

STAR TREK

The Final Frontier



SERIES BIBLE

A Guide To Role-playing In The
Starfleet Of The 25th Century

HOW TO USE THIS BIBLE

This series bible is intended to serve as a guide for players in *Star Trek: The Final Frontier*. It contains basic facts about the game world, both general Star Trek information and data specific to the universe of 2404 where the series commences. Players should give this book at least a quick read-through to familiarise themselves with the premise and to allow them to generate characters which will fit the setting. Hopefully, this will allow everyone to enjoy a good game experience.

PREMISE

Star Trek: The Final Frontier commences in the year 2404. A continuation of the same universe seen in *Star Trek* and the various spin-off TV shows and films, the game sees characters playing crew members on the newly launched Federation-class *U.S.S. Enterprise*, N.C.C. 1701-F. They are entrusted to carry out the same mission all previous captains of the Enterprise and Starfleet vessels in general have vowed to do: to explore strange new worlds; to seek out new lifeforms and new civilization; to boldly go where no one has gone before.

Concepts from all five shows can be found: *Star Trek*, *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine*, *Star Trek: Voyager* and *Star Trek: Enterprise*. However, **the primary inspiration is very much *Star Trek: The Next Generation***. While there are some other elements (in particular, a couple of the darker elements from *Deep Space Nine* may be referenced) the intention is that the game should for the most part be a “pure” Star Trek romp. **When in doubt, imagine how the scenario would play out on Picard’s *Enterprise***.

There is, of course, much more information published on *Star Trek* and those interested in more research would do well to consult either the now out-of-print Pocket Books research books (such as *The Star Trek: The Next Generation Technical Manual* and *The Star Trek Chronology*) or websites such as Memory Alpha (<http://memory-alpha.org>), the *Star Trek*-focused wiki.

GAME SYSTEM

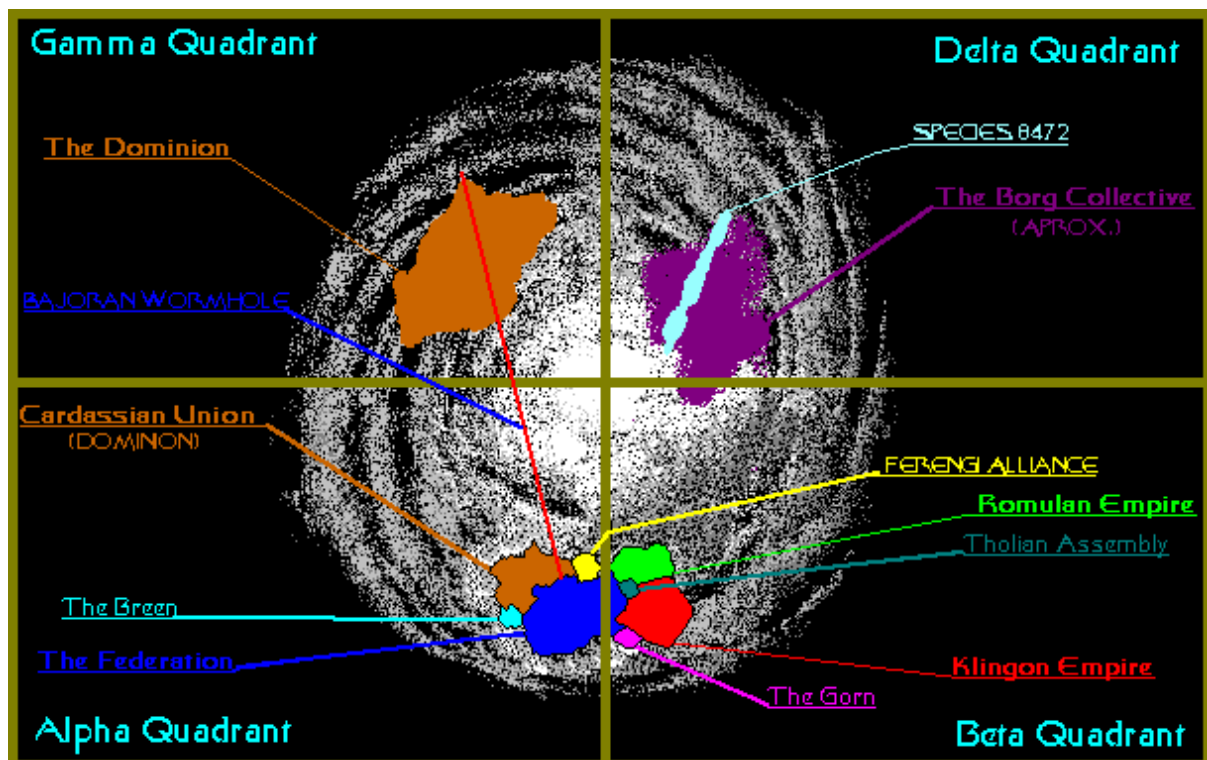
Play will use the *Primetime Adventures* game system by Dog-Eared Designs. (Players can obtain a hard-copy if they wish from <http://www.leisuregames.com>) A game system designed for mimicking television shows, *Primetime Adventures* features light mechanics based around playing cards and a group narrative system whereby players other than the Narrator must make suggestions as to what happens in the fiction based on the draw of the cards.

