominion reinforcements from arriving.



The maneuver was sure to provoke the Dominion into attack and this end was achieved. Despite a seemingly successful negotiation between Weyoun and Captain Sisko (which, if put into action, would have limited Dominion vessels from the Gamma Quadrant to medical and economic supplies, to help the Cardassian Union rebuild), the Dominion prepared to attack Deep Space 9. Although the Dominion forces arrived too late to prevent the minefield from being successfully deployed and activated, thus preventing reinforcements from arriving in the Alpha Quadrant, the Dominion continued its assault on Deep Space 9, eventually forcing all Federation forces aboard to evacuate in late 2373, and took over the station immediately after its abandonment by the Federation.

Countering the attack on Deep Space 9, the Federation-Klingon alliance dispatched a successful task

force to attack the Dominion shipyards at Torros III, setting back Dominion ship production for months.

During the first few months of 2374, the Dominion was leading an extremely successful campaign against the allies, forcing them to retreat on nearly every front. In an attempt to stop the Dominion's advance into their territory, the Federation dispatched its Seventh Fleet to the Tyra system; a force composed of 112 vessels of which a mere fourteen ships were able to make it back to their lines - a disastrous defeat for the Federation.

By the second quarter of that year, it was revealed to the Federation that the Dominion was close to deactivating the minefield blocking the wormhole, and Captain Sisko told Starfleet that the station's recapture had to be seen as the top priority of the war. Admiral Coburn objected to the plan, fearing that too many ships would be diverted away from Earth, allowing the Dominion to attack it, but Sisko was able to convince him otherwise. With only three days before the minefield could be deactivated, however, the Federation was forced to launch what ships they had been able to gather to attack Deep Space 9 and start Operation Return. A Federation fleet of over six hundred vessels, eventually aided by Klingon forces, enabled the USS Defiant to break through the Dominion's lines, consisting of 1,254 ships, and reach Deep Space 9, where Captain Sisko was able to convince the Prophets to entirely wipe out the Dominion reinforcements while they were traveling through the wormhole. With no reinforcements on their way, and the fleet battle in favor of the Federation-Klingon forces, the Dominion was forced to withdraw from the station.

Despite their successful retaking of Deep Space 9, the Dominion was able to occupy Betazed during the Battle of Betazed in late 2374, although the Federation's Tenth Fleet had been assigned to defend the planet but was caught out of position on a training exercise. With the capture of this system, the Dominion was in a position to invade Vulcan, Andor, Tellar, and Alpha Centauri. Furthermore, the Federation was suffering a manpower shortage after sustaining massive casualties up to this point, and many of their shipyards were still

being rebuilt. The Dominion's shipyards, on the other hand, were producing at 100% capacity and legions of Jem'Hadar were being bred at an incredible rate. In order to turn the tide by bringing the Romulan Star Empire into the war, Captain Sisko undertook a successful ploy and the Romulans joined the Federation Alliance.

With Romulan reinforcement, the alliance had forced something of a stalemate, quickly recapturing important Federation worlds like Benezar. The first half of 2375 was spent with neither side offering a firm push forward into the other. One very important event that changed the shape of the war was occurring behind the front lines: a debilitating disease was attacking the Founders. It was later claimed that Section 31 had a hand in the infection. The Founders' abilities as leaders were being compromised just as their military was taking severe punishment from the emboldened alliance.

Nevertheless, the war and the attacks of the Borg had already caused enormous losses. Seeking new strength and momentum, the Federation Council's policy changed and the admission of new members was accelerated, like with the Evora, whose homeworld was declared a protectorate the year after they achieved warp drive. First and foremost, however, the Council's ethic decisions became more questionable, even compromising the principles upon which the Federation had been founded. This posture led to the decision to allow the secret relocation of some six hundred Ba'ku in order to harness the life-prolonging metaphasic radiation of their planet's ring system. This, however, could only be accomplished by using technology from the dubious Son'a who were also collaborating with the Dominion. Eventually and thanks to the actions of the USS Enterprise-E and her crew, the relocation could be delayed and the Federation Council finally halted the plan to start a top-level investigation.



Some months later, the tide of the Dominion War turned against the Federation Alliance again, as the Breen Confederacy entered the war on the Dominion's side. The Breen even staged an attack on Earth, dealing a heavy blow to Federation morale. Starfleet and Romulan vessels were annihilated by the Breen's energy dampening weapons, forcing the Klingons – whose ships could be modified to be immune to the weapon – to hold the front lines on their own, until a countermeasure could be found. To compensate, Martok had his fleet operate in small battle groups, remaining cloaked until they engaged the enemy, in an attempt to keep them off balance.



With the emergence of a Cardassian Rebellion movement, the Federation Alliance was able to capture a Jem'Hadar attack ship fitted with one of the Breen's energy dampening weapons, so a counter measure was able to be produced for both Federation and Romulan ships, thus returning the tactical advantage into the Allies' favor.

Although the Cardassian Rebellion was crushed soon afterwards, the Dominion made the decision to withdraw from Klingon, Federation, and Romulan territory and fortify essential Cardassian territories with a new defense perimeter behind which it could rearm and prepare for a new assault on the Alpha Quadrant. The Allied commanders determined that the best hope for success was an immediate invasion, before the Dominion was allowed to strengthen itself any further. A three-pronged attack into Cardassia was organized and led by Admiral William Ross, now-Chancellor Martok and, presumably, Velal. After the Alliance captured Cardassia Prime in the Battle of Cardassia, the war was officially ended with the signing

of the Treaty of Bajor and all Dominion forces returned to the Gamma Quadrant, with the exception of the head Founder who was to stand trial for war crimes. Eight hundred million civilians were dead, and the entire Cardassian Union was in danger of total collapse. The Alpha Quadrant had lost a major power and the effects on galactic politics continued to be seen for many years to come.

During the late 2370s, the Federation was able to achieve a moral success as well as a breakthrough in extreme long-range communication, after the USS Voyager had gone missing in the Badlands in 2371. After it was discovered that the ship had actually been transported to the Delta Quadrant, the Starfleet Communications Research Center launched the so-called Pathfinder Project, which was able to establish two way communications with Voyager in 2376. With its return to Earth in 2378, Voyager not only brought with it a tremendous amount of information on the largely-unexplored Delta Quadrant, including an immense amount of tactical data on the Borg, but also destroyed one of only six Borg transwarp hubs, defining a strategic blow to their infrastructure.

In 2379, one year after Voyager's return home, the Federation was confronted with a tempting peace offer by the Romulan Star Empire, which, however, turned out to be one of the gravest threats Earth had to face during this century. After an apparent Reman uprising in the Star Empire and the assassination of the Romulan Senate, the new Praetor, Shinzon, was making an appeal for peace with the Federation. After Starfleet sent their flagship, the USS Enterprise-E under Captain Jean-Luc Picard, to Romulus, Shinzon's actual plan to install the Romulan Empire as the major power in the Alpha and Beta Quadrants by kidnapping Picard and eradicating all life on Earth by the use of a thalaron radiation weapon became clear. Fortunately, with the help of a few disillusioned Romulan ships, the Enterprise was able to destroy Shinzon's flagship, thwarting his plans and saving Earth from a devastating attack.

After the death of Shinzon, the initial approaches between the Federation and the Star Empire were continued and a new task force led by the USS Titan

was dispatched to the Romulan Neutral Zone in order to begin talks with the Romulans.

Territory

Federation space was located approximately thirty thousand light years from the core region of the galaxy. Earth, the capital planet of the Federation, was located less than ninety light years from the Beta Quadrant. By 2373, the Federation's territory was spread across 8,000 light years, with a membership of over 150 worlds. Its major neighboring powers were the Klingon Empire, the Romulan Star Empire, the Cardassian Union, and the Ferengi Alliance. Other near-by powers included the First Federation, the Sheliak Corporate, the Son'a, the Talarians, the Tzenkethi, the Tholian Assembly, the Breen Confederacy, and the Xindi.

In 2377 and 2378, the location of the Federation was labeled in a map of the Milky Way Galaxy, which depicted the flight plan of the USS Voyager. In the chart, the Federation was located in the Orion Arm, next to the Alpha-Beta border.

Government

The Federation's government was structured as that of a representative republic, with its capital located on Earth.

The Executive Branch

The executive branch was responsible for the day-to-day management of the Federation. The democratically-elected Federation President was the head of this branch. The Federation President served as the head of government; as chief executive officer of the government, the President determined most of the Federation's foreign policy, managed budgetary concerns, and served as supreme commander of the Federation's military forces. The President's office was located in the Earth city of Paris on the European continent.

The Federation Cabinet was a special executive committee to the President of the United Federation of Planets. The Federation also maintained a number of executive agencies that assisted in the administration of its affairs.

- Central Bureau of Penology
- Department of Cartography
- Department of Temporal Investigations
- Earth Broadcasting Company
- Federation Archaeology Council
- Federation Astronomical Committee
- Federation Bureau of Industrialization
- Federation Bureau of Planetary Treaties
- Federation Central
- Federation Naval Patrol
- Federation News Network
- Federation News Service
- Federation Science Bureau
- Federation Science Council
- Federation Standards Measurement Bureau
- Solar News Network
- Starfleet – see below.
- Starfleet Broadcasting
- Terraform Command
- UFP News
- United Earth Space Probe Agency (UESPA) (existed from the 21st and at least into the 23rd century)

In addition, at least one rogue agency, known as Section 31, was known to have operated in the name of the Federation.

The Legislature

The Federation Council was the unicameral legislative body of the Federation. Composed of representatives from the various member worlds, the Federation Council held the power to create, amend, and ratify Federation law. The Federation Council also held a great deal of influence over the operations of the Federation's military service, Starfleet. It sometimes served as the judging body of specially-convened courts-martial, and on occasion issued operational orders to Starfleet. The Council also held influence over the making of Federation foreign policy. The Council's meeting chamber was in the Earth city of San Francisco, on the west coast of the North American continent.

The Judiciary

The judiciary was the branch of government responsible for resolving legal disputes. It consisted of a hierarchy of courts, with the Federation Supreme Court at its apex. Federation courts sometimes relied on panels of

citizens known as juries. The Federation Grand Jury heard testimony as part of criminal investigations, while the Federation Special Jury tried war criminals. Alongside the civilian courts, Starfleet had its own system of courts martial.

Federation Law

The fundamental political principles and laws of the Federation derived from two important documents. The Federation Charter was the document ratified by the original members of the United Federation of Planets at the organization's founding in 2161. Caste-based discrimination was prohibited under the Charter. The Federation Constitution incorporated a series of enumerated rights to which all sentient beings were regarded as being entitled, collectively referred to as the Guarantees. The Seventh Guarantee of the Federation Constitution protected individuals from self-incrimination, while the Twelfth Guarantee protected the rights of artists. Other rights and responsibilities for citizens derived from:

- The Federation Judicial Code, which provided guidelines and regulations related to legal issues.
- Starfleet General Orders and Regulations, a series of guidelines used to instruct members of Starfleet on the proper etiquette and policy in a situation that requires consultation for a resolution.
- The Federation Uniform Code of Justice, which formed the legal basis of Starfleet court martial proceedings.

Starfleet

Starfleet was the deep-space exploratory and defensive service maintained by the United Federation of Planets. Its principal functions were the advancement of Federation knowledge about the galaxy, the advancement of Federation knowledge of science and technology, and the defense of the Federation. In addition, it also played a significant diplomatic role. As per its mandate of deep-space exploration, its personnel were frequently brought into contact with cultures and sentient species whose existences were previously unknown to the Federation. Federation Starfleet officers therefore acted as official

representatives of the Federation in these cases. Also, Federation Starfleet vessels were frequently used to ferry ambassadors on diplomatic missions.

Prior to 2161, Starfleet was the primary space exploration organization of United Earth in the early-to-mid 22nd century. The primary authority of Starfleet was referred to as either Starfleet Command or the United Earth Space Probe Agency (UESPA), and was located at Starfleet Headquarters in the city of San Francisco, Earth.

The primary purpose of Starfleet from its infancy was to "...seek out new life and new civilizations," and "...go boldly where no man has gone before." (This quote is attributed to Zefram Cochrane, the inventor of warp drive on Earth.) Some Starfleet personnel worked in conjunction with the United Earth Diplomatic Corps.

For a time, beginning in 2153, some Starfleet vessels began carrying detachments of MACOs, an Earth military service. This practice was a reaction to the devastating Xindi attack on Earth, and subsequent mission into the Delphic Expanse in response. The decision to carry these units was left up to individual starship captains, and was not a formal policy of Starfleet Command at the time. While Enterprise NX-01 had MACO units assigned to its mission as late as 2161, it is unknown whether its sister ship, Columbia, ever had a contingent attached to it.

One of the primary projects of Starfleet was to develop a viable and fast interstellar engine that would allow Earth to practically cross vast distances in reasonably short time. Despite some allegations of interference – or at least, a refusal of assistance – from the Vulcans, Earth had made notable progress in developing the warp five engine by the 2150s.

Article 14, Section 31, of the original U.E. Starfleet Charter made allowances for certain rules to be bent during times of extraordinary threat. This clause was the seed for the rogue organization known as Section 31. Lieutenant Malcolm Reed was recruited to Section 31 as a young ensign.

With the formation of the Federation in 2161, as per the Federation Charter, United Earth Starfleet, MACO and the deep space and defensive services of the other member worlds were folded into the authority of the Federation. Until as late as the 2290s, some Starfleet operations continued to fall at least partly under the jurisdiction of UESPA. By the mid-24th century, however, Starfleet operations were regulated solely by Starfleet Command, answering to the Federation President and the Federation Council.

Economy

By the founding of the Federation in the 22nd century capitalism was no longer the economic system of Earth, being replaced by the New World Economy. According to Tom Paris, it was around this time that "money went the way of the dinosaur." Under the New World Economy material needs and money no longer existed and humanity had grown out of its infancy. People were no longer obsessed with the accumulation of things, effectively eliminating hunger and want and the need for possessions. The challenge and driving force then were to self-improvement, self-enrichment, and the betterment of all humanity.

Although most items and services were provided by the Federation, some luxury items and services could still be requisitioned as late as the 24th century using Federation credits, as the Federation continued to deal with other cultures which had money-based economies, and private businesses from other races such as the Ferengi were sometimes permitted on Federation stations such as Deep Space 9, despite being scornful of the Federation's disregard for currency.

Membership

Admittance into the Federation was either by invitation or successful petition of a world or civilization desirous of joining. In the second case, membership was granted only upon satisfaction of certain requirements. Firstly, the government of the prospective member submitted an official petition to the Federation Council, outlining its desire to join. A lengthy, thorough investigation of the prospective member's culture followed. This investigation could take several years, and was done to ascertain whether or not the culture genuinely shared the values of the Federation: values of benevolence,

peaceful co-existence and co-operation, the rule of law, and equal rights and justice. For example, the discovery on the petitioning planet, Angosia III, of enhanced soldiers being unjustly and indefinitely imprisoned without treatment in times of peace was considered unacceptable in Captain Jean-Luc Picard's official evaluation of the planet for the Federation. Even before the investigation, the prospective member had to meet certain requirements. These were as follows:

- It had to have an "advanced level of technology." The Federation's baseline definition of this term was the capability for faster-than-light space travel.
- Its government had to have achieved stable planetary political unity, respecting the rights of the individual.
- No form of caste discrimination was to be practiced.
- Every ascending member had to go through the same admittance process, which included a specific timetable. In mid-2372, Bajoran First Minister Shakaar Edon successfully negotiated the admittance timetable for Bajor to be cut in half. Roughly one year later, in mid-2373, Bajor's petition for membership was accepted.
- Members were allowed to leave the Federation if they wished.

Reputation

Due to its size and history, the United Federation of Planets consequently gained a reputation throughout the hierarchies of neighboring species and governments. Klingon propaganda in the 23rd century claimed that the Federation committed atrocities against its prisoners, keeping them in death camps and torturing them for their scientific and military secrets. When beamed aboard the USS Enterprise in 2268, Mara reminded her husband Kang of these claims. Captain James T. Kirk remarked that she had much to learn about the Federation. In the aftermath of the so-called Genesis Incident, Klingon Ambassador Kamarag referred to the Federation as behaving "like a gang of intergalactic criminals". In the 2290s, the daughter of

the Klingon Chancellor, Azetbur, called it a "Homo Sapiens only club".

In 2269, the Enterprise apprehended Lokai, a native of the planet Cheron, who was responsible for the theft of a Federation shuttlecraft from Starbase 4. Following his apprehension, and, upon his initial interrogation by Captain Kirk, Lokai stated that he had heard about the starship and the "United Fleet of Planets" to which it belonged. Kirk quickly corrected Lokai, stating the correct name of the Federation.



During the preparation for the First Battle of Deep Space 9, in 2372, Quark expressed to Garak the direness being stuck on the station, stating that "the worst part is, my only hope for salvation is the Federation." Quark went on to introduce Garak to the Earth concoction of root beer, which Quark went on to describe as being "bubbly and cloying and happy. Just like the Federation," adding, "but you know what's really frightening? If you drink enough of it, you start to like it." Garak, who disliked the taste of the "vile" beverage, added too, that it was "insidious", to which Quark added, "just like the Federation." Garak finally takes a moment to embrace the Federation, inquiring to Quark if he thought they would "be able to save us?" The defeated Quark responded, "I hope so."

Prior to the breakdown of relations between the Federation and Klingon Empire, which eventually led to the Klingon-Federation War, Kurn opposed the decision to break the treaty but was overruled by the Klingon Council. He later stated to Worf, that the reason for his opposition was "because Gowron underestimates

the Federation. He thinks they're soft, weak, but he is wrong. Sooner or later, there will be war."

When Michael Eddington, a leader of the Maquis, commented to Benjamin Sisko on why the Federation was "so obsessed about the Maquis," Eddington surmised that it was "because we've left the Federation, and that's the one thing you can't accept. Nobody leaves paradise. Everyone should want to be in the Federation," adding, "Hell, you even want the Cardassians to join. You're only sending them replicators so that one day they can take their "rightful place" on the Federation Council." Eddington finally drove his point home, stating, "You know, in some ways you're worse than the Borg. At least they tell you about their plans for assimilation. You're more insidious, you assimilate people and they don't even know it."



The Dominion's view of the Federation was less than positive. Following the Battle of the Omarion Nebula, which eliminated the threat of the Obsidian Order and Tal Shiar, the Changeling posing as Colonel Lovok stated that "after today the only real threats to us from the Alpha Quadrant are the Klingons and the Federation. And I doubt either of them will be a threat for much longer." As the Dominion cold war pressed on, Benjamin Sisko was told by Weyoun that "the Dominion has endured for over 2,000 years, and will continue to endure, until long after the Federation has crumbled into dust."

Following Cardassia's joining of the Dominion, Gul Dukat offered Benjamin Sisko an opportunity to "save [his] precious Federation," by convincing them to "follow Cardassia's example" and join the Dominion as well,

adding, "joining the Dominion will save billions of lives and keep the Federation from fading into the mists of history."

Later, during the Dominion War, it was Weyoun's belief that for the Dominion to absorb the Federation, following their theoretical defeat, that "holding on to a prize as vast as the Federation isn't going to be easy. It's going to require an enormous number of ships, a massive occupation army and constant vigilance." Ultimately, Weyoun personally believed that "the key to holding the Federation is Earth. If there's going to be an organized resistance against us, its birthplace will be there."

In 2375, Ru'afo, a Son'a who was working in conjunction with Starfleet Vice Admiral Matthew Dougherty, expressed his views of the Federation, describing it as "old," adding "in the last twenty four months, it's been challenged by every major power in Quadrant – the Borg, the Cardassians, the Dominion. They all smell the scent of death on the Federation." Ru'afo suggested to Dougherty that it was for that very reason why the Federation Council "embraced [the Son'a's] offer, because it will give your dear Federation new life."

In a confrontation in 2379 between Jean-Luc Picard and his clone, Shinzon, Picard tried to sacrifice himself to save his ship and the Federation from Shinzon, but Shinzon disagreed with Picard's assessment, stating that "we will no longer bow before anyone as slaves, not the Romulans and not your mighty Federation."



CHAPTER 13

THE UNIFORM

Starfleet uniforms are uniforms that are worn by individuals who serve in the Federation Starfleet (or Earth Starfleet). These uniforms are designed to allow the wearer to fulfil the multiple tasks such as scientific research, combat, and in extreme conditions, and still allow them some feeling of comfort.

Starfleet uniforms are usually divided into departmental colors and the wearer's rank insignia is displayed so others can ascertain the wearer's authority.

Rank

Starfleet ranks were the identifying titles for the officers and enlisted members of Starfleet, under both United Earth and the United Federation of Planets. These titles have fluctuated over the 250 years of Starfleet's existence, thus for game purposes, a single, consistent rank system is used which covers all eras, as noted in the charts below.

The rank labels used here (E1–E9, O1–O11) are identical to the pay grade system used in the United States in the 20th and 21st centuries. These labels allow Q to match ranks from one era to another with ease; regardless of the title the rank is given. In **Star Trek: Alpha Quadrant**, a title like "Crewman 3" is shorthand for "Crewman third class".

Enlisted Ranks

Rank	2143 – 2162	2266 – 2352	2353 – 2379
E1	Crewman 3	Crewman 4	Crewman 3
E2	Crewman 3	Crewman 3	Crewman 2
E3	Crewman 3	Crewman 2	Crewman 1
E4	Crewman 2	Crewman 1	Petty Officer 3
E5	Crewman 2	Petty Officer 2	Petty Officer 2
E6	Crewman 2	Petty Officer 1	Petty Officer 1
E7	Crewman 1	Chief Petty Off.	Chief Petty Off.
E8	Crewman 1	Senior CPO	Senior CPO
E9	Crewman 1	Master CPO	Master CPO

Officer Ranks

Rank	2143 – 2162	2266 – 2352	2353 – 2379
O1	Ensign	Ensign	Ensign
O2	Lieutenant	Lieutenant, j.g.	Lieutenant, j.g.
O3	Lieutenant	Lieutenant	Lieutenant
O4	Commander	Lt. Commander	Lt. Commander
O5	Commander	Commander	Commander
O6	Captain	Captain	Captain
O7	Commodore	Commodore	Rear Admiral
O8	Rear Admiral	Rear Admiral	Rear Admiral
O9	Vice Admiral	Vice Admiral	Vice Admiral
O10	Admiral	Admiral	Admiral
O11	Fleet Admiral	Fleet Admiral	Fleet Admiral

Enlisted Ranks

Crewman: Crewman was an enlisted naval rate, a type of military rank used by the service organizations of different cultures. This title was the lowest enlisted rank, subordinate to a petty officer. In Klingonese, this rank was referred to as bekk.

In Starfleet, a "crewman" referred to either a person who held the actual rank or simply any person who was assigned to an organization or starship. The grade of crewman was divided into several classes, such as "crewman first class", "crewman second class", etc.

		
Crewman 3	Crewman 2	Crewman 1
	2143 – 2162	
		
Crewman	Crewman	
2266 – 2271	2278 – 2352	
		
Crewman 3	Crewman 2	Crewman 1
	2353 – 2379	

Petty Officer: This was the lowest rank considered to have the responsibility of a non-commissioned officer. Personnel of this grade were usually referred to by their job title. In Starfleet, a petty officer could be referred to as yeoman, or as specialist.

There were usually individual grades of petty officers, differentiated as first, second and third class. This

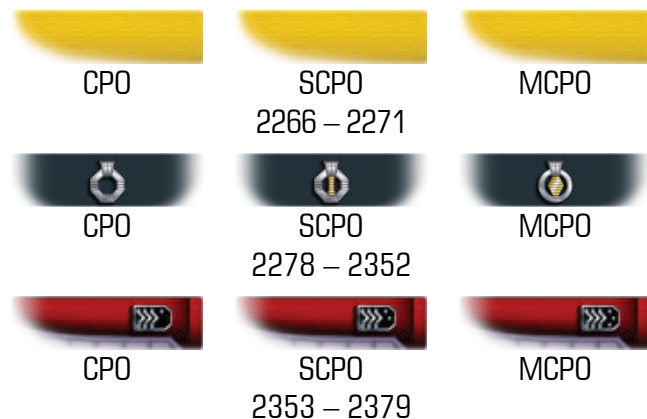
appellation could be added to either their rank or title (for example, "petty officer first class," "specialist second class," or "yeoman third class").



Chief Petty Officer: Chief petty officer is senior to a petty officer, and is the highest enlisted grade in organizations like Starfleet. Personnel of this grade can be addressed simply as chief, and sometimes by their job title, such as "chief specialist."

While chiefs are subordinate to all commissioned officers, they have far more experience and practical knowledge than ensigns and lieutenants, and are expected to act as mentors to them and to the junior enlisted assigned. As such, chiefs are often among the actual leaders in a Starfleet organization. Chiefs serve with distinction in most Starfleet branches and specialties, but are particularly visible in engineering and other technical trades.

Chief Petty Officers are differentiated by experience; more senior CPOs are referred to as senior chief petty officer (SCPO) or master chief petty officer (MCPO), referred to as "senior chief" or "master chief" (respectively) in conversation.



Officer Ranks

Ensign: An ensign's primary duty is professional growth, both as a leader and as an occupational specialist. Ensigns are mentored by more senior officers as well as their (nominally) subordinate chief petty officers as part of their development as Starfleet leaders. As ensigns prove themselves more capable, they are considered for promotion into the lieutenant tier.

On some of the larger starship classes, such as the Galaxy-class starships, it is not uncommon for veteran and seasoned enlisted personnel to have ensigns working for them as technicians, thus having the ensign "learning the ropes" of the more technical aspects of starship design, such as transporter components.



Lieutenant, junior grade: Officers at this rank typically hold support positions on starships and starbases. At this rank, they had begun to prove their ability to perform acceptably in Starfleet, and typically began to take on more senior roles in command situations. Typical posts at this rank were conn officer, communications officer, or second officer of a shift (see lieutenant).



Lieutenant: Officers at this rank typically had some command experience, and were occasionally appointed department heads on starships. Typically they were shift commanders in a department under a lieutenant commander; for example, a lieutenant commander would be chief of engineering and commander of A shift, and there would be a B and a C shift, each under a lieutenant.



2143 – 2162



2278 – 2352



2266 – 2271



2353 – 2379

Lieutenant Commander: Officers with this rank typically held positions as senior department heads on larger vessels such as the Galaxy- and Sovereign-class ships, or serve as the executive officer of smaller or older vessels. On most starships, the second officer held this rank.



2266 – 2271



2278 – 2373



2353 – 2379

Commander: Typical assignments at this rank included executive officer of larger vessels such as the Galaxy- and Sovereign-class, space station commander, and commanding officer of smaller vessels. The rank of commander was also available to chief medical officers and ship counselors. An officer who held the rank of commander was expected to be able to assume command of a starship should the situation call for it.



2143 – 2162



2278 – 2352



2266 – 2271



2353 – 2379

Captain: The most senior regular line rank in Starfleet. It was most often held by starship and starbase commanders, as well as adjutants and executives serving beneath admirals. This rank was usually considered a big transition, because it was often the first rank in which officers ran a base of operation (for example, a starship) more or less alone. While rare, there have been instances of officers with the rank of Captain serving as first officer or department head to a Captain with greater seniority. Examples of this include Spock and Montgomery Scott, who both held the rank of Captain while serving under Captain James T. Kirk.

Departments in rare cases could get a Captain as the superior head of that particular department such as Montgomery Scott being a "Captain of Engineering" on board USS Excelsior (NX-2000) while undergoing testing. Other examples of this also include William T. Riker and Worf, both of whom attained the rank of Captain (in Worf's case, through the Klingon Defense Force) while under the command of Captain Jean-Luc Picard. Another example of a Captain holding a position other than commanding a starship is that of Phillipa Louvois who held the rank while working as a prosecutor under the office of the Judge Advocate General.

Some officers of this rank in the 23rd century are referred to as Fleet Captain, an honorific bestowed by Starfleet as recognition of valued service. Fleet Captains outrank all other Captains based on seniority.



2143 – 2162



2278 – 2352



2266 – 2271



2353 – 2379

Flag Officer: A flag officer was both a historic naval and military rank and a more modern Starfleet title. It generally referred to all officers of commodore/rear admiral rank or higher. The term flag officer stemmed from the historical naval practice that when a person of admiral rank was posted to a ship, a flag denoting his rank and presence was flown. In an age of visual signals, the ships under the admiral's command would look to the flagship for orders and instructions.

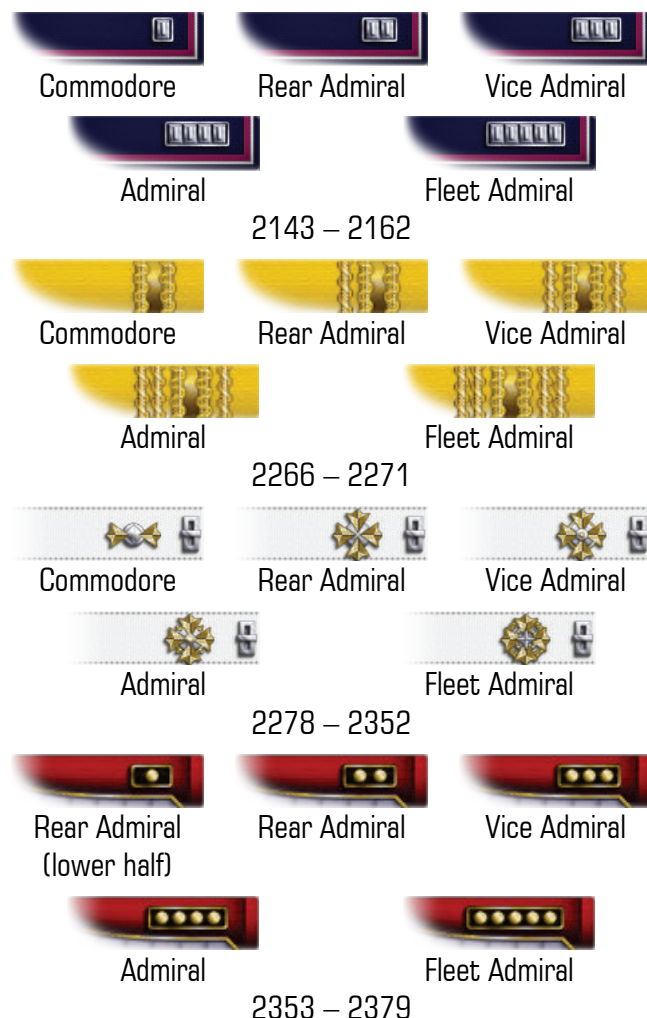
As a traditional grade, admiral was the most senior flag officer rank of a naval organization, senior to a captain. Admirals commanded fleets of ships, as opposed to captains commanding single ships or units.

Not all flag officers were required to have commanded a starship in their career, as shown by the case of Commodore George Stocker.

Many rank systems, including that used by various incarnations of Starfleet, were known to use several grades of the admiral rank, which included, in order

from most senior: fleet admiral, admiral, vice admiral, and rear admiral. All grades of admiral were generally addressed as "admiral", regardless of the admiral's actual rank title.

Commodore was the most junior flag officer rank, under an admiral rank (usually under rear admiral) but senior to a captain. Commodores commanded small groups of ships, as opposed to captains commanding single ships or units. They could also command starbases. While a flag officer, a commodore would not be addressed as "admiral". In the 24th century, Starfleet discontinued using the title of commodore, instead referring to these individuals as "Rear Admiral (lower half)".



Characters may not start play as an admiral and can only achieve such a rank through promotion or assignment by Starfleet command. Upon reaching the rank of Rear Admiral the character will become a NPC to be used by Q as desired, subject of course to Q's

discretion. Fleet Admiral is only available via assignment by Starfleet Command, and officers cannot be promoted to that rank. Should a character somehow become a Fleet Admiral, the character must be turned over to Q for use as a NPC.

Divisions

Each of the professions in **Chapter 1** is part of a division, or a broad group of officers who perform related duties. For example, helm and navigation officers are both part of the Command division in the late 2260s. The three divisions are given a brief description below.

Command: Command personnel specialize in command functions within Starfleet, whether on a starbase, starship, or Starfleet Command itself. Within the command division, its officers received training in leadership and tactics to more effectively organize crewmembers to perform a mission. Helm and navigation officers, most starship executive officers, as well as most officers ranked Captain or higher are members of this division.

Science: Science personnel primarily focus on scientific and medical research, but are also used to perform control functions in Starfleet. Members of this division have extensive scientific or medical knowledge both theoretical and practical. Science officers, medical officers, technicians, and laboratory assistants are members of this division.

Operations: Operations division personnel focus on services and military functions. Members of this division primarily include engineers, security, and communications, although the division also included yeomen, personnel officers and portmasters. Members of this division have extensive knowledge related to their area of expertise, such as an engineer knowing how to maintain the various systems of a starship to ensure the systems work at top efficiency.

In Starfleet, each division generally has a particular color which officers and crewmen wear, though in the late-23rd to mid-24th Centuries, some divisions had more than one color. Below is the division colors based upon era.

		
Command	Science 2143 – 2162	Operations
		
Command	Science 2266 – 2271	Operations
		
Command	Sciences, R&D, Technical	Engineering
		
Helm	Medical	Communications
		
Navigation		Security
		
		Services
Command	Science 2278 – 2352	Operations
		
Command	Science 2353 – 2379	Operations

Uniforms

The uniform is the standardized dress worn by members of Starfleet. Dress and style have gone through great changes over the centuries from colorful and elaborate to extremely utilitarian. The standardized and distinctive appearance of Starfleet uniforms in a given era immediately identifies the wearer as a member of Starfleet.

2143 – 2162

The uniforms worn by Starfleet personnel in the mid-22nd century became the template for certain future incarnations of Starfleet uniform. This uniform design was in use for around two decades with little variation. Adopted as early as 2143, Starfleet personnel in service aboard starships, outposts, and at Starfleet Command on Earth wore blue jumpsuits displaying their specific division of service, shown in the form of colored piping at the shoulders.

The Starfleet uniform itself also bore several distinctive features not present in uniforms of the later centuries, most prominent being several zippers and pockets, and an assignment patch (based on the wearer's home assignment) worn on the left sleeve. The uniforms were made out of a flame retardant material.



Fitted close to the body, the uniform jumpsuit closed at the front in addition to zipping at the cuffs and pant legs. The uniform was also marked by several pockets, lining the legs, arms and chest. The rank insignia, presented as rectangular silver pips, was displayed on the right chest, set within the division color piping.

2266 – 2271

From the mid-2260s to the early 2270s, Starfleet uniforms were drastically modified from their earlier versions. The general tailoring of the "tunic and pants" uniform design worn by Starfleet service people was maintained, but with the addition of an updated collar, new rank insignia, and revised colors for Starfleet divisions and departments.



These uniforms were made of xenylon, an algae-based fabric with a special appearance not often seen in the clothing before this period. The difference in fabric appearance was considerable, as Captain James Kirk once pointed out to an illusory inhabitant of the Melkot simulation of Tombstone, Arizona. Xenylon resulted in the crew of the USS Enterprise being turned into dehydrated porous cuboctahedron solids during an encounter with the

Kelvans. In addition, they had built-in temperature controls to accommodate for cold weather environments.

This style of uniform was initially put into general use by 2266, but some starship crews or individual service members continued to wear the older style until 2268. These uniforms were drastically replaced in the 2270s, with a change of many uniform variants sometime after 2270.

The standard duty uniform was worn with standard issue black leather boots that rose above the calf and closed along the inside. Black pants were worn that ended in length midway down the shank of the boot and terminated in a one-inch-wide flare, similar to the style worn by sailors on old Earth. The duty uniform top was a long-sleeve, division-colored tunic, with a closing seam from the collar to the left shoulder.

Rank insignia were displayed as sleeve stripes, and an assignment patch on the left breast was worn by all personnel. While the previous uniform style had a ribbed low turtleneck collar, the replacement design had a black collar with a V-shaped bottom. Black undershirts were issued, but not strictly required for everyday wear.



Female crew members could choose between a standard uniform with pants, or a one-piece uniform that continued down into a short skirt over matching high cut shorts, worn with black hose and boots. Female uniform tops also had a large open collar, the seam closed right at the assignment patch. There were two variations of the female tunic: one with a black collar and another version which had the collar colored the same as rest of the tunic.

Enlisted ranks wore division-colored jumpsuits without rank insignia or assignment patch.

2278 – 2352

The Starfleet uniform of the late 2270s through the 2350s represented a radical change from older uniform designs. Around this period, Starfleet abandoned the practice of using individual insignia for each mission or starship. From this point on, all Starfleet personnel wore the "arrowhead" insignia previously used by the crew of the USS Enterprise. The uniforms of this period bore the new Starfleet insignia on a brass-colored pin worn on the breast; officers wore the insignia with a round-ended rectangular shield backing it. New rank insignia, with individual symbols for each rank, were also introduced, and were worn on the clasp and left wrist of the tunics. This uniform style was phased out in the 2350s after undergoing several minor changes. It was Starfleet's longest tenured uniform design to date, having been used with variations for some eighty years.



By 2278, the officer uniform sported black trousers and a double-breasted red jacket worn over a turtlenecked undershirt. The undershirt, along with stripes on the pants, shoulder, and left sleeve had distinctive division colors. The jacket closed by a clasp at the right shoulder and a sealing mechanism that ran along the black stripe. This allowed the wearer to have a more relaxed appearance and likely allowed more circulation of air. An optional skirt was available for female officers. There was a vest that could be worn underneath. Flag officer uniforms were the same as the officer uniform, except that the pants stripe and tunic were trimmed in gold.



By 2327, the ribbed collars of the division color undershirts were replaced by shorter "crewneck"-style collars. By 2344, the belts and undershirts were no longer in use, and the uniform insignia doubled as a combadge. The combadge was redesigned by 2348.

Enlisted crew wore crimson and tan utility jumpsuits with black undershirts (red for trainees), with division color appearing on shoulder tabs and strap on the left sleeve. The rank insignia is pinned directly to the left sleeve between the strap and elbow.

Security officers wore body armor. This armor was worn over a specialized uniform consisting of a red shirt, pants, and red and black boots. The red shirt was worn over the dark green security colored undershirt, and sported the colored strap near the left cuff. The pants had the standard division colored strip running down the sides, but were much tighter near the boots when compared to the standard black pants. The body armor was phased out sometime after 2293.

2353 – 2368

In the early 2350s, the Starfleet uniform was completely redesigned. Closer in appearance to those in service during the late 2260s, the new Starfleet uniform spawned several variants, most notably in 2366, and inspired versions yet to come. The next major redesign came in the late 2360s and was used in conjunction with this design for a few years before both styles were completely phased out.



Introduced as early as 2353, the standard Starfleet duty uniform in use aboard Starfleet starships, at starbases, and at Starfleet Headquarters on Earth, consisted of form-fitting jumpsuits, primarily black but prominently displaying the wearers' division of service. On the left breast was a Starfleet insignia combadge, and this uniform also displayed rank insignia in the form of round pips below the collar on the right side.



This and all subsequent Starfleet uniforms were composed of synthetic polymers, and were replicated.

Closing at the front, the Starfleet uniform was adaptable for away team missions, including areas to attach phasers, tricorders or other equipment. While most officers wore the single-piece duty uniform, variants were available, such as the "skant". While an updated version of this uniform was introduced in 2366, the 2350s variation remained in service, usually for lower-ranking personnel. This 2350s uniform disappeared from common use between 2367 and 2370.



Introduced alongside the standard duty uniform jumpsuit, a skirt or "skant"-style uniform was also available to Starfleet officers as early as 2364. Similar to its jumpsuit counterpart, the skant uniform was a short-sleeved dress, that could be worn with or without trousers, and included knee high, or shorter, black boots. It was worn by both genders – though men tended to wear the shorter boots – until it was phased out of service in late 2365.



2369 – 2373

By the year 2369, Starfleet had introduced a new standard duty uniform, a less formal uniform than the previous version which reversed the familiar two-tone arrangement of black over department colors from the previous uniform style. The combadge was updated around this time with the new Starfleet insignia, although some flag officer uniforms still used the previous design.



The new uniform was a loose-fitting, two-piece black jumpsuit with division color on the shoulders, usually worn with an open collar over a blue-gray mock-turtleneck shirt. Under the uniform jacket and shirt was an undershirt with the same bluish violet-gray of the mock turtleneck. Comparable to a utility jumpsuit, the uniform was first used aboard space stations before eventually coming into service aboard starships in 2371, beginning with the USS Defiant, USS Enterprise-D, USS Voyager, and the USS Equinox.

Despite being worn in conjunction with the more formal duty uniform, the new variant eventually came into exclusive use aboard starships before its retirement in 2373.

2374 – 2379

While the standard, two-tone duty uniform introduced in the late 2360s remained in service (at least) until 2373, it was phased out of regular use aboard Starfleet vessels and space stations beginning in 2373.



Although the new duty uniform retained the same basic structure and style of the last standard duty uniform, the yoke/shoulder area usually displaying division colors was given a standard, blue-gray color and quilted. Cuffs were also added to the uniform, bearing a stripe of corresponding division color.

When compared to the previous design, the mock turtleneck shirt worn beneath the jumpsuit uniform was made of a heavier material, now displaying one of three division colors and opening in the front from a prominent closure. Beneath this, a blue-gray tee, or sleeveless tee, was worn, similar in style to the undershirt of the previous design.

Other Eras of Play

The descriptions provided above in this chapter cover virtually all of Starfleet's history, from the United Earth of the 22nd century all the way to the events of **Star Trek Nemesis**. These eras of Starfleet's history are the ones most likely to be adventured in, as they are the eras of Starfleet's history likely to be familiar to the players and Q.

While the sections above are the ones most likely to be adventured in, Q and his players may wish to play in an era not described previously. While not as detailed as the information from earlier in the chapter, included are some notes on two additional eras of play.

Star Trek Pilots

The Star Trek original series pilot episodes were not included in the main section of this chapter due to significant differences between them and the rank system used in the original series subsequent to these pilots. If the players are adventuring in this era (c. 2254 – 2265), make the following changes.

Enlisted: In the original series, enlisted personnel wore division-colored jumpsuits, regardless of their actual rank. For the pilot episodes, only ranks up to Petty Officer 1 (E6) wear jumpers. Chief Petty Officers and higher instead wear officer uniforms with the stripe shown at right.



Officer: Prior to 2260, all officers wear uniforms adorned with a single gold stripe, as shown. After 2260 and until 2266, the captain's uniform would have two gold stripes.



Flag Officer: Flag officers were never seen in this era. Prior to 2260, a flag officer would have two stripes. After 2260 and until 2266 they would have three stripes, as shown at right.



Divisions: The main difference between divisions in the pilot episodes and divisions in the original series is the color scheme.



During this period, it was not uncommon to see department insignia which did not correspond to a specific departmental color uniform, as was standardized by 2266. In particular the following division color and insignia combinations have been seen: command and operations, operations and sciences, sciences and operations, and sciences and command. In addition, security personnel circa 2254 wore blue uniforms with a unique insignia. However, by 2265 this insignia was dropped in favor of the current operations insignia.

Star Trek: The Motion Picture

Star Trek: The Motion Picture was not included in the main section of this chapter as its rank structure was virtually unchanged compared to that of the original series. If the players are adventuring in this era (c. 2272 – 2277), make the following changes.

Enlisted: Enlisted personnel wear uniforms similar in style to those of officers. Petty Officers of all grades wear a gold triangle on their shoulders, while Chief Petty Officers of all levels of experience wear a hollowed-out gold square.



Officer: During the time of **Star Trek: The Motion Picture**, there was no Lieutenant junior grade in the

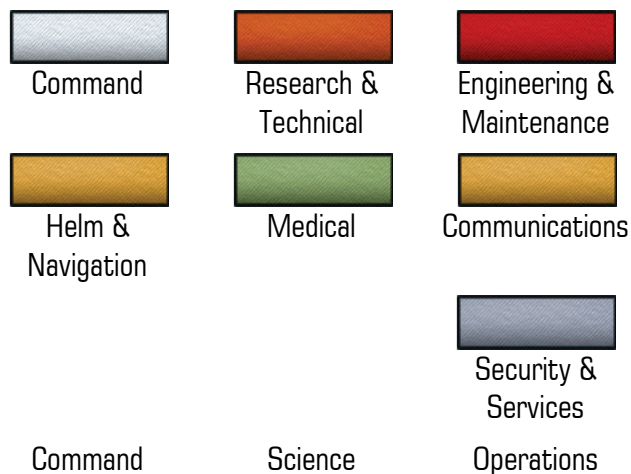
rank structure. Ensigns received the Lieutenant j.g. half stripe. Change out the first three ranks as follows.



The standard Starfleet uniform was a two-piece tunic that came in blue-grey, beige, brown, or white color; including any combination of. The tunic was worn untucked, and had a life support monitor belt buckle. Rank insignia was worn as sleeve stripes, and an assignment patch showing a division color was attached to the tunic chest.

Flag Officer: Flag officer ranks are identical to those from the original series. The flag officer uniform was a two-piece tunic with dark gray pants and a white and dark gray flared shirt, with a high collar. Rank was shown by both epaulets and sleeve stripes, and a gold Starfleet Command pin was worn on the chest.

Divisions: While the actual divisions didn't change, this era introduced departments within each division. These uniforms indicated department by a colored circle behind the assignment patch.



CHAPTER 14

PERSONALITIES

The character attributes and skills given present the version of the characters players are most likely familiar with. The crew of the original USS Enterprise is offered as models for players to create their own characters. All other characters in this section only have their attributes and significant skills. The skills provided are sufficient to use these characters as NPCs. Attributes and skill ratings have been created based upon the evidence on film, with a small amount of fandom additions as well as some random speculation. These characters are above average and most player characters will not be as skilled.

23rd Century

The character attributes and skills listed here correspond to Earth year 2267, with the first half of the Enterprise's five-year mission complete.

James T. Kirk, Captain (06)

Race: Human

Age: 34

STR 9, **DEX** 10, **END** 10, **INT** 10, **EDU** 11

Skills: Administration 3, Astrogation 3, Carousing 3, Combat (Unarmed) 4, Communications 3, Computer 3, Damage Control 1, Deflectors 2, Diplomacy 5, Electronics 1, Engineering 2, Environmental Suit 3, Gaming 4, Instruction 3, Language (Orion) 2, Leadership 4, Marksmanship (Firearms) 2, Marksmanship (Modern) 5, Science (Medicine, Human) 1, Science (Psychology, Human) 3, Science (Mathematics) 2, Science (Physics) 2, Science (Culture/History, Federation) 3, Science (Law, Federation) 4, Science (Astronomy) 3, Science (Astrophysics) 3, Security 3, Sensors 3, Small Equipment 2, Starship Weapons 3, Streetwise 3, Survival (Cool Temperate) 3, Tactics (Small Unit) 3, Tactics (Starship) 5, Transporter 3, Trivia (Abraham Lincoln) 4, Trivia (American History) 3, Vehicle (Shuttlecraft) 3, Warp Drive 2, Zero-G 1

James Tiberius "Jim" Kirk was a male Human Starfleet officer in the 23rd century. He was arguably one of the most famous and highly decorated starship captains in the history of Starfleet. As the commanding officer of

the Constitution-class starships USS Enterprise and USS Enterprise-A, Kirk served Federation interests as an explorer, soldier, time-traveler, and diplomat. His exploits were required reading for cadets studying Early Starfleet History in the 24th century. They included the saving of the Pelosians from extinction, despite it being a violation of the Prime Directive, along with his saving of the Baezians and Chenari years earlier, and a record-setting number of first contacts. This record stood until the 2370s, when Captain Kathryn Janeway set a new record by being the first Federation captain in the previously unexplored Delta Quadrant.



Spock, Commander (05)

Race: Vulcan

Age: 37

STR 12, **DEX** 9, **END** 10, **INT** 16, **EDU** 10

Skills: Administration 3, Artist (Vulcan Lyre) 4, Astrogation 3, Combat (Unarmed) 3, Communications 3, Computer 5, Damage Control 1, Deflectors 2, Diplomacy 1, Electronics 2, Engineering 3, Environmental Suit 2, Gaming 4, Instruction 2, Language (English) 3, Language (Vulcan) 3, Leadership 3, Life Support 2, Marksmanship (Modern) 3, Science (Bionics) 2, Science (Botany) 3, Science (Ecology) 3, Science (Exobiology) 3, Science (Zoology) 3, Science (Medicine, Vulcan) 2, Science (Medicine, Human) 2, Science (Psychology, Human) 2, Science (Chemistry) 2, Science (Mathematics) 4, Science (Physics) 3, Science (Geology) 3, Science (Hydrology) 2, Science (Meteorology) 1, Science (Culture/History, Federation) 3, Science (Culture/History, Human) 3, Science (Law, Federation) 3, Science (Politics) 2, Science (Astronomy) 3, Science (Astrophysics) 3, Security 2, Sensors 4, Small Equipment 3, Starship Weapons 3, Streetwise 0, Survival (Desert) 3, Tactics (Starship) 3, Transporter 5, Trivia (Human Artists) 2, Trivia (Human Poetry) 3, Trivia (Human Religious Literature) 2, Vehicle (Shuttlecraft) 3, Warp Drive 2, Zero-G 2

Spock was a male Human/Vulcan hybrid who became one of the most distinguished and respected figures in the United Federation of Planets. As a Starfleet officer

in the 23rd century, he served aboard the starship USS Enterprise as science officer under Captain Christopher Pike, as first officer and science officer under Captain James T. Kirk, and as the commanding officer of the Enterprise during its tenure as a training vessel. In the 24th century, Spock became an adviser to the leadership of the Federation and a celebrated ambassador on their behalf.



Leonard H. McCoy MD, Lt. Commander (04)

Race: Human

Age: 40

STR 8, **DEX** 10, **END** 8, **INT** 10, **EDU** 10

Skills: Administration 3, Astrogation 1, Carousing 3, Combat (Unarmed) 2, Computer 3, Damage Control 1, Diplomacy 3, Electronics 2, Environmental Suit 2, Instruction 3, Language (Latin) 3, Leadership 3, Life Support 2, Marksmanship (Modern) 2, Science (Bionics) 2, Science (Botany) 3, Science (Ecology) 3, Science (Exobiology) 2, Science (Genetics) 2, Science (Zoology) 2, Science (Medicine, Human) 5, Science (Medicine, Vulcan) 3, Science (Pathology) 3, Science (Psychology, Human) 3, Science (Psychology, Vulcan) 2, Science (Psychology, Andorian) 2, Science (Surgery) 4, Science (Chemistry) 3, Science (Mathematics) 1, Science (Physics) 2, Science (Meteorology) 1, Science (Culture/History, Federation) 2, Science (Law, Federation) 3, Science (Astronomy) 1, Science (Astrophysics) 1, Sensors 2, Small Equipment 2, Streetwise 3, Survival (Cool Temperate) 2, Transporter 1, Zero-G 1

Leonard H. McCoy, MD was a male Human Starfleet officer of the 23rd and 24th centuries. He was an accomplished surgeon, physician, psychologist, and exobiologist, and was also considered an expert in space psychology. As chief medical officer, he served aboard the USS Enterprise and USS Enterprise-A for a combined twenty-seven years.



Montgomery Scott, Lt. Commander (04)

Race: Human

Age: 45

STR 9, **DEX** 9, **END** 8, **INT** 12, **EDU** 10

Skills: Administration 3, Artist (Bagpipe) 3, Carousing 3, Combat (Claymore) 2, Combat (Unarmed) 3, Communications 3, Computer 5, Damage Control 1, Deflectors 3, Diplomacy 2, Electronics 3, Engineering 5, Environmental Suit 2, Instruction 3, Language (Gaelic) 3, Leadership 3, Life Support 3, Marksmanship (Modern) 4, Science (Exobiology) 1, Science (Medicine, Human) 1, Science (Mathematics) 3, Science (Physics) 3, Science (Culture/History, Federation) 2, Science (Law, Federation) 2, Science (Astronomy) 2, Science (Astrophysics) 2, Sensors 2, Small Equipment 4, Starship Weapons 3, Streetwise 3, Survival (Cool Temperate) 1, Tactics (Starship) 2, Transporter 5, Trivia (Alcoholic Beverages) 4, Vehicle (Shuttlecraft) 5, Warp Drive 5, Zero-G 2

Montgomery Scott (often referred to as Scotty by his shipmates) was a male Human Starfleet officer in the 23rd century. His serial number was SE 19754 T.



For a period of nearly thirty years, he was the chief engineer of both the USS Enterprise and the USS Enterprise-A, both under the command of Captain James T. Kirk. Having the reputation as a "miracle worker", he was a man of superior technical and engineering skill, experience and ingenuity. Despite his superior talents as an engineer, he was often the source of comic relief among the Enterprise crew due to his use of Scots language.



Hikaru Sulu, Lieutenant (O3)

Race: Human

Age: 30

STR 9, **DEX** 11, **END** 9, **INT** 10, **EDU** 10

Skills: Administration 3, Astrogation 3, Carousing 3, Combat (Sword) 3, Combat (Unarmed) 3, Communications 2, Computer 3, Damage Control 1, Deflectors 3, Electronics 3, Engineering 2, Environmental Suit 1, Instruction 2, Language (Tellarite) 2, Leadership 3, Marksmanship (Pistol) 3, Marksmanship (Modern) 3, Science (Botany) 3, Science (Medicine, Human) 1, Science (Culture/History, Federation) 2, Science (Law, Federation) 2, Science (Astronomy) 3, Science (Astrophysics) 3, Sensors 3, Small Equipment 1, Starship Weapons 4, Streetwise 3, Tactics (Starship) 3, Transporter 2, Trivia (Ancient Firearms) 4, Vehicle (Shuttlecraft) 3, Warp Drive 1, Zero-G 1

Hikaru Sulu was a male Human Starfleet officer in the 23rd century. Sulu was a sciences division officer serving aboard the USS Enterprise in 2265, under the command of Captain James T. Kirk. He was the department head of the Astrosciences Department. A year later, in 2266, Lieutenant Sulu was a command division officer on the Enterprise. He was one of the ship's helmsmen. From 2266 to 2270, on a few occasions, Sulu was in temporary command when Captain James T. Kirk, First Officer Spock and Chief Engineer Lieutenant Commander Montgomery Scott were on landing parties or otherwise occupied aboard the Enterprise during its historic and original five-year mission.



Nyota Uhura, Lieutenant (O3)

Race: Human

Age: 28

STR 8, **DEX** 11, **END** 9, **INT** 11, **EDU** 11

Skills: Administration 3, Artist (Vulcan Harp) 2, Artist (Vocal Music) 4, Astrogation 3, Carousing 2, Combat (Unarmed) 2, Communications 5, Computer 4, Damage Control 3, Diplomacy 3, Electronics 2, Engineering 2, Environmental Suit 2, Gaming 2, Instruction 2, Language (Swahili) 3, Language (French) 3, Language (Klingonese) 3, Language (Orion) 2, Language (Romulan) 2, Leadership 3, Marksmanship (Modern) 2, Science (Exobiology) 2, Science (Medicine, Human) 1, Science (Psychology, Human) 2, Science (Mathematics) 2, Science (Physics) 2, Science (Meteorology) 1, Science (Culture/History, Federation) 2, Science (Culture/History, Andorian) 1, Science (Culture/History, Vulcan) 2, Science (Culture/History, Ancient African) 4, Science (Law, Federation) 3, Science (Astronomy) 2, Science (Astrophysics) 2, Security 2, Sensors 3, Small Equipment 3, Starship Weapons 2, Streetwise 2, Survival (Tropical) 2, Tactics (Starship) 2, Transporter 3, Warp Drive 2, Zero-G 1

Nyota Uhura was a female Human Starfleet officer in the 23rd century. She served as a communications officer aboard the USS Enterprise and USS



Enterprise-A under the command of Captain James T. Kirk. Uhura began her Starfleet career in 2265, serving on board the USS Enterprise on its five-year mission.

