

RETURN TO AXANAR



Table Of Contents

INTRODUCTION	1
Plot Synopsis	1
THE ADVENTURE	2
Setting the Stage	2
Briefing	2
New Orders	2
Officers' Report	3
No Choice	3
Disquieting News	4
A Lack Of Interest	4
No Deposit, No Return	5
Kraftzmann Hartewicce	5
Communications Breakdown	5
At Your Service	6
The Long Way 'Round	6
Fixed-Time Event	7
The Worst Of Friends	7
Arrival on Axanar	7
A Geography Lesson	7
The Tour	7
Whose Side Are You On?	8
The "Problem"	8
Persuading Kinnexa	8
Searching for Clues	9
Moving On	9
The Young Thief	9
From the Mouths of Babes	10
Search Party Procedures	10
Fexor's Story	10
Wilderness Preparations	11
Choosing The Landing Party	11
Choosing Equipment	11
Private Hideaway	12
The Cave's Interior	12
Skill Roll Procedures	13
What Really Happened	13
Klingon Records And Equipment	13
The "Headbox"	13
So You Wanted To Learn Klingonaase	14
Document Packet 1	14
Document Packet 2	14
Document Packet 3	14
Distress Call	15
Out Of Touch	15
Coming And Going	15
Last Contact	16
Found Missing	16
Klingon Attack	17
Klingons, Now Really!	17
Stern Chase, Long Chase	17
The Main Event	18
Setting The Stage	18
UFP Reinforcements	18
Ending Combat	19
Court-Martial	19
Taken Into Custody	19
The Trial	20
The Surprise	21
The Evidence	21
AXANAR WILDERNESS MAP	22
VESSELS	23
Baker Class Destroyer	23
Durrett Class Cruiser	23
Babcock Class Frigate	24
Thufir Class Destroyer	24
K-22B D'Gavama	25
(Bird Of Prey) Class V Scout	25
D-10D Riskadh Class X Cruiser	26
D-7M K'l'inga Class IX Cruiser	26
D-18B Lara'atan	27
(Gull) Class IX Destroyer	27

CAST OF CHARACTERS	28
Player Characters	28
Non-Player Characters	40
AXANAR LIBRARY DATA	49
World Log	49
Axanar	49
The Axanarian Character	50
GAMEMASTER'S NOTES	51
Running the Adventure	51
Creating Suspense	51
Timeline	51
Dividing Play	52
Player Character Selection	52
Running A Large Group	52
Transit Tables	53
Using Transit Table 1	53
Using Transit Tables 2A And 2B	56
Using Transit Table 3	59
Mission of the K'ti'suka	60
Mechanics of Play	60
Chain Of Command Aboard The	
USS Cooper	60
Gamemastering Casualties	60
Morale, Fatigue, And Efficiency	60
Axanarian Creature Records	62
Skills Acquisition	63
Adventure Outcomes	64
Scoring The Adventure	64
The Results	64
Further Adventures	65
Creating A Campaign	65
Adapting To Ongoing Campaigns	65

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DEDICATION

With all respect, to the Great Bird of the Galaxy
(Gene Roddenberry).

COVER NOTES

The cover depicts the Captain and First Officer of the
USS Bosch prior to festivities.

INTRODUCTION

Return to Axanar is designed for Star Fleet Military Operations Command personnel serving aboard the *USS Cooper*, a 121,300 metric-ton *Baker* Class destroyer. The adventure involves action on a Class M planet, as well as in space. To play this game, the gamemaster will need the second edition of **STAR TREK: The Role Playing Game**, as well as the **STAR TREK III Starship Combat Role Playing Game**. It might also prove helpful to have **The Klingons** supplement.

This adventure should be undertaken by a minimum of six players, and every player will find opportunities to use his character's expertise at some point in play. In addition, interaction between different players and non-player characters is an important part of this adventure. This is a lengthy and detailed mission, with many interesting situations requiring careful thought and imaginative role-playing by both players and gamemaster.

While the adventure has been designed specifically for a *Baker* Class destroyer, it is possible to substitute another class of Federation starship, as long as the vessel has the same approximate cruising speed and is at least as well-armed.

PLOT SYNOPSIS

The *USS Cooper*, currently operating out of Star Base 23, has just completed a difficult patrol, and is overdue for shipboard repairs and shore leave. Despite this, in **New Orders**, the Captain is told to travel to Arcanis, a Federation base near the Klingon Neutral Zone, where an important scientist awaits transport to Axanar.

As the *Cooper* proceeds to Arcanis, the ship picks up a general transmission from Star Fleet Command (**A Lack of Interest**). Apparently, the Organians are no longer enforcing the Federation/Klingon Peace Treaty, and all ships are ordered to be especially alert.