Primetime Adventures offers several advantages for *Star Trek*. The focus on mimicking ensemble cast television show design and the light, flexible character generation system allows First Officers and Transporter Chiefs to be just as valid a character archetype as each other. However, the group narrative control requires players who can think on their feet and are comfortable with improvising. While the Narrator still has the ability to help, this is not necessarily a game system where players can turn up and switch their brain off for the night while the plot happens to them.

THE GALAXY OF STAR TREK

The galaxy of *Star Trek* is split into four quadrants. A line is traced from the centre of the galaxy through Sol to form one axis, and another perpendicular to it to form another. By this, the galaxy is split into Alpha, Beta, Delta & Gamma Quadrants.

The following graphic gives a rough approximation of space allocated to powers as shown in the *Star Trek* TV and film series, but please note that this map does not show the true state of affairs in 2404: in particular, the Cardassian Union is no longer a Dominion vassal state and the Romulan Empire has been split into many separate regions, some of which are under Federation and Klingon control.



The Alpha Quadrant is principally the domain of the Federation, almost a mono-superpower in the region. The Cardassians were once a major power but, following years of decline and then their loss in the Dominion War, are a pale shadow of their former selves. The Ferengi Alliance and the Breen are also based here but have made no real effort to expand in the past couple of decades.

The Beta Quadrant holds the Klingon Empire and the remnants of the Romulan Star Empire, as well as the “eastern” fringes of the Federation. This area has often seen battle between these three major powers and is considered much more volatile than the Alpha Quadrant. The Tholian Assembly (an independent and isolationist group) and the Gorn Hegemony (something of a puppet state for the Klingon Empire) are also based here.

The Delta and Gamma Quadrants are decades away at maximum warp and barely explored – only freak circumstances like stable wormholes have allowed entry into them. Following the war with the Dominion of the Gamma Quadrant, exploration in these fringes has been limited.

Other minor galactic powers also exist, though they are usually only a few systems in size.

THE POWERS OF THE GALAXY

Several major galactic powers were mentioned in the above section. A short description of each now follows:

The United Federation Of Planets: Founded in 2161 and one of the largest powers in the known galaxy, the Federation was founded on the values of peace, understanding and protecting sovereign rights. A voluntary alliance of more than 150 worlds, the Federation dominates the Alpha Quadrant.

The Federation was sorely tested in the 2370s by the Dominion War, which left major worlds ravaged (including Betazed, home to a peaceful matriarchal race of telepaths.) Top priority for the next decade or so was repairing the damage and shoring up their defences, with veterans of the Dominion War keen to ensure the Federation was defended in case any other power tried to take advantage of its weakness. Through the 2380s and 90s the interstellar navy of the Federation, Starfleet, took on a more overtly military tone which concerned some others.

In 2404, Starfleet is finally returning to its old roots of exploration and science above defence and shows of force. The Federation-class project has produced two vessels which are considered the vanguard of this new approach, but there remains tensions in the Starfleet hierarchy – often between the Dominion War veterans who now hold the ranks of Captain & Admiral and the younger, idealistic junior officers who wish to end the darker period of Starfleet's history.

The Klingon Empire: The Klingon Empire's relationship with the Federation has varied greatly over the past hundred years, from passionate allies against common enemies to rivals on the brink of war. At the start of the 24th century their cold war was over; by the 2340s things were much tenser, but the sacrifice of the *Enterprise-C* produced a climate in which greater co-operation and an official alliance could be forged. This fell apart at the hands of the Dominion infiltrators but, when they were exposed and the Dominion War began in full, the two were united even closer.

The collapse of the Romulan Star Empire, however, gave the Klingons a chance to take control of systems along their border and revenge past slights by their rivals. This search for "breathing room" on the Romulan/Klingon border in the face of the humanitarian disaster and the Romulan civil war put them greatly at odds with the Federation's wish to set up a Protectorate as a peace-keeping measure, and now years of alliance are unravelling. Things are once again deteriorating, with the Klingons removing themselves from the Khitomer Accords and the Treaty Of Alliance and the shadow of all-out war once again lingering.

J'mpok, the current Chancellor of the Klingon Empire (the true head of the High Council; the Emperor is purely a ceremonial role) holds no love for the Federation. He defeated former Chancellor Martok in ritual combat in 2393 and then, things were still slightly more cordial – and indeed, Martok's former allies and veterans of the Dominion War have a greater respect for the Starfleet officers who gave their lives alongside them in glorious battle. Whether the young J'mpok can hold together these rival forces or whether he too will perish at the thrust of a *d'k tahg* knife.

THE POWERS OF THE GALAXY

The Romulan Star Empire Once a major power heir to a civilization millennia old, this offshoot of the Vulcan species have fallen on hard times. A civil war that erupted in 2379 broke the eagle of the Romulan Star Empire into several competing forces, and the destruction of the Hobus system by supernova caused a shockwave which destroyed their own homeworld of Romulus.

Now, the area is totally balkanized into a score of different alliances of colonies, former vassal races turned independent powers and fiefdoms where the local Romulan military chief holds power. Into this fractured giant, the Klingon Empire pounced to claim new space. (And indeed, some races conquered by the Romulans voluntarily allied with the Klingons for protection.) The Federation, meanwhile, pushed into the area and has set up a peacekeeping force and a Federation Protectorate – but to some that amounts to annexation in all but name.

In the section of the old empire closest to the edge of the galactic disc, though, the largest chunk of the Romulan Star Empire flourishes. Based on the planet Nova Roma, the Imperial Romulan State (or “Eastern Romulan Empire”) is lead by Praetrix Sela, an experienced Admiral of the Dominion War and who has accomplished so much that not even her half-human bloodline is held against her, and still has many of the dreaded *Tal Shiar* secret police officers working for it. Though forced to rely on piracy and raids to survive, Sela’s Empire is solidifying it’s control of the more distant edge of the Beta Quadrant and could become a serious threat.

The Cardassian Union Once a major galactic power who strip-mined their own planet for everything of worth and so pressed on to neighbouring worlds for new conquests, the Cardassians are now in lean times indeed. First they were forced to give up their most distant or troublesome conquests, including Bajor, due to a lack of resources; then the Klingons feared they were taken over by the Dominions and launched attacks on their remaining colonies; then an actual alliance with the Dominion went sour when the war turned against the Gamma Quadrant giants and their homeworld of Cardassia Prime was bombed by their “allies” as punishment for rebelling against them.

The remnants of the Cardassian Union have had to survive on hard graft and interstellar aid for the past couple of decades. A proud people, taking such help has not come easy for them and there is a certain element amongst them who long for the glory days to return – but in some ways, the fight is gone from them. But they cannot even ally with the Federation, for their former slaves the Bajorans have long memories and have used all their political might to slow down and veto any offers of assistance by or membership to the Federation. Quite what awaits them in the future is unknown.

The Ferengi Alliance: An alien culture built around capitalism not just as an economic system but as a political and religious one too, the Ferengi have been often considered more a nuisance or a necessary evil than a true galactic power. For a long time most of their number avoided contact with other races and even speaking to them, causing a mystique to be raised amongst them – even now, untrue rumours that they eat sentient species abound.

Grand Nagus Nog, religious head of the Ferengi Alliance, has done his best to try and liberalise Ferengi culture after his long and happy time amongst humans: but while women have a greater position in the culture now, they remain focused on money above all else. Starfleet officers are advised to deal with them cautiously.

THE POWERS OF THE GALAXY

The Breen Confederacy: A mysterious species with xenophobic tendencies who wear full-body refrigeration suits, the Breen Confederacy was mainly known for privateers and considered a local threat until 2375 when they allied with the Dominion during the Dominion War. Unlike the Cardassians, they did not change sides before the war ended – indeed, many of the great victories of the war, like the surprise attack on Starfleet Headquarters in San Francisco, Earth, were at Breen hands. When the Dominion retreated to the Gamma Quadrant the Breen lost the weight of their war machine behind them and returned to their borders. While some punitive raids were attempted, the Alpha & Beta Quadrant powers were too weakened by the war to truly afford any such attacks so the Breen have been left as is. They still launch the occasional pirate or slaver attack into other systems, but now their foes have a new respect for them – and the spies of other governments are spending much more time watching them.

The Gorn Hegemony: These reptilian humanoids are considered as aggressive as the Klingons – but that belies a civilization which wishes to avoid war where possible while being ready for it when it comes. The violent first contact with the Federation in 2266 gave way to a non-aggression treaty and ceding the contested world of Cestus III to the Federation and they struck a non-aggression pact with the Dominion in 2373. (Though they later joined the Alpha/Beta Quadrant alliance.) They control a small but uncontested area of space, partly because of their fierce reputation as warriors (Gorn Space Commands' vessels were considered some of the finest of the late 23rd century and even now the "Anaconda-class" cruise is an impressive ship) and partly because of their brinksmanship – including intelligence that Starfleet espionage unit Section 31 gained from a high-profile defector indicates they have experimented with banned Omega particles, the 25th Century weapon of mass destruction.

The Tholian Assembly: No notable species in the Alpha & Beta Quadrant is perhaps quite as alien as the Tholians. Their vessels use unique weaponry, their appearance is far from the general humanoid norm, their native temperature is over 450 Kelvin and their very mindset seems at odds with all other species. Other powers have fought more than one vicious war with them only to have peace treaties proposed surprisingly suddenly and with minimal terms required. What to expect of them in the future is hard to say... and could change with little to no warning.

The Dominion: The giant of the Gamma Quadrant, the Dominion tried in the 2370s to carve out territory in the Alpha Quadrant using the Bajoran wormhole as a beach-head... but after early successes they failed and were forced into their first surrender in centuries. Forced back to the Gamma Quadrant, the Dominion has been forced to concentrate on internal matters – with other occupied races trying to capitalize on their weakness. With the Alpha Quadrant powers taking baby steps back through the wormhole into the Gamma Quadrant, the Dominion's silence is deafening.

The Borg Collective: Once the scourge of the Delta Quadrant whose invasions into the Alpha Quadrant left millions dead in their wake, the part-machine, part-organic Borg Collective have not been seen for decades: the *U.S.S. Voyager* struck a blow to the hub of their collective intelligence and they've not been confirmed as active since 2377. Now more a rumour swapped by old spacehands and used to explain every missing spaceship, their true status is unknown.

THE U.S.S. ENTERPRISE - F

The ship on which the player characters are based is the *U.S.S. Enterprise*, a Federation-class vessel with registry number N.C.C. 1701-F. The seventh Starfleet ship to bear the name, the *Enterprise* is the latest in a long line of illustrious vessels and the name was specifically chosen for the second Federation-class explorer to stress the return to a scientific role for Starfleet – less General Patton, more Jacques Cousteau.

The Federation-class *Enterprise-F* is the largest vessel ever built by Starfleet, with a keel 842m long and seventy nine decks: making it about two hundred metres longer and twenty-five decks taller than Picard's Galaxy-class *Enterprise-D*. As with most vessels of Starfleet design it is based around a saucer-shaped primary hull and a detachable secondary hull which houses the ship's primary engines on nacelles. The saucer is an oval facing forward but there is no appearance of sleekness or aerodynamic quality to the vessel – in fact, compared to many other Starfleet vessels, the saucer is fat and rounded leading it to be called “the whale in space”.

Federation-class craft are designed to operate for years at a time away from Starfleet bases and thusly are highly independent craft featuring cutting-edge technology, including some lessons from the substantially more sleek Broadsword-class vessels which were up until recently the largest vessels in the fleet. The warp drive has a sustainable speed of Warp 9 with special warp geometry considerations minimising damage to subspace & the ship caused by high speeds. The crew of 1,638 officers live in comparative comfort in what amounts to a flying city, equipped with excellent scientific facilities so they can do their day jobs and equally impressive recreational facilities to allow them to relax when off-duty. Furthermore, the vessel is capable of defending itself in a battle: Protected by an FSS-3 shield system, six Type XI phaser arrays and photon & quantum torpedoes, its scientific designation belies its capability to serve as a flying fortress.

The most distinctive feature of the vessel is that the saucer section possesses its own emergency warp drive. Hidden behind detachable panels and only available when the saucer and engineering hull are separated, the Federation-class saucer section has a sustainable speed of Warp 6 and a theoretical maximum Speed of Warp 8, meaning that even with the destruction or loss of the main warp core the crew can make a slow return back into Federation space. Unfortunately, the poor warp geometry means that exceeding the sustainable speed puts the vessel in marked danger of shaking itself apart.

THE CHAIN OF COMMAND

The *Star Trek* show and this game concentrate on Starfleet officers and their family & friends as the lead characters around whom adventures take place – and while Starfleet is sometimes portrayed as notably more liberal than our own world's military, it is clearly shown to be an organisation with a clear rank structure around which a chain of command sits. Players may worry about the practicalities of this in play – after all, one spends enough time in your work life taking orders from people who have authority over you and many role-playing games have a certain aspect of “power fantasy” to them. What’s the point in playing a game in which, if you play an Ensign, anyone who is a Lieutenant can tell you what to do?

Star Trek: The Final Frontier takes its cue here from *Star Trek: The Next Generation* and the way in which the senior staff were portrayed as working. Captain Picard never made a decision on the *Enterprise-D* without consulting his colleagues; nor does Captain Satlek on the *Enterprise-F*. Whenever a serious decision is required the senior staff can expect to be summoned to the Ready Room to discuss the matter with the Captain, who will be seeking their various suggested solutions and approaches.

Furthermore, within one’s area of expertise or authority, a certain amount of leeway can be expected which trumps the number of rank pips on one’s neck. The Chief Engineer may outrank the Helmsman but the Helmsman is specially trained to fly the vessel & to plot stellar courses and their opinion on navigating matters will take precedence; and even though the Chief Medical Officer outranks them both (and can use that to relieve them of duty on medical ground) it is still the Chief Engineer who decides how much stress the ship’s warp core can take when it needs to exceed safe speeds.

CAPTAIN SATLEK

Captain Satlek is the superior officer of the *U.S.S. Enterprise-F*. A Vulcan with a long and well-regarded history of service, his selection is partly a political move – he becomes the first non-human to permanently captain an *Enterprise* and his credentials as a science officer on the *U.S.S. T’Pol* makes it clear that he will see his posting as one of exploration, not of more military concerns.

Some parts of Vulcan society have a somewhat condescending attitude towards other races who do not hide their emotions, especially to Humans who they view almost as hyperactive children who they cannot always decipher. Captain Satlek, however, is a huge fan of humanity – and in particular, he believes the art from the 1960s shows a fascinating glimpse into a complex culture not that different from his own race’s history of war and introspection.

Captain Satlek is reserved as an NPC but it is not the intention to have him be a stick to beat the characters with, using his rank to allow the GM to order players to do as he wishes. Captain Satlek is more as a plot device for relaying initial orders from Starfleet and to tie together stories through log entries, staff meetings and the like. If Satlek gives an order or makes a decision in a Ready Room meeting, it will usually follow the majority opinion or that of the relevant specialist officer.

POSITIONS FOR PLAYER CHARACTERS

The following is a non-exhaustive list of possible roles on the ship that player characters could fill, along with examples of typical ranks held at such a position. Because of the nature of *Primetime Adventures*, do not worry too much about rank: characters can participate in stories whether they are Commanders or Chief Petty Officers. Furthermore, some officers may hold more than one position. (For example, Data in *Next Generation* is both Executive Officer and Operations Officer.)

- First Officer (*Commander*)
- Executive Officer (*Lt Commander*)
- Chief Medical Officer (*Lt Commander*)
- Chief Engineer (*Lt Commander*)
- Science Officer (*Lieutenant*)
- Security Chief (*Lieutenant*)
- Chief Tactical Officer (*Lieutenant*)
- Ship's Counselor (*Lieutenant*)
- Helmsman (*Lieutenant Jr Grade*)
- Operations Officer (*Lieutenant Jr Grade*)
- Transporter Chief (*Chief Petty Officer*)
- Stellar Cartographer (*Lieutenant*)
- Linguistics Officer (*Ensign*)
- Diplomatic Attaché (*Lt Commander*)
- Intelligence Officer (*Lieutenant*)
- Ship's Historian (*Ensign*)
- Anthropologist (*Lieutenant Jr Grade*)
- Botanist (*Chief Petty Officer*)

Feel free to consult your GM to propose other possible positions and appropriate ranks for them.

RACES FOR PLAYER CHARACTERS

Species can be from more or less any established Star Trek race, whether a major race like Humans and Vulcan or minor races like Benzites or Caitans. Furthermore, Star Trek shows that many major races can interbreed (though it may be rare and difficult) so mixed-blood characters like Vulcan/Human Spock or Human/Betazoid Deanna Troi are possible.

The following is a non-exhaustive list of possible player character races: more can found by consulting websites such as Memory Alpha.

- Human (The original, the standard, the ever-present children of Earth)
- Andorian (Blue-skinned; antennas making them four-eyed; hard-faced soldiers.)
- Bajoran (Crinkled-nose; strongly spiritual; survivors of Cardassian occupation.)
- Betazoid (Deep black eyes; Telepathic from puberty; matriarchal; Diplomats.)
- Cardassian (Reptilian, complete with cold blooded; ex-Dominion allies; occupied Bajor)
- Gorn (Tall and muscular; green-skinned reptilian; Klingon allies/vassals; warriors)
- Ferengi (Short; large-eared; opportunistic ultra-capitalists; sexist)
- Klingon (Crinkled-forehead; obsessed with honour and battle; think space Vikings.)
- Orion (Green-skinned; passionate; old race of ex-empires; think space Romans.)
- Romulan (Vulcan off-shoot; once huge empire with secret police; think space Chinese)
- Trill (Spotted neck/back; minority merge with long-lived symbiotes)
- Vulcan (Pointed ears; repress all emotions; can mind-meld on touch; geniuses)

Furthermore, creating your own race is a perfectly valid choice: every new *Star Trek* show has included a new race as a major character! Simply speak to your GM to clear up your choice.

UNIFORMS OF THE 25TH CENTURY

The following are the Starfleet uniforms currently in service as of 2404.



All uniforms have rank insignia on the left shoulder; below that, current posting and name are listed. (I.E. "USS Enterprise Satlek" or "Starbase 63 Keynes") On the left breast the communicator badge is worn.



UNIFORMS OF THE 25TH CENTURY

DRESSES



OFFICER DRESS UNIFORM

ENLISTED DRESS
(COLLAR DEPARTMENT SPECIFIC)