Pavel Chekov, Ensign (O1)

Race: Human

Age: 22

STR 9, **DEX** 9, **END** 8, **INT** 10, **EDU** 10

Skills: Administration 2, Astrogation 3, Carousing 2, Combat (Unarmed) 3, Communications 2, Computer 3, Damage Control 1, Deflectors 3, Diplomacy 2, Electronics 2, Engineering 2, Environmental Suit 2, Gaming 2, Instruction 2, Language (Russian) 3, Language (Vulcan) 2, Leadership 3, Marksmanship (Modern) 3, Science (Ecology) 2, Science (Medicine, Human) 1, Science (Mathematics) 3, Science (Physics) 2, Science (Geology) 2, Science (Culture/History, Federation) 3, Science (Law, Federation) 2, Science (Politics) 2, Science (Astronomy) 3, Science (Astrophysics) 3, Security 2, Sensors 2, Starship Weapons 3, Streetwise 2, Survival (Warm Temperate) 2, Tactics (Small Unit) 2, Tactics (Starship) 3, Transporter 2, Vehicle (Shuttlecraft) 2, Warp Drive 2, Zero-G 2

Pavel Andreievich Chekov was a Human who served as a Starfleet officer during the latter half of the 23rd century. Although he mainly served as the navigator and security chief aboard the USS Enterprise and the USS Enterprise-A, he played a more variable role than other senior crew members under Captain James T. Kirk.



Christine Chapel RN, Ensign (O1)

Race: Human

Age: 32

STR 8, **DEX** 9, **END** 8, **INT** 9, **EDU** 9

Skills: Administration 3, Astrogation 1, Carousing 2, Combat (Unarmed) 2, Communications 2, Computer 3, Damage Control 1, Diplomacy 3, Electronics 2, Environmental Suit 2, Instruction 3, Language (Vulcan) 2, Leadership 3, Life Support 2, Marksmanship (Modern) 2, Science (Bionics) 2, Science (Botany) 4, Science (Ecology) 3, Science (Exobiology) 2, Science (Genetics) 2, Science (Zoology) 3, Science (Medicine, Human) 2, Science (Medicine, Vulcan) 2, Science (Psychology, Human) 2, Science (Psychology, Vulcan) 2, Science (Chemistry) 2, Science (Mathematics) 2, Science (Physics) 2, Science (Geology) 1, Science (Culture/History, Federation) 2, Science (Law, Federation) 2, Science (Astronomy) 1, Science (Astrophysics) 1, Sensors 2, Small Equipment 1, Streetwise 2, Survival (Cool Temperate) 2, Transporter 1, Trivia (Vulcan Cooking) 2, Zero-G 1

Christine Chapel was a female Human Starfleet officer in the 23rd century. She served in the Medical Department, a subsection of the sciences division, aboard the USS Enterprise from 2266 to 2270 as a nurse and in the mid-2270s as a doctor under the command of Captain James T. Kirk.



Janice Rand, Petty Officer 1 – Yeoman (E6)

Race: Human

Age: 27

STR 8, **DEX** 9, **END** 8, **INT** 9, **EDU** 9

Skills: Administration 3, Astrogation 2, Carousing 2, Combat (Unarmed) 2, Communications 2, Computer 2, Damage Control 1, Diplomacy 2, Electronics 2, Engineering 2, Environmental Suit 2, Gaming 2, Instruction 3, Language (French) 1, Leadership 2, Marksmanship (Modern) 3, Science (Ecology) 2, Science (Exobiology) 2, Science (Medicine, Human) 1, Science (Psychology, Human) 2, Science (Mathematics) 2, Science (Physics) 2, Science (Culture/History, Federation) 3, Science (Law, Federation) 3, Science (Astronomy) 2, Science (Astrophysics) 2, Security 2, Sensors 2, Streetwise 2, Survival (Arctic) 2, Transporter 5, Zero-G 1

Janice Rand was a female Human Starfleet officer in the 23rd century. She began her service career in the operations division in the mid-2260s. Rand was a non-commissioned officer serving aboard the USS Enterprise in 2266, under the command of Captain James T. Kirk. She was assigned as the captain's personal yeoman by Starfleet Headquarters.



Vincent DeSalle, Lieutenant (O3)

Race: Human

Age: 34

STR 9, **DEX** 8, **END** 9, **INT** 10, **EDU** 9

Significant Skills: Astrogation 3, Combat (Unarmed) 2, Engineering 4, Leadership 3, Marksmanship (Modern) 2

Vincent DeSalle was a Human male of French descent who served as a Starfleet officer in the mid-23rd century. He served aboard the USS Enterprise in 2267 under the command of Captain James T. Kirk, during the historic five-year mission. He began his service on the Enterprise in the command division as one of the ship's navigators. Later, he transferred to the operations



division, where he became an assistant chief engineer in the engineering department.

Kyle, Lieutenant (O3)

Race: Human

Age: 40

STR 9, **DEX** 10, **END** 8, **INT** 9, **EDU** 9

Significant Skills: Combat (Unarmed) 2, Marksmanship (Modern) 2, Sensors 3, Transporter 5

Kyle was a male Starfleet officer in the 23rd century. He served aboard the USS Enterprise between 2267 and 2270 as a lieutenant under the command of Captain James T. Kirk, during the historic five-year mission. Kyle was assigned primarily to the operations division. His main duties on the Enterprise included transporter chief and engineering assistant. He was also trained to operate the helm and the science station.



M'Benga MD, Lieutenant (O3)

Race: Human

Age: 27

STR 9, **DEX** 9, **END** 9, **INT** 10, **EDU** 10

Significant Skills: Combat (Unarmed) 2, Marksmanship (Modern) 2, Science (Medicine, Human) 3, Science (Medicine, Vulcan) 3

Doctor M'Benga was a Starfleet medical officer who served aboard the USS Enterprise under Captain James T. Kirk during his original five-year mission. In the event of Chief Medical Officer Leonard McCoy's absence, M'Benga became the ranking medical officer. He conducted his medical internship on Vulcan, an experience that made him particularly skilled in treating members of that species.



Kor, Captain (06)

Race: Klingon

Age: 39

STR 10, **DEX** 9, **END** 10, **INT** 9, **EDU** 8

Significant Skills: Bribery 2, Combat (Unarmed) 3, Diplomacy 2, Interrogation 4, Leadership 4, Marksmanship (Modern) 3, Security 4, Tactics (Starship) 3

Kor was a male Klingon military officer and ambassador in the 23rd and 24th centuries. He was among the most influential warriors and respected military leaders of the Klingon Empire. He was descended from Klingons affected with the augment virus created in 2154, a product of 22nd century Klingon genetic engineering. Throughout his illustrious career, Kor played key roles in many legendary battles against the Federation and Romulan Empire.



Koloth, Captain (06)

Race: Klingon

Age: 44

STR 10, **DEX** 9, **END** 10, **INT** 10, **EDU** 9

Significant Skills: Bribery 2, Combat (Unarmed) 3, Diplomacy 3, Interrogation 3, Leadership 3, Marksmanship (Modern) 3, Security 3

Koloth was among the most legendary warriors, heroic military leaders and adept negotiators in the Klingon Empire during the late 23rd and early 24th centuries. As a product of 22nd century genetic engineering, Koloth was descended from Klingons afflicted with the Augment virus created in 2154.



Cyrano Jones (Civilian)

Race: Human

Age: 52

STR 8, **DEX** 8, **END** 7, **INT** 9, **EDU** 10

Significant Skills: Carousing 4, Diplomacy 3, Science (Economics) 4, Science (Law, Federation) 2, Vehicle (Starship) 3

Cyrano Jones was a licensed asteroid locator, prospector, intergalactic trader and, to Captain James T. Kirk, a general nuisance who lived during the mid-23rd century. From 2261 to 2268, Cyrano Jones earned a marginal living as a trader buying and selling rare merchandise. Among his wares, Jones pawned articles such as Spican flame gems, Antarean glow water and tribbles. In 2268, Jones was present on the Federation Deep Space Station K-7 during the Klingon plot to control Sherman's Planet. He was responsible for the station's infestation with tribbles, which he was sentenced to clean up, a task expected to take 17.9 years.



Harcourt Fenton Mudd (Civilian)

Race: Human

Age: 35

STR 8, **DEX** 8, **END** 8, **INT** 10, **EDU** 10

Significant Skills: Carousing 3, Diplomacy 4, Science (Economics) 4, Science (Law, Federation), Streetwise 3, Vehicle (Starship) 3

Harcourt Fenton "Harry" Mudd was a male Human civilian in the 23rd century. He was a notorious con artist encountered several times by the crew of the USS Enterprise. Essentially more of a lovable rogue than a true villain, he lived by his wits on the other side of the law. Mudd's interstellar exploits began when he deserted his nagging wife, Stella, and became a peripatetic grifter who roamed through the galaxy practicing various cons, schemes and scams — not always successfully. By 2266, Mudd had already been convicted of smuggling (receiving a suspended sentence), transporting stolen goods, and purchasing a space vessel using counterfeit currency. For these last two crimes, Mudd was sentenced to undergo psychiatric treatment, the effectiveness of which was officially disputed.



Sarek (Ambassador)

Race: Vulcan

Age: 102

STR 12, **DEX** 9, **END** 10, **INT** 16, **EDU** 12

Significant Skills: Computer 4, Diplomacy 5, Science (Astronomy) 4, Science (Astrophysics) 5

Sarek was a male Vulcan of Vulcan. He spent most of his life in service of the Vulcan people, as an ambassador and as a representative on the Federation Council. He was also well known as the father of noted Starfleet officer Spock and the husband of the Earth woman Amanda Grayson.



Khan Noonien Singh (Civilian)

Race: Human Augment

Age: 47 (physical), 318 (actual)

STR 12, **DEX** 14, **END** 16, **INT** 13, **EDU** 13

Significant Skills: Administration 3, Combat (Unarmed) 3, Diplomacy 3, Leadership 5, Science (Psychology, Human) 4, Survival (Desert) 4

Khan Noonien Singh (or simply, Khan) was an extremely intelligent and dangerous superhuman. He was the most prominent of the genetically-engineered Human Augments of the late-20th century Eugenics Wars period on Earth. Khan was considered by the USS Enterprise command crew, nearly three centuries later, to have been "the best" of them. Reappearing with a cadre of Augment followers in the 23rd century, Khan became a notorious enemy of James T. Kirk. Khan's existence as an Augment served, as well, as a warning to society of the danger in attempting to create "supermen" through technological means.



24th Century

The character attributes and skills listed here correspond to Earth year 2364, the first year of the USS Enterprise-D's mission.

Jean-Luc Picard, Captain (06)

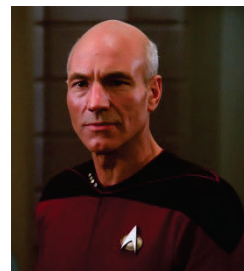
Race: Human

Age: 59

STR 9, **DEX** 9, **END** 9, **INT** 10, **EDU** 9

Significant Skills: Administration 3, Combat (Sword) 3, Combat (Unarmed) 3, Computer 3, Diplomacy 4, Language (French) 4, Language (Klingonese) 2, Leadership 4, Marksmanship (Modern) 2, Science (Medicine, Human) 2, Science (Psychology) 3, Science (Culture/History, Federation) 3, Science (Law, Federation), Security 3, Small Equipment 2, Sports (Fencing) 2, Survival (Cool Temperate) 2, Tactics (Small Unit) 3, Tactics (Starship) 3, Trivia (Earth History, France) 3, Trivia (Earth History Novels) 2, Vehicle (Shuttlecraft) 3, Vehicle (Starship) 3, Warp Drive 3

Jean-Luc Picard was a celebrated Starfleet officer, archaeologist and diplomat who served during the latter two thirds of the 24th century. The highlights of his career were centered around assignments as commanding officer of the Federation starships USS Stargazer, USS Enterprise-D, and the USS Enterprise-E. In these roles, Picard not only witnessed the major turning points of recent galactic history, but played a key role in them also, from making first contact as captain of the Federation's flagship with no fewer than 27 alien species, including the Ferengi and the Borg. He also became the chief contact point with Q Continuum, and served as Arbiter of Succession, where he presided over the investiture of Chancellor Gowron. Picard would expose the Romulan Star Empire as backers of his chief rivals, later aiding a Romulan underground movement of dissidents to gain a toehold on the Romulan homeworld. He continued to serve as captain of the Enterprise-E, the sixth Federation starship to bear the name, until at least 2379.



In 2364, Picard was assigned command of the newly commissioned Galaxy-class starship USS Enterprise-D,

the most prestigious captaincy in Starfleet. He commanded the flagship for seven years, participating in many important missions. Among these were the defeat of the Borg invasions of 2366 and 2369, and his command of the fleet which blockaded the Klingon-Romulan border during the Klingon Civil War. In 2371, the USS Enterprise-D was lost over Veridian III, with the vessel's primary hull crash-landing on the planet's surface. There were no fatalities aboard the Enterprise, and most of the ship's senior crew was reassigned to the USS Enterprise-E, the sixth Federation starship to bear the name. After a one-year shakedown cruise, the new Enterprise was nearly lost when the senior staff decided to sacrifice the ship in order to save Earth's future by preventing the Borg on board from changing history. Fortunately, the crew was able to repel the Borg attempt without having to destroy the Enterprise. In 2375 Picard, along with the Enterprise crew, defied Federation orders and rebelled against the plan to relocate the Ba'ku people from their homeworld in order to harvest the metaphasic radiation from their planet's ring system.



Picard continued in command of the Enterprise through 2379, when the ship was sent to Romulus after the coup by Praetor Shinzon. Shinzon was a clone of Picard created by a former Romulan government for use as a spy, but the plan was abandoned and Shinzon was sent to Remus to die. Instead, he prospered, becoming a highly successful leader during the Dominion War. In a pitched battle between the Enterprise and Shinzon's flagship, the Scimitar, Picard was eventually able to board the enemy ship and eliminate Shinzon. Data saved Picard's life by transporting the captain back to the Enterprise before sacrificing his own life; he destroyed the Scimitar by firing on the thalaron weapon with a hand phaser, thereby saving the over 800 men and women aboard the Enterprise.

William Riker, Commander (05)

Race: Human

Age: 29

STR 9, **DEX** 9, **END** 10, **INT** 9, **EDU** 9

Significant Skills: Administration 3, Artist (Trombone) 2, Combat (Quarterstaff) 2, Combat (Unarmed) 2, Computer 3, Damage Control 3, Deflectors 2, Diplomacy 3, Environmental Suit 2, Instruction 3, Language (Klingonese) 2, Language (Telleran) 0, Leadership 3, Marksmanship (Modern) 2, Science (Medicine, Human) 0, Science (Culture/History, Betazoid) 2, Science (Culture/History, Federation) 2, Science (Law, Federation) 2, Security 2, Sensors 3, Starship Weapons 3, Tactics (Small Unit) 3, Tactics (Starship) 3, Transporter 2, Trivia (History, USS Enterprise Logs) 2, Vehicle (Shuttlecraft) 2, Vehicle (Starship) 2, Warp Drive 2, Zero-G 0

William Thomas "Will" Riker was a noted Starfleet officer, perhaps best known for his long assignment as first officer under Captain Jean-Luc Picard aboard the USS Enterprise-D and later the USS Enterprise-E. In 2379 he finally accepted a promotion as captain of the USS Titan. Riker was promoted to commander and first officer of the newly launched USS Enterprise-D in 2364. He was ferried to planet Deneb IV by the Hood, and met the Enterprise at the planet. The ship had undergone a saucer separation after being threatened by the entity known as Q. Riker reported aboard the stardrive section and was briefed about the current situation and was ordered to perform a difficult and unusual manual docking with the saucer module, which he conducted very well.