Upon arrival, the group discovers that Star Fleet misunderstood the scientist they were assigned to pick up, due to a faulty subspace transmitter. In **No Deposit, No Return**, the eccentric genius absolutely refuses to leave with the *Cooper*, but he reveals his theory about a Klingon base located on the planet Axanar, and insists that the player characters investigate.

The *Cooper* is forced to spend the next several months travelling toward Axanar to search for the alleged Klingon base. As the ship travels toward Axanar in **The Long Way 'Round**, it enters the jurisdiction of Star Base 14, where an old enemy of the *Cooper's* Commander is now in charge. An especially obnoxious Tellarite, Gouthar will make things difficult for the *Cooper's* crew as long as they are in this area of space.

When they reach **Arrival on Axanar**, the player characters have difficulties with a member of the Axanar Culture Mission, a native-born Science Officer. In addition to being egotistical, he has caused a major administrative blunder that the group tries to find and correct. In **With a Little Help**, they also search for historical evidence of a Klingon base. After several weeks without success, instructions come from Star Base 14 to return for repairs and shore leave.

Just as the *Cooper* is about to leave, a crewmember still on planet is met by a group of Axanarian children in **"A Very Difficult Situation"**. One child grabs the crewmember's communicator, yells in perfectly spoken Klingonaase, and runs off. A search party locates the child, who learned the Klingon tongue from a machine in the hills nearby. He is willing to show the crewmembers where the machine is, but he is too terrified of their shuttle to board. With the child acting as a guide, a search party is sent to look for the Klingon base on foot.

After several arduous days in Axanar's harsh climate, the landing party finds a **Private Hideaway** containing a Klingon teaching machine. They also find Klingon documents relating to a process of genetic fusing used to create Klingon hybrids.

Meanwhile, the *Cooper* receives a **Distress Call** from a nearby freighter under attack by a Klingon vessel. Although the weather forces the landing party to remain on Axanar, the *Cooper* warps out to respond to the emergency. When the starship arrives at the coordinates of the distress signal, the player characters find no trace of a ship in distress.

However, a distress signal is now coming from the Axanar Culture Mission. As the *Cooper* returns to Axanar in **Last Contact**, the group detects a Klingon vessel at extreme sensor range, heading for the Klingon border. They also detect an extremely short, weak signal from the Klingon ship on an emergency Federation frequency.

If the group investigates Axanar, they find the Culture Mission staff dead, and the *Cooper's* landing party at the Klingon cave is **Found Missing**. Evidence indicates they were taken by Klingon soldiers. When *Cooper* informs Star Base 14 of the Klingon starship's presence in Federation space, Base Commandant Gouthar refuses to believe it. In **Klingons, Now Really!**, Gouthar questions the sanity and sobriety of the *Cooper's* Commander, and insists the *Cooper* return to port, "as soon as the entire crew is back aboard ship and sober."

As the crew of *USS Cooper* takes their orders literally, pursuing the Klingon vessel carrying the kidnapped crewmen, Star Fleet vessels are dispatched to pursue and arrest the ship's commander pending court-martial. **Stern Chase, Long Chase** continues for several months, until all ships involved reach the edge of Federation space, where a powerful Klingon task force awaits.

Planning to destroy the *Cooper* but not expecting the arrival of the other Federation ships, the Klingons find themselves squaring off against a Federation force of equal size. Thus, the chase ends in a multi-ship battle (**The Main Event**).

When the battle is over, the *Cooper's* commander is forced to stand trial (**Court-Martial**), with Gouthar as prosecutor. Fortunately, the the Commodore who gave the *Cooper* her orders arrives just in time to clear the officer of all charges, thus ending the adventure.

This booklet contains all the information needed to play this adventure. There are descriptions of all encounters, as well as information and a map of the wilderness area on Axanar, statistics of all classes of ships involved, complete background information for the players, and gamemaster hints for play.

THE ADVENTURE

SETTING THE STAGE

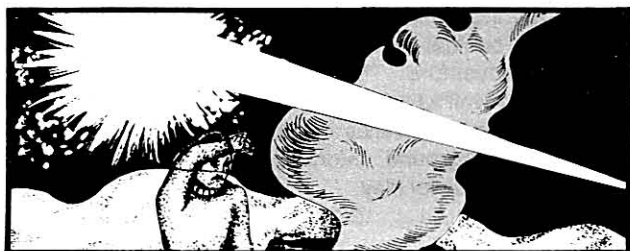
The *USS Cooper*, NCC-4791, is currently headed toward Star Base 23, its current base of operations. Approximately two light years from its destination, the vessel is travelling at Warp 4, and should arrive at the base in just under eleven days. Manufactured by the Federation Naval Yard and constructed at Spacedock, the ship was commissioned just last year, and was named after Marshall Anaximander Cooper, a Federation Secretary serving at the time of the Romulan War.

The vessel's commander, Commodore