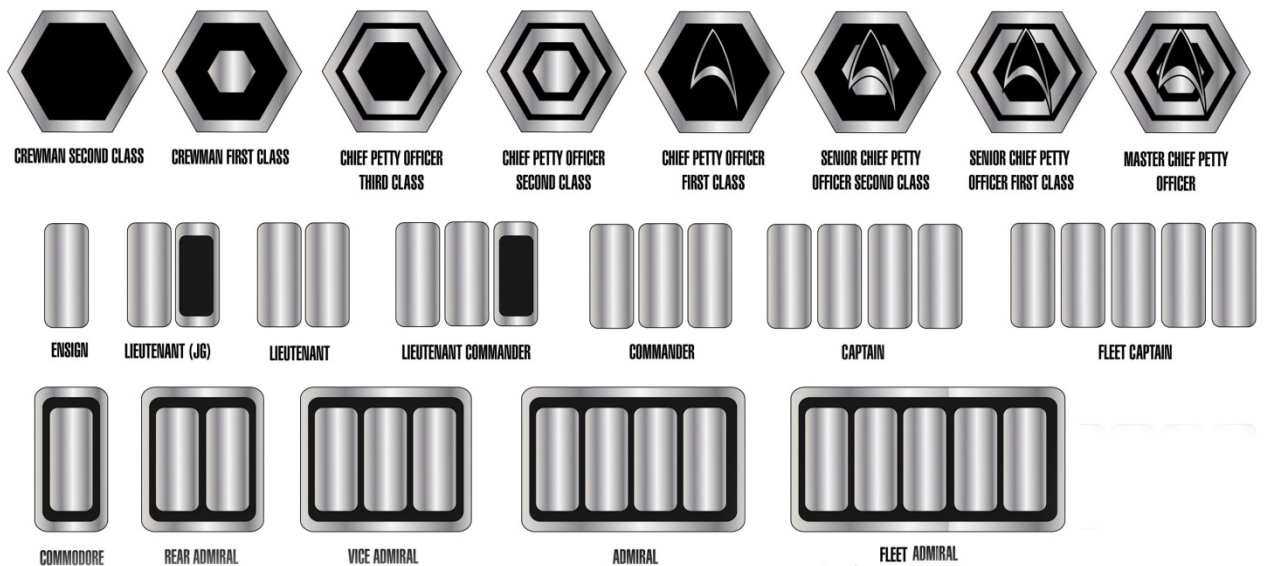
STARFLEET ADMIRALTY
MESS DRESS

STARFLEET OFFICER MESS
DRESS

STARFLEET ENLISTED
MESS DRESS

Dress Uniform is the more formal uniform style, mainly worn for ceremonial functions like award ceremonies. Mess Dress is the formal evening wear for dining functions and is more comfortable.

RANKS



COMMUNIATOR BADGE

All personnel on Starfleet ships, stations and locations wear these badges, shaped in the Starfleet insignia. Wearing them allows remote location of crewmembers as each badge has a personalised signal; tapping them allows short-range communication, either inter-ship or from a landing party to an orbiting vessel.

Similar technology is used by most other major forces in the Alpha Quadrant.

OTHER SHIPS OF THE 25TH CENTURY

The following ships are also in service during the year 2404 and may be encountered by the crew of the *U.S.S. Enterprise-F* in their journeys: both friendly and hostile.

Federation “Broadsword-Class” Warship: With a distinctive flat profile and a circular section cut out of its saucer to give it a pointed look, this is perhaps the most combat-focused ship ever built by Starfleet. Until the Federation-class, Broadsword class ships were the cutting edge and the *U.S.S. Damocles* was the former flagship. (Several major crewmembers on the *Enterprise-F* originally served on the *Damocles*.) It remains possibly the best single ship for combat in the 25th century.

Federation “Galaxy-Class” Dreadnought: Originally designed as explorer crafts, a major refit on the Galaxy class at the end of the 2370s saw the extant ships equipped with a more combat edge, including a rare triple-nacelle design and a Spinal Phaser Lance. The forty-year-old spaceframe remains young by starship standards (some designs being almost a century old) and the vessel is expected to see many more years of service as a front-line vessel, whether on exploration or combat missions.



Federation “Olympic-Class” Research Vessel: Used principally as hospital ships due to their expansive capacity for passengers and fast response times thanks to excellent warp drives, Olympic-class vessel (and the smaller sister ship, Hope-Class) can be found on many humanitarian missions as well as other postings of scientific value.

Federation “Aurora-Class” Scout: A small vessel designed to carry a crew of about twenty, Aurora-class ships fill the role of science vessel as well as doubling up as military scouts when required. Larger than the Nova class but smaller than the Quasar class, all three vessels are tiny by starship standards but are valuable parts of the fleet.



Klingon “Haj-Class” Bird Of Prey: A vessel with design lineage going back over a hundred years worth of Klingon vessels the Haj-class Bird Of Prey remains the cornerstone of the Klingon military machine and defines their tactics: small, compact combat ships with cloaking devices to carry out hit & run attacks. The Norgh-Class Bird Of Prey may outgun it, but this is still the staple of the Imperial Klingon Fleet across the galaxy.

Romulan “D’Ridthau-Class” Carrier: One of the last new Romulan designs before the collapse of their empire, this ship may be fatter but it clearly resembles the D’deridex-class Warbirds which were the finest Romulan vessels of the 2360s. Few were made as they were very specific in purpose - designed to carry hordes of Scorpion-class fighters and Gladius-class bombers, principally for planetary assaults or other occasions when a large warship would be impractical.

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TIMELINE

The following timeline gives a rough idea of the timeline of the universe of Star Trek, principally from the point of view of humanity and using the AD dating system. (Though some alien-specific events are included for context.)

No player is expected to commit this history to memory, naturally: it is simply to help put the various TV shows and movies of Star Trek into context within the game.

279: Surak is born on Vulcan. At the age of 33, he will banish all emotion from his thoughts and adopt a life of pure logic, an example which will slowly transform Vulcan society from warlike and passionate into a stellar power.

369: A group of Vulcans, ostracised due to their refusal to follow Surak's teachings, departs their very homeworld in a primitive interstellar ship. These refugees travel for some time in search of a suitable world to colonize, going by the name Debrune, before finally settling on Romulus and forming the basis of the Romulan Star Empire.

801: Kahless the Unforgettable, first emperor of the Klingon Empire, is born on *Qo'Nos*. His example of honour and courage through noble combat makes him into an almost messianic figure who will be worshipped for over a millennia after his death.