Riker transferred to the new USS Enterprise-E in 2372, along with most of the senior staff of the Enterprise-D. In 2373 the Enterprise took part in the Battle of Sector 001 against Starfleet orders. Thanks to the ship's intervention, the Borg cube was destroyed, but not before it launched a sphere which generated a temporal vortex and traveled to the year 2063. The Enterprise pursued and destroyed the sphere before it could prevent the first flight of Zefram Cochrane aboard the Phoenix warp ship. In 2375 Riker,

along with the Enterprise crew, defied Federation orders and rebelled against the plan to relocate the Ba'ku people from their homeworld in order to harvest the metaphasic radiation from their planet's ring system. His last mission aboard the Enterprise-E was during its encounter with Praetor Shinzon in 2379. Although Riker was eager to begin his life aboard the Titan with Counselor Troi, he realized how important it was to stop Shinzon and was willing to sacrifice anything in order to prevent him from using his thalaron radiation weapon on Earth.

Beverly Crusher MD, Commander (05)

Race: Human

Age: 40

STR 8, **DEX** 9, **END** 9, **INT** 10, **EDU** 9

Significant Skills: Administration 3, Combat (Unarmed) 2, Computer 3, Damage Control 3, Environmental Suit 2, Instruction 2, Language (Vulcan) 2, Life Support 2, Marksmanship (Modern) 2, Science (Bionics) 2, Science (Exobiology) 4, Science (Medicine, Betazoid) 2, Science (Medicine, Human) 3, Science (Pathology) 3, Science (Psychology) 3, Science (Surgery) 3, Science (Chemistry) 3, Science (Physics) 2, Science (Hydrology) 0, Science (Culture/History, Federation) 2, Science (Law, Federation) 2, Sensors 1, Transporter 2, Zero-G 2

Beverly Cheryl Crusher, MD, (née Howard) was the chief medical officer aboard the USS Enterprise-D and its successor, the USS Enterprise-E, both under the command of Captain Jean-Luc Picard. She briefly left her post as CMO of the Enterprise-D to become head of Starfleet Medical, only to return shortly after. She was a Fellow of the Academy of Starfleet Surgeons (Sol Chapter). Dr. Crusher was appointed chief medical officer of the Starship Enterprise-D in 2364, and joined the ship at Farpoint Station with Wesley, reporting on board on stardate 41154. Picard initially had reservations about her presence, but she assured him that the past would have no effect on her duties and she had no problem serving under his command.



Crusher transferred to the new USS Enterprise-E in 2372, along with most of the senior staff of the Enterprise-D after its destruction in 2371. In 2373 the Enterprise took part in the Battle of Sector 001 against Starfleet orders. Thanks to the ship's intervention, the Borg cube was destroyed, but not before it launched a sphere which generated a temporal vortex and traveled to the year 2063. The Enterprise pursued and destroyed the sphere before it could prevent the first flight of Zefram Cochrane aboard the Phoenix warp ship. In 2375 Crusher, along with the Enterprise crew, defied Federation orders and rebelled against the plan to relocate the Ba'ku people from their homeworld in order to harvest the metaphasic radiation from their planet's ring system. Beverly then attended the wedding of Commander Riker and Counselor Troi on Earth and subsequently traveled to Betazed to take part in a traditional Betazoid wedding ceremony. After discovering Data's 'brother', B-4, Beverly and Lt. Commander Data collaborated on an examination of the less-advanced android's systems. Beverly then, after the Enterprise was diverted to Romulus, examined praetor Shinzon's DNA, telling Jean-Luc that Shinzon was a clone of himself.

Geordi LaForge, Lieutenant J.G. (02)

Race: Human

Age: 29

STR 9, **DEX** 9, **END** 9, **INT** 9, **EDU** 9

Significant Skills: Administration 2, Astrogation 3, Combat (Armed) 2, Combat (Unarmed) 2, Communications 2, Computer 3, Damage Control 3, Deflectors 3, Diplomacy 2, Electronics 3, Engineering 4, Instruction 2, Life Support 2, Marksmanship (Modern) 2, Science (Medicine, Human) 2, Science (Astronomy) 3, Science (Astrophysics) 2, Sensors 3, Starship Weapons 2, Tactics (Starship) 3, Transporter 2, Vehicle (Starship) 3, Warp Drive 3

Special: If the VISOR is removed, STR and DEX DMs are reduced to -3, and all skills that rely on vision automatically fail. In combat, all opponents are treated as if having full cover: apply a -4 DM to all attacks.

Geordi La Forge was a Starfleet officer who originally was the helmsman of the USS Enterprise-D during 2364, with the rank of lieutenant junior grade. He was

promoted to lieutenant and later lieutenant commander and became the chief engineer of the Enterprise-D and later USS Enterprise-E, both under Captain Jean-Luc Picard. Due to a birth defect, he was born blind, but sees through a device known as a VISOR (Visual Instrument and Sensory Organ Replacement). The VISOR detected electromagnetic signals across the entire EM spectrum between 1 Hz and 100,000 THz and transmitted those signals to the brain through neural implants in the temples of the individual via delta-compressed wavelengths. The result was a vastly different visual acuity, with VISOR-wearers able to see in the infrared and ultraviolet ranges and beyond.



In 2371, while on an away team investigating the Amargosa observatory with Lieutenant Commander Data, Geordi was knocked unconscious and kidnapped by Tolian Soran. The Klingons traded LaForge for Captain Picard, but placed a spy device in Geordi's VISOR and used it to obtain the Enterprise's shield frequency. While the device was found and removed following the subsequent battle with the Klingons, the Enterprise-D suffered a warp core breach and was lost. LaForge transferred to the new USS Enterprise-E in 2372, along with most of the senior staff of the Enterprise-D. After a one-year shakedown cruise, in 2373 the Enterprise took part in the Battle of Sector 001 against Starfleet orders. Thanks to the ship's intervention, the Borg cube was destroyed, but not before it launched a sphere which generated a temporal vortex and traveled to the year 2063. The Enterprise pursued and destroyed the sphere before it could prevent the first flight of Zefram Cochrane aboard the Phoenix warp ship. In 2375 LaForge, along with the Enterprise crew, defied Federation orders and rebelled against the plan to relocate the Ba'ku people from their homeworld in order to harvest the metaphasic radiation from their planet's ring system. In 2379 Geordi took part in the Enterprise's mission to Romulus. After a fierce battle with the Scimitar, he helped his best friend Data in his task of self-sacrifice to save the Enterprise crew.

Wesley Crusher (Civilian)

Race: Human

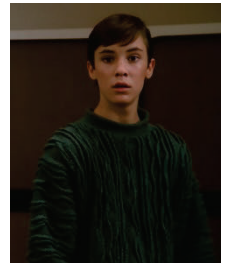
Age: 16

STR 8, **DEX** 9, **END** 8, **INT** 11, **EDU** 9

Significant Skills: Astrogation 2, Computer 5, Electronics 2, Engineering 3, Sensors 2, Transporter 3, Vehicle (Shuttlecraft) 2, Vehicle (Starship) 3, Warp Drive 3

Special: The significant skills above are this character's background skills.

Wesley Robert Crusher was the gifted son of Starfleet officers Lieutenant Commander Jack Crusher and Doctor Beverly Crusher. After several years aboard the USS Enterprise-D and three years at Starfleet Academy, his Starfleet career was cut short when he dropped out of the Academy and continued on to a unique life, accompanying the trans-dimensional Tau Alphan The Traveler. Crusher eventually returned to Starfleet and, prior to 2379, he became a full-fledged officer, holding the rank of lieutenant junior grade.



Worf, Lieutenant, J.G. (02)

Race: Klingon

Age: 24

STR 10, **DEX** 9, **END** 9, **INT** 9, **EDU** 8

Significant Skills: Administration 2, Combat (Armed) 3, Combat (Unarmed) 4, Computer 3, Damage Control 2, Deflectors 3, Diplomacy 2, Language (English) 4, Language (Klingonese) 2, Leadership 3, Marksmanship (Modern) 3, Science (Psychology, Human) 2, Science (Psychology, Klingon) 3, Science (Culture/History, Federation) 2, Science (Culture/History, Klingon) 3, Science (Law, Federation), Sports (Parrises Squares) 3, Starship Weapons 3, Survival (Cool Temperate) 2, Tactics (Small Unit) 3, Transporter 2, Trivia (Klingon Sayings) 3, Vehicle (Shuttlecraft) 2, Vehicle (Starship) 2, Warp Drive 2

Special: Due to Worf being raised by humans, he does not have the bribery and interrogation skills present in other Klingons.

Worf – son of Mogh, of the Klingon House of Martok, of the Human family Rozhenko; mate to K'Ehleyr, father to Alexander Rozhenko, and husband to Jadzia Dax; Starfleet officer and soldier of the Empire; bane of the House of Duras; slayer of Gowron; Federation ambassador to Qo'noS – was one of the most influential Klingons of the latter half of the 24th century. In 2364, Lieutenant junior grade Worf was assigned as a command division bridge officer on the USS Enterprise (NCC-1701-D), under the command of Captain Jean-Luc Picard. Worf spent most of his first year on the Enterprise-D as a relief officer for the conn and other bridge stations. Following the death of Natasha Yar at the hands of the Armus entity, Worf became acting security chief. In 2365, Worf transferred to the operations division and officially became the Enterprise-D's chief tactical officer and security chief. He was promoted to the rank of full lieutenant in 2366. After seven years of service aboard the starship, Worf rose in rank to lieutenant commander in 2371.



In 2372 Worf accepted a posting on Deep Space Nine, commanded by Benjamin Sisko, as strategic operations officer for the Bajoran sector. In 2373 Worf took the Defiant into combat at the Battle of Sector 001. After being rescued from the drifting Defiant he traveled with the crew of the Enterprise-E to the year 2063, where he and the crew defeated the Borg attempting to prevent the first flight of Zefram Cochrane and the warp ship Phoenix. In 2375, Worf visited the Federation colony on Manzar to establish a new defense perimeter against the Dominion. At this

opportunity, however, he visited his old friends on the Enterprise-E, which was on a diplomatic mission nearby. For a brief period, Worf rejoined his old crew to reveal Admiral Dougherty's conspiracy to relocate the Ba'ku people from their homeworld in order to harvest the metaphasic radiation from their planet's ring system. In 2379 he then attended the wedding of Commander Riker and Counselor Troi on Earth and subsequently traveled to Betazed to take part in a traditional Betazoid wedding ceremony. En route to Betazed the Enterprise-E was diverted to Romulus on a peace mission that was in reality a trap. At the end of the Dominion War he became the ambassador to Qo'nos at the urging of his friend, "brother", and new Chancellor, Martok.

Data, Lt. Commander (04)

Race: Android

Age: 28

STR 14, **DEX** 11, **END** 14, **INT** 11, **EDU** 9

Significant Skills: Administration 3, Artist (Painting) 0, Astrogation 3, Combat (Armed) 2, Combat (Unarmed) 3, Communications 3, Computer 5, Damage Control 3, Deflectors 3, Diplomacy 2, Electronics 3, Instruction 2, Language (Klingon) 4, Language (Vulcan) 4, Leadership 2, Life Support 2, Marksmanship (Modern) 2, Science (Bionics) 4, Science (Exobiology) 3, Science (Medicine, Human) 3, Science (Mathematics) 3, Science (Physics) 3, Science (Hydrology) 3, Science (Culture/History, Federation) 3, Science (Law, Federation), Sensors 3, Starship Weapons 3, Transporter 3, Trivia (General) 2, Vehicle (Shuttlecraft) 3, Vehicle (Starship) 3, Warp Drive 3

Special: Characteristics are heavily weighted due to his nature as an android with perfect recall of every event experienced. The Trivia (General) skill is a catch-all knowledge skill for this character, as he has a good chance of knowing something about everything.

Data was a Soong-type android, the first and only such being to ever enter Starfleet. Data was created sometime around 2336 and was destroyed in 2379, sacrificing himself to save the crew of the USS Enterprise-E. Data was



the fifth of six known androids designed by Dr. Noonien Soong. He was constructed on the planet Omicron Theta after his "brother", Lore, had been deactivated over the protests of Soong's wife Juliana. Soong claimed he built Data to perfect his design of his androids, and when Data was perfected, apply his improvements to Lore.

Data served as operations officer and second officer on board the USS Enterprise-D from 2364 until the vessel's destruction in 2371 and served in the same capacity on board the USS Enterprise-E from 2372 until his destruction in 2379. Since he did not require sleep, he routinely stood night watch on the bridge. He frequently participated in many of the away missions undertaken. His speed of thought and great strength made him an important asset to both the Enterprise-D and Enterprise-E, and the fact that he was unaffected by disease, radiation, or mind control was vital on more than one occasion.



Data transferred to the new USS Enterprise-E in 2372, along with most of the senior staff of the Enterprise-D after its destruction in 2371. In 2373 the Enterprise took part in the Battle of Sector 001 against Starfleet orders. Thanks to the ship's intervention, the Borg cube was destroyed, but not before it launched a sphere which generated a temporal vortex and traveled to the year 2063. The Enterprise pursued and destroyed the sphere before it could prevent the first flight of Zefram Cochrane aboard the Phoenix warp ship. In 2375 Data, along with the Enterprise crew, defied Federation orders and rebelled against the plan to relocate the Ba'ku people from their homeworld in order to harvest the metaphasic radiation from their

planet's ring system. In 2379 Data took part in the Enterprise's mission to Romulus. After a fierce battle with the Scimitar, he sacrificed himself to save the Enterprise crew. With the thalaron radiation weapon on the Scimitar seconds away from firing, Data used his phaser to destroy it, which resulted in the complete destruction of the Scimitar – and Data as well.

Deanna Troi, Lt. Commander (04)

Race: Betazoid

Age: 28

STR 8, **DEX** 9, **END** 8, **INT** 9, **EDU** 9

Significant Skills: Administration 3, Artist (Clothing Design) 2, Combat (Armed) 2, Combat (Unarmed) 2, Communications 3, Computer 4, Damage Control 2, Diplomacy 4, Instruction 3, Language (Klingonese) 2, Language (Vulcan) 2, Leadership 2, Life Support 2, Marksmanship (Modern) 2, Science (Exobiology) 2, Science (Medicine, Human) 2, Science (Culture/History, Federation) 3, Science (Law, Federation) 3, Science (Politics) 3, Sensors 2, Telepathy (Shield) 1, Telepathy (Read Surface Thoughts) 2, Telepathy (Send Thoughts) 2, Transporter 2, Vehicle (Shuttlecraft) 2

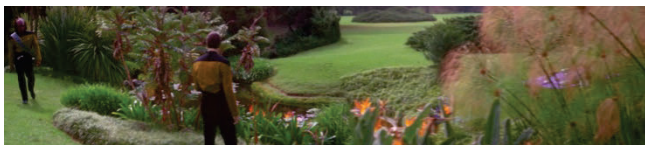
Special: Unable to read the emotions of Ferengi or Breen. Other aliens may not be readable at Q's discretion. Half-Betazoids cannot read thoughts of aliens but are limited to reading emotional states (empathy) using Read Surface Thoughts.

Deanna Troi was a half-Betazoid, half-Human Starfleet officer. Under the command of Captain Jean-Luc Picard, she served as ship's counselor aboard the USS Enterprise-D and the USS Enterprise-E. In 2379, Troi transferred to the USS Titan. As a half-Betazoid, Troi was capable of extra-sensory empathy, but was incapable of reading aliens with brain structures dissimilar to Humans and other Betazoids, such as the Breen and the Ferengi. Like most Betazoids, Troi had telepathic abilities. Due to her half-Human heritage, however, the range of her telepathic abilities was limited compared to full-blooded Betazoids, and she could usually only read the thoughts of other Betazoids, most notably her mother. Troi's



empathic skills made her an important asset to the Enterprise-D and her abilities were often particularly useful when dealing with hostile races. Since she could usually determine, through use of her abilities, whether others were lying, she repeatedly proved herself invaluable in many suspenseful situations.

In 2371, Troi piloted the Enterprise-D during the Battle of Veridian III and when the ship's primary hull, much to her and her shipmates' distress, subsequently crash-landed on Veridian III. She was the last person to pilot the ship, as the engineering section had been destroyed, due to a warp core breach, and the saucer section could not be salvaged. In 2372, Troi transferred to the Sovereign-class USS Enterprise-E, with most of the senior staff of the Enterprise-D. He continued the occasional role of bridge command as part of her duty shifts, while posted to the Enterprise-E. In 2373, Troi and her crewmates disobeyed Starfleet orders by taking part in the Battle of Sector 001. The Enterprise was instrumental in the destruction of an invading Borg cube but pursued a remaining Borg sphere back in time to 2063, subsequently destroying the Borg craft before it could prevent the historic first flight of Zefram Cochrane's Phoenix warp ship. In 2375 Troi, along with the Enterprise crew, defied Federation orders and rebelled against the plan to relocate the Ba'ku people from their homeworld in order to harvest the metaphasic radiation from their planet's ring system.



In 2379, Troi made her final voyage aboard the Enterprise as the ship journeyed to Romulan space on a diplomatic mission in which she and her crewmates met new Reman Praetor Shinzon. During the Battle in the Bassen Rift, under Captain Picard's orders, she crashed the Enterprise-E into Shinzon's Reman warbird, the Scimitar, further disabling that craft. Troi was later saddened to learn that the fatalities of the battle had included not only Shinzon but also Data. She subsequently joined the USS Titan under Riker's command, and was due to return to Romulus on another diplomatic mission.

Natasha Yar, Lieutenant (O3)

Race: Human

Age: 27

STR 9, **DEX** 10, **END** 9, **INT** 8, **EDU** 8

Significant Skills: Administration 3, Combat (Armed) 4, Combat (Unarmed) 4, Communications 2, Computer 3, Damage Control 3, Deflectors 3, Diplomacy 2, Environmental Suit 2, Instruction 3, Language (Klingonese) 2, Leadership 2, Marksmanship (Modern) 5, Science (Genetics) 0, Science (Medicine, Human) 2, Science (Culture/History, Federation) 2, Science (Law, Federation) 3, Security 4, Sensors 3, Sports (Parrises Squares) 2, Starship Weapons 3, Survival (Underground) 2, Tactics (Small Unit) 3, Tactics (Starship) 3, Transporter 3, Vehicle (Shuttlecraft) 2, Warp Drive 2

Natasha Yar, better known as Tasha, was a Human Starfleet officer and former security chief on the USS Enterprise-D. Tasha was born in 2337 on the failed colony world of Turkana IV. Her parents were killed shortly following her sister Ishara's birth, after which they were looked after for a few months by "some people" who later abandoned them, leaving Tasha to care for herself and her sister. Tasha had to avoid rape gangs and terrible violence just to scavenge for the bare necessities of life, such as food. One of the few bright spots in her life was finding a cat, which she attempted to protect while being chased by a rape gang. Drug use was also commonplace. Tasha apparently resorted to drugs as an escape at some point, but later remembered that they were of more harm to her than good.



Tasha was killed in late 2364 on the planet Vagra II. She was part of an away team sent to rescue Deanna Troi and Ben Prieto, who had crashed there aboard a shuttle. Their rescue was impeded by a lifeform known as Armus. When Yar tried to walk around Armus to get to the shuttle crew, Armus attacked and killed her without warning, simply as a display of his power. Dr. Crusher tried to revive her but she was too badly injured, as the life had been "drained" from her. She was fondly remembered by the Enterprise crew.

CHAPTER 15

THE FINAL FRONTIER

Players in **Star Trek: Alpha Quadrant** are adventurers, plain and simple. They will seek out experiences and exploits, reveling in the thrill and excitement that comes from the pursuit of their goals. **Star Trek: Alpha Quadrant** adventures encompass the potential for adventure that can be found in classic era science fiction. The opportunities are virtually limitless, restricted only by the circumstances of the scenario and the capabilities of the characters. Q generates and adjudicates encounters that make up the building blocks of these adventures. As the characters move from one adventure to the next, the stories create a campaign, set against a universe of Q's creation. Therein lays the core of a great roleplaying game experience.

Conflict

Stories are about conflict. Conflict doesn't have to be violent, but without a struggle of some kind, there is no story, and without a story, there is no true sense of adventure. The key to a great adventure is conflict. As Q, you should make sure you have conflict, and that the player characters are directly involved in that conflict. If there isn't any conflict, you lose the impetus for action. If the player characters aren't directly involved, they are just watching a story, which sounds more like a movie or a play than a roleplaying game.

Conflict doesn't have to be physical combat. It could just as easily be political intrigue, achieving a specific goal before the protagonist can either get there first or stop the characters from succeeding, handling courtly issues of a noble or legal nature, negotiating a diplomatic resolution to a larger conflict, and much more.

The Plot

The plot of the adventure is essentially the synopsis of the events that will transpire over the course of the adventure. You should be able to sum up the plot of your adventure in one sentence. Knowing your plot before you begin creating the adventure provides focus and direction, and creates context for the scenes you will create for your adventure.

If you have problems in coming up with a plot for your adventure, you might look into Polti's "The Thirty-Six Dramatic Situations." It's an extensive list of basic plots that you can use as the basis for your own stories and adventures.

The EPIC Adventure System

The Epic Adventure System provides a way to design and organize adventures, that incorporates enough flexibility that the player characters have the 'freedom to roam' without causing Q nightmares. An Epic Adventure is broken down into 6 parts.

- Cast of Characters
- Background
- Minor Scenes
- Plot Keys
- Acts
- Adventure Checklist

The Cast of Characters

The Cast of Characters describes the major characters encountered in the course of the adventure.

The Background

The Background section provides Q with the background information necessary to properly run the adventure, and lays the groundwork for introducing this adventure to the players.

Minor Scenes

Minor Scenes (usually just referred to as 'Scenes') or just Scenes, are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when Q deems appropriate.

Plot Keys

Plot Keys (or simply 'Keys') make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any

number of Scenes before and after each Plot Keys, but all of the Plot Keys should eventually be completed in their proper order.

Acts

An Act is made up of one or more Plot Keys, and probably one or more Scenes. They outline the plot to Q, and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. In order to complete an Act, each Plot Key within must be completed. Each Act must be completed, and played in order to successfully run the adventure.

Because of the 'cinematic' nature of an EPIC adventure, it is easy for Q to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When the player characters are ready to return to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist

The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the characters complete each Scene or Plot Key, Q simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has been completed and Q may begin the first Scene in the next Chapter.

You will note that not every Minor Scene is included in the Checklist. This allows Referees who would like to use the Checklist, but would like to change things a little bit to swap out scenes, or include their own custom scenes. If you feel comfortable in letting your characters stray from the order of the Checklist, you may determine the 'cinematic' order of the scenes as you see fit, or use a weekly events table to determine the course of events.

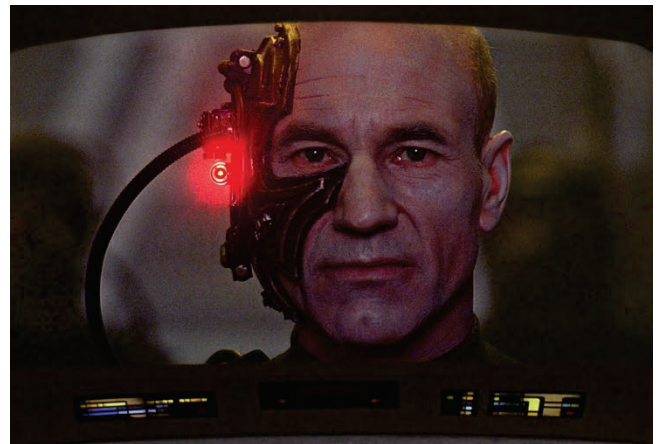
Adventures in Five Acts

Many satisfying adventures have been inspired by the five-act structure of literary and dramatic creations. Made famous by Gustav Freytag's analysis of

Shakespearean plays, the five-act structure lends itself well to basic adventures with only minor modifications.



At its core, the five-act structure for adventures depends on five major scenes or Plot Keys: the Story Hook and Challenge, the Escalation, the Complication, the Climax and finally the Reward. Even though this structure is based on five Plot Keys, you can easily add or subtract as many minor scenes as the adventure you're creating calls for. Don't be afraid to deviate from this pattern as you become more comfortable with adventure creation.



The Story Hook

The key to the opening scene of any adventure is action. The story hook Plot Key should therefore be an action scene, involving either combat or some form of physical challenge. This draws the characters into the main conflict of the adventure's plot, and introduces the party to agents of the main antagonist. As this scene is wrapping up, you can either provide clues to the direction of the next Plot Key, or introduce a minor

scene that ultimately points the party in the direction of the final climax of the adventure.



The Escalation

Now that you've met the needs of your more action-oriented players, you should create a series of roleplaying scenes or puzzle challenges that further escalate the plot, leading ultimately to a Plot Key that helps the players form a plan of attack for reaching the climax of the adventure. This allows non-combat characters an opportunity to shine. Investigation and information gathering make for excellent scenes in this regard. In addition, it provides the full roleplaying experience to the players, emphasizing why the group is playing a roleplaying game instead of a board game.

The Complication

Nothing is ever as straight-forward as it seems. The third major Plot Key introduces a complication to the party in fulfilling the needs of the plot. This Plot Key often requires the characters to expend resources, forcing them to decide on whether to spend their resources on this particular challenge or the big climactic challenge that is coming up next. In addition, this scene often introduces a plot twist or restriction that makes the resolution of this challenge and/or the climax that much harder.

The Climax

This Plot Key is the final showdown, the final fight with the primary antagonist of this story and his minions. This scene is most often a big fight or confrontation, but under the right circumstances, it could be a social or mental challenge instead. This is the big scene where everyone should have a chance to shine. It is suggested that this scene require a challenge more complex than

"kill everyone", even if it's as simple as "kill everyone without any collateral damage to property or other persons". If the climax is a combat scene, the site for the climax should also include at least two different terrain features, to provide for some interesting situations that make such scenes memorable. While you don't want to overdo yourself, you also want to make this scene feel more exciting or important than the other scenes in the adventure.



The Reward

This scene is the dénouement, where the plot is wrapped up and the characters receive their reward for their victory, or experience the consequences of their failure, on those occasions where things didn't necessarily work out. Often in **Star Trek: Alpha Quadrant** adventures, the reward will have little to do with money, as the Federation is a cashless society. However, characters might instead earn some form of social advantage, recover lost or hidden information, or even learn a campaign secret that could change the face of the world forever. Sometimes, there's a final plot twist here, such as a secret guardian guarding the reward or a false reward serving as a distraction from the true reward of the adventure. If you have ideas for a future scenario you'd like to offer the players, you can even drop the first hints of things to come in the reward scene, giving the characters motivation to pursue the clues that may well lead to their next daring adventure.

Other Suggestions

When creating your own adventures, keep things dense and concise. You will find that players have a knack for complicating things all by themselves, so don't feel a need to include a lot of false leads and irrelevant details. You can always improvise the additional of extra

scenes as the need arises, but it is hard to work around a large number of required scenes if the adventurers suddenly take the adventure in a totally different direction.



The Three-Dimensional Campaign

Unless you're running a “one-shot” adventure, put in the effort to keep your setting, plot and adventure three-dimensional. That is, even if your campaign has a very strong overarching plot, not everything has to be tied in it directly. For example, if your campaign revolves around a massive struggle between two interstellar polities, there should be some NPCs, sub-plots, protagonists and even organizations that don't work directly (if at all) for any side of the overarching conflict. Not every protagonist in your game has to serve the enemy government, and not all good guys have to get along together very well.