1440: Following clashes with Romulan warships and combining the knowledge of the two independent cultures, Vulcans develop warp drive technology and begin an era of exploration of their near vicinity.

1969: Neil Armstrong is the first Human to walk on the surface of his native world's moon. His vessel, the *Apollo 11*, herald the start of the space age for his race.

1992 Just as the first human sleeper ships offer the possibility of colonies on another world, The Eugenics Wars ravage Earth. Khan

Noonien Singh and several other genetically engineered humans battle with each other and the established nations of the world for dominance which only ends in 1996. The bloodshed was great and the aftershocks linger in the culture for centuries: Humanity eschews genetic engineering as a taboo science.

2053: The Third World War (an event where the exact commencing point is lost to history) ends in a final nuclear exchange instigated by failed American presidential candidate Colonel Green. Virulent nationalism and religious extremism finally explodes in an onslaught which nearly dooms humanity to extinction.

2063: In one of the surviving pockets of human civilization, Zefram Cochrane uses a nuclear missile as the basis for a vehicle and develops the first Human warp-capable ship. Following his test-flight a Vulcan vessel from 40 Eridani A detects his warp signature and Humanity makes first contact with an interstellar species.

2121: The transporter is invented on Earth by Emory Erickson. Early models can only safely transport on a molecular level and thusly only work for inanimate objects: it takes more than two decades before the quantum resolution of transportation and living beings can be safely sent.

2151: After almost a century of exploring and colonizing the surrounding few star systems, Humanity builds its first Warp 5 capable ship

TIMELINE

and can now be truly considered a stellar power. First contact is made with the Klingon Empire but poor handling of the situation leads to intermittent skirmishes for the next century.

2156: The Earth-Romulan wars commence after initial contacts turn to violence. Conducted before subspace communication was perfected and thusly with only audio communication, neither party knows exactly what the other looks like but do battle across the stars until 2160. Final victory is achieved when Earth secures alliances with the Vulcan, the Tellarites and the Andorian Empire under the banner of “the Coalition of Planets”.

2161: On the back of their success as the Coalition of Planets a more permanent alliance between Earth, Vulcan, Tellar and Andor is agreed. The United Federation of Planets is created, with representatives of the four worlds and the independent human colony of Alpha Centauri signing the Articles of the Federation in San Francisco, Earth. Although each world retains sovereignty and it's own space fleet, Starfleet is founded as a multispecies defence force. This organisation grows in strength and other races slowly begin to petition for membership, and it slowly becomes a more political body with its own representative body, presidency and even it's own currency unit.

2245: The *U.S.S. Enterprise*, a Constitution-class cruiser, is launched under the command of Captain Robert April. His role will later be taken by Captain Christopher Pike; both officers will commence the illustrious history of the registration *NCC-1701* by taking part in military and exploration missions of note.

2264: Captain James T. Kirk assumes command of the *U.S.S. Enterprise* for a five-year mission which is one of the most famous

in Starfleet. During this time the ship makes first contact with the Gorn Hegemony, the Tholian Alliance, the First Federation and many other races; they make the first visual contact with Romulans and steal one of their early cloaking devices; make first contact with the Gorn; and carry out other acts of heroism which move the name of the vessel into legend.

2267: The Klingons and Federation seem poised to go from skirmishes to a galaxy-wide war when the Organians, a race of energy-beings, intercede and use their amazing scientific and psionic powers to prevent conflict. A state of cold war develops between the two powers who will spend the next thirty years alternating between peace treaty attempts and brinksmanship tactics.

2277: The *U.S.S. Enterprise* undergoes a refit and Admiral James T. Kirk takes the vessel on a new five year exploration mission before the vessel is converted into a training vessel.

2286: The *U.S.S. Enterprise* is destroyed in the Mutara Sector in an event which is classified for decades but later revealed to involve the controversial Genesis Device, a terraforming device with terrifying weaponization potential. Admiral Kirk is demoted to Captain for his part in the proceedings, which involved illegally removing the ship from Spacedock and disobeying direct orders – but he is given command of the new *U.S.S. Enterprise*, *NCC-1701-A*, a replacement Constitution-class vessel.

2293: The Khitomer Accords are signed between the Klingon Empire and the Federation, a peace treaty which finally ends the cold war. The *U.S.S. Enterprise-A* is decommissioned but a new Excelsior-class *Enterprise-B* is introduced in the same year and it's Captains, John Harriman and Demora

TIMELINE

Sulu, goes on to do the name *Enterprise* proud.

2311: The Tomed Incident occurs between the Federation and the Romulans leading to the loss of thousands of lives. As a result the Treaty of Alergon is signed, reaffirming the territorial rights of each party and establishing other limits – including Starfleet vowing never to deploy cloaking devices.

2344: The Ambassador-class *Enterprise-C* is destroyed at the battle of Nardena III, defending a Klingon outpost from attack from Romulan aggressors. The sacrifice of Federation officers greatly impresses the Klingons and the two powers undergo a period of close alliance.

2364: The Galaxy-Class *Enterprise-D* is launched from Utopia Planitia Fleet Yards, Mars. Under the command of Captain Jean-Luc Picard, this new flagship for Starfleet has a short but impressive history: including service in the blockade of Romulan interference in the Klingon Civil War of 2367-68, first contact with the Borg in 2365 and the eventual destruction of the ship protecting the planet of Veridian III.

2366: A Borg Cube rampages through the Alpha Quadrant, destroying most of Starfleet's forces who mass against it at the Battle Of Wolf 359 with some Klingon allies. The Borg Cube contains Jean-Luc Picard, kidnapped and assimilated into the Borg Collective, and reaches as far as Earth in Sector 001 before it is finally destroyed by the *Enterprise-D*.

2367: The Klingon Chancellor, Gorkon, is challenged for his role by the bastard son of his previous rival, Duras. A Klingon Civil War erupts, with the House of Duras receiving covert aid from the Romulans – only when this aid is revealed is stability returned.

2369: The Cardassians, after more than fifty years of occupying Bajor and battling insurgents on the world, abandon the planet and the mining station *Terok Nor*. Starfleet offer reconstruction aid and protection to Bajor and help administer the running of the station, renamed *Deep Space Nine*, which becomes one the most strategically valuable places in the Alpha Quadrant when a stable wormhole to the Gamma Quadrant is located nearby.

2370: First contact is made by a crew from *Deep Space Nine* with the Dominion, a major power of the Gamma Quadrant who destroy the Galaxy-Class *U.S.S. Odyssey* and demand the Alpha Quadrant powers stay out of the Gamma Quadrant.

2371: The Intrepid-class *U.S.S. Voyager* is believed lost in the Badlands near the Federation/Cardassian border while chasing Maquis terrorists. In fact, an alien entity transported the vessel to the Delta Quadrant, more than seventy years away from Federation space at maximum warp and its captain Kathryn Janeway spend seven years in search of a "short cut" home for her crew.

2372: The Sovereign-class *Enterprise-E* is launched from San Francisco Fleet Yards, Earth. Originally scheduled for another name, it was renamed in honour of the recently-destroyed *Enterprise-D* and many of the crew of the previous are reassigned here, including Captain Picard. Meanwhile, Dominion infiltrators sow dissent between the Federation and Klingons which causes the Khitomer Accords to be dissolved.

2373: After years of skirmishes and attempts to infiltrate their government, the Dominion officially declare war on the Federation. The Cardassians side with the Dominion,; the

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Federation gain the assistance of the Klingons who resume their alliance with them and, eventually, the Romulans.

2375: The Dominion War ends with the first recorded surrender of the Dominion in centuries, but not before the Alpha Quadrant is ravaged. Cardassia is left bombed into ashes and the collapsed government requires aid from the Federation to survive.

2377: The *U.S.S. Voyager* returns home to the Alpha Quadrant. Janeway is promoted to the admiralty and the vessel is taken away to examine it's salvaged Delta Quadrant technology; the crew are forced to sign the Starfleet Official Secrets Act.

2379: A Romulan Civil War erupts when the Praetor Shinzon (A human; the first non-Romulan to hold the role) takes over the empire by force and then dies with no clear ruler.

2381: After decades of negotiation, Bajor joins the Federation. Despite only a few colonies and still being a poor people, the Bajoran Wormhole gives them a huge bargaining chip and their service in the Dominion War sees them quickly considered one of the major members of the Federation – a position they use to obstruct attempts to have the Cardassians join the Federation.

2387: The star Hobus goes into supernova, destroying several nearby systems – including the planet Romulus, whose people are too ravaged by civil war to quickly prevent the tragedy or evacuate in time. Colonies declare independence, vassal races break free of Romulan control and the Romulan Star Empire balkanizes into a collection of petty

territories, often controlled by what military officers remain.

2388: Starfleet and Klingon forces push into Romulan space: the former as a peace-keeping force who set up a Federation Protectorate, the latter as conquerors seeking to gain new ground. This situation causes a degeneration in Federation/Klingon relations which seem to verge back into 2280s “Cold War” territory.

2393: The Broadsword-class *U.S.S. Damocles* is launched from Utopia Planitia Fleet Yards, Mars. One of the most cutting-edge warships ever built by the Federation, it is considered by many as the ultimate expression of post-Dominion War Starfleet thinking. It is made flagship of the fleet, a title it holds until 2404.

2397: The Federation-class design projects begins, a conscious effort to return Starfleet to its more scientific roots than the militarised bent it has taken in the past couple of decades.

2399: The Khitomer Accords are once again revoked by the Klingon Alliance, making all-out war between them and Starfleet seem closer than it has been for decades.

2401: The pathfinder for the Federation class, *U.S.S. Federation*, is launched from the 40 Eridani A Construction Yards, Vulcan. The *U.S.S. Enterprise-E* is retired from active service.

2404: The Federation class, *U.S.S. Enterprise-F* is launched the 40 Eridani A Construction Yards, Vulcan. Under the command of Captain Satelek, it is made the new flagship of the fleet and given an exploration mission and in particular is charged with going beyond the “galactic west” border of the Federation