The reason for this, besides realism, is that both you and your players will eventually want to take a break from the main plot and do something else, especially during a long campaign. Sometimes you'll want, say, to steal a high-tech prototype, and that research facility belongs to a third interstellar government that remains outside the overarching conflict; sometimes you'll just want to explore an old, forgotten ruin uncovered in the wilderness of a backwater planet, a place unrelated to the main plot. Besides, making two factions work together against a common enemy despite hating each other with a passion could be a cool adventure, and so could be playing one opposing faction against another without getting caught.



The Rule of Three

As a general rule of a thumb when creating background elements involved in conflicts, such as organizations, factions, political figures, etc., you will best be served by creating three of them. For example, when you're designing a power struggle in an interstellar government, you should probably have three factions. The typical war can be created with three opposing sides, even if one of them is simply a large band of pirates with goals at odds with the two “official” sides. Creating three elements vying for the same goal creates a greater degree of dynamic complexity, allowing for adventures that explore the different relationships between the three elements without reducing the conflict to a simple “black-and-white”, two-dimensional confrontation. Three sides give you plenty of opportunity to explore shifting alliances, subversive practices, negotiations, alternate paths to personal success and greater variety in your scenarios.

CHAPTER 16

WHOSE UNIVERSE IS IT?

Star Trek: Alpha Quadrant began life as an idea. Marry the Star Trek universe with the rules from one of the oldest and most popular science-fiction role playing games available. There have been other such marriages, but none of them seemed to fulfill my wants and needs.

For thirty years this dream had seen false start after false start, until I had given up on it. Then, Mongoose Publishing announced that they had partnered with Amarillo Design Bureau to create a version of ADB's Prime Directive setting using Mongoose's version of that popular science-fiction RPG rule set. For some time there was much discussion regarding the game. Then the discussion went away and the game died.

In 2016 Samardan Press™ released the Cepheus Engine™. In their words, "the Cepheus Engine System Reference Document comprises the core rules for a Classic Era Science Fiction 2D6-Based Open Gaming System. Inspired by the original three books of the oldest 2D6-based science fiction roleplaying game, the Cepheus Engine system incorporates elements of Open Game Content from previous releases of that game of intergalactic drifters and wanderers to create a basic system that will allow players and Referees alike to create their own science fiction universes or play in the ones they are already familiar with."

The Cepheus Engine SRD re-awakened the dream. Back in 1987, there was no Internet, computers were enormously expensive, and there were no smartphones. If people wanted to play a Star Trek role playing game, they had a choice of Heritage Models' Star Trek: Adventure Gaming in the Final Frontier or FASA's Star Trek: The Role Playing Game. Back in 1987, the younger me thought the setting had to adapt to fit the rules. The thirty-year old draft materials, which I still have, reflect this. Characters have four year terms, they age, the fight as necessary. On the whole, it didn't sound much like Star Trek. But that wasn't the end of the world, since there was Star Trek: The Role Playing Game from FASA. Its systems

didn't appear to be remotely close to that old science-fiction RPG, but it was Star Trek.

Thirty years later however, the vision is much different. The world is also very different. Low-priced computers are readily available, information flows faster and more freely because of the Internet, and near-instant communication with people around the world is commonplace.

It was in a discussion on an Internet forum about the Cepheus Engine that the reason my younger self failed became apparent, and it is I feel the same reason the Mongoose/ADB partnership failed. Neither side could adapt. ADB, for its part, refused to allow any changes to their setting materials in order to fit them into the rule set. At the same time, Mongoose refused to alter the rule set to allow the setting materials to exist unchanged.

If I wanted to properly marry the Star Trek setting with rules I've been familiar with in one form or another for more than thirty years now, *the rules had to change*. Thirty years ago, I tried to make a Star Trek game without using the obvious source I had in my possession: FASA Corporation's Star Trek: The Role Playing Game. This time around, I used what FASA gave to create **Star Trek: Alpha Quadrant**.

When I started work on **Star Trek: Alpha Quadrant**, the goals were rather simple.

1. Port FASA Star Trek to use the 2D6-Based system I know well.
2. Give myself and others the game that Mongoose couldn't.

I feel that I've accomplished both goals. While **Star Trek: Alpha Quadrant** is not compatible with any other game using the 2D6-Based rules, it should be reasonably familiar to players who have played the 2D6-Based system in some form. This is the game I believe Mongoose couldn't give.

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A Question

The title of this chapter is “Whose universe is it?” The answer is that it is yours, and you may do with it whatever you wish. There are an infinite number of parallel universes, and the game mechanics are generic enough to support play in most parallel universes. However, any information Q needs to support a particular parallel universe will have to be researched or created as needed. The sourcebook material in **Star Trek: Alpha Quadrant** was edited with the assumption that the events shown in the Star Trek films starting in 2009 do not exist.

The official setting of **Star Trek: Alpha Quadrant** is the prime universe, consisting of the original “Star Trek” series, its spinoff series from 1987 – 2005, the forthcoming series **Star Trek: Discovery**, and the ten motion pictures produced from 1979 – 2002. In the prime universe it has been established that travel between parallel dimensions is possible, though the methods are almost always accidental. For example, the classic Star Trek episode “Mirror Mirror” has the Enterprise crew transferred to the Mirror Universe due to interference from an ion storm as they were being beamed up to the ship.

So what does this mean? With the exception of this paragraph, there will be no mention of the USS Kelvin, USS Franklin, red matter, Romulus being destroyed via a supernova, Spock getting sucked into the alternate reality, or any other item related to those films. The films introduced enough inconsistencies into the prime universe to give the die-hard fans of Star Trek a headache, thus they are better off ignored.



Conversions

To convert characters from FASA’s **Star Trek: The Role Playing Game** to **Star Trek: Alpha Quadrant**, use the following guidelines.

Attributes

FASA’s **Star Trek: The Role Playing Game** uses seven attributes to define its characters. For conversion purposes, **Star Trek: Alpha Quadrant** uses five of them. Four of them, STR, END, INT, and DEX, can be directly converted. The fifth, CHA, is averaged with the INT score and then converted. This is because **Star Trek: The Role Playing Game** does not have an EDU statistic.

To create the EDU score, add the FASA INT and CHA scores together and then divide the result by 2, dropping any decimals. Take this result and find it in the FASA column on the Attribute Conversion chart below. Read across to the ST: AQ column and record the result as the character’s END score. FASA STR, END, INT, and DEX can be directly converted, by finding the score for each in the FASA column of the Attribute Conversion chart below and reading across to find the **Star Trek: Alpha Quadrant** equivalent. The DM column in the chart is provided as a reference for Q and is not used in conversion.

Attribute Conversion

FASA	ST: AQ	DM
0	0	–3
1	1	–2
2	2	–2
3–4	3	–1
5–9	4	–1
10–14	5	–1
15–24	6	0
25–39	7	0
40–59	8	0
60–74	9	+1
75–84	10	+1
85–89	11	+1
90–94	12	+2
95–97	13	+2
98–99	14	+2
100	15	+3
101+	16	+3

Attribute Modifiers

In creating **Star Trek: Alpha Quadrant** several races in **Star Trek: The Role Playing Game** needed to have their attribute modifiers translated over. For example, almost all the core character races as well as the Klingons and Romulans had attribute modifiers that needed translating. However, there are a lot of races in the FASA Star Trek game materials that were not touched, most notably in the book **Star Trek IV Sourcebook Update**, which detailed several of the races found in the Federation Council chamber at the beginning and end of the movie.

While conversions should be rather straightforward, some FASA books do not list racial attribute modifiers. Instead, the modifier is incorporated into the FASA system character generation rolls. Worse, due to publishing inconsistencies the race's attribute die rolls are not always presented in the same manner. For example, the **Star Trek: The Role Playing Game** core rules list the die roll in the format of Base Score + 3D10. In **Star Trek IV Sourcebook Update** the die rolls are given in the format 3D10 + Base.

The process for converting racial modifiers is almost identical to the process used for converting attributes. The main difference is that rather than using the attributes, the modifiers are used. Unfortunately, due to FASA often incorporating the modifier into the attribute generation die roll, it's necessary to do a little sleuthing first to get the attribute modifier.

To determine the FASA attribute modifier for use in conversion, subtract 40 from the race's base score. For example, if a base score is 55, subtracting 40 would leave a result of +15. If the base score is less than 40, subtract the smaller number from the larger and write the result as a negative number. For example, a base of 30 is less than 40, and subtracting leaves a result of -10. Once the FASA modifier is determined, convert it to the **Star Trek: Alpha Quadrant** modifier using the Racial Modifiers chart.

To determine the EDU modifier for a race that has the racial attribute modifiers incorporated into the die roll it's necessary to determine the modifiers for both INT

and CHA as described above, then add the results together and divide by 2, dropping fractions.



Once you have figured the **Star Trek: The Role Playing Game** attribute modifiers, take the result for each of them and find it in the FASA column on the Racial Modifiers chart below. Read across to the ST: AQ column and record the results. FASA STR, END, INT, and DEX can be directly converted, by finding the score for each in the FASA column of the Racial Modifiers chart below and reading across to find the **Star Trek: Alpha Quadrant** equivalent. To determine the EDU modifier, add the modifiers for FASA INT and CHA together and divide the result by 2, dropping the decimals. Find the result on the FASA column of the Racial Modifiers chart and read across to the ST: AQ column.

Racial Modifiers

FASA	ST: AQ
-40 or less	-4
-11 to -39	-3
-10	-2
-1 to -9	-1
0	0
+1 to +9	+1
+10	+2
+11 to +39	+3
+40 or more	+4

Skills

Many of the FASA system skills convert directly to **Star Trek: Alpha Quadrant**, although in more than a few cases the skill name has changed. The following FASA system skills can be converted in this manner. The FASA system skill name is listed first, followed by the **Star Trek: Alpha Quadrant** skill name. Take the FASA score and convert to the equivalent **Star Trek: Alpha Quadrant** skill rank using the Skill Rank chart below.



Skill Conversion – Direct

FASA	ST:AQ
Administration	Administration
Artistic Expression	Artist*
Carousing	Carousing
Damage Control Procedures	Damage Control
Electronics Technology	Electronics
Environmental Suit Operation	Environmental Suit
Gaming	Gaming
Instruction	Instruction
Language	Language*
Leadership	Leadership
Life Science, Bionics	Science (Bionics)
Life Science, Botany	Science (Botany)
Life Science, Ecology	Science (Ecology)
Life Science, Exobiology	Science (Exobiology)
Life Science, Genetics	Science (Genetics)
Life Science, Zoology	Science (Zoology)

Life Support Systems Technology	Life Support
Marksmanhip, Archaic Weapon	Marksmanhip*
Medical Science, General Medicine	Science (Medicine)**
Medical Science, Pathology	Science (Pathology)
Medical Science, Psychology	Science (Psychology)
Medical Science, Surgery	Science (Surgery)
Negotiation/Diplomacy	Diplomacy
Personal Combat, Armed	Personal Combat*
Personal Combat, Unarmed	Personal Combat (Unarmed)
Physical Science, Chemistry	Science (Chemistry)
Physical Science, Mathematics	Science (Mathematics)
Physical Science, Physics	Science (Physics)
Planetary Science, Geology	Science (Geology)
Planetary Science, Hydrology	Science (Hydrology)
Planetary Science, Meteorology	Science (Meteorology)
Planetary Survival	Survival*
Security Procedures	Security
Small Unit Tactics	Tactics (Small Unit)
Social Science, Archaeology	Science (Archaeology)
Social Science, Economics	Science (Economics)
Social Science, Law	Science (Law)***
Social Science, Political Science	Science (Politics)
Social Science, Racial Culture/History	Science (Culture/History)***
Space Science, Astrogation	Astrogation
Space Science, Astronomy	Science (Astronomy)
Space Science, Astrophysics	Science (Astrophysics)
Sports	Sports*
Starship Combat	Tactics (Starship)
Strategy/Tactics	
Starship Helm Operation	Vehicle (Starship)
Starship Sensors	Sensors
Streetwise	Streetwise
Trivia	Trivia*
Vehicle Operation	Vehicle*
Warp Drive	Warp Drive
Zero-G Operations	Zero-G

* A specialty is required. Each is converted separately.

** A race must be selected.

*** Defaults to "Federation" if a race is not selected.

The following skills are combined into one skill by adding them together, then converting them to the equivalent **Star Trek: Alpha Quadrant** skill rank.

Skill Conversion – Figured

FASA	ST:AQ
Communications Systems Operation + Communications Systems Technology	Communications
Best and worst of Computer Operation, Computer Technology, and Computer Science	Computer*
Deflector Shield Operation + Deflector Shield Technology	Deflectors
Marksmanship, Modern + Personal Weapons Technology	Marksmanship (Modern)
Mechanical Engineering + Space Science, Astronautics	Engineering
Shuttlecraft Pilot + Shuttlecraft Systems Technology	Vehicle (Shuttlecraft)
Small Equipment Systems Operation + Small Equipment Systems Technology	Small Equipment
Starship Weaponry Operation + Starship Weaponry Technology	Starship Weapons
Transporter Operational Procedures + Transporter Systems Technology	Transporter

* Add the skill with the lowest level to the skill with the highest level, and then convert the result to **Star Trek: Alpha Quadrant** skill rank.

Skill Rank

FASA	ST: AQ
1–9	0
10	1
11–39	2
40–79	3
80–95	4
96+	5

24th Century Skill Conversions

FASA's **Star Trek: The Next Generation First Year Sourcebook** was written rather hastily, especially after objections to FASA's prior **Star Trek: The Next Generation Officer's Manual**. While two new FASA skills

were included in the book, both related to the Holodeck, there were several skills included where no descriptions were given at all, and from appearances, these seem to duplicate other skills in the core skill list, just with a new name. Some were easily translated into a **Star Trek: Alpha Quadrant** skill, but others simply ended up being ignored. Since no other **Star Trek: The Next Generation** material was created prior to FASA's license to produce **Star Trek: The Role Playing Game** being terminated, no conversion rules are provided as it simply isn't necessary.



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Space, the final frontier. These are the continuing voyages of the starship Enterprise. Its five year mission, to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no one has gone before.

In **Star Trek: Alpha Quadrant**, each player assumes the identity of a Starfleet officer or enlisted person. This book contains everything needed to create characters, equip them, and send them on their way. The player will explore strange new worlds and seek out new life and new civilizations. Each game brings about new adventures as the players explore the unknown in the depths of space.

Star Trek: Alpha Quadrant is recommended for three or more people, ages 12 to adult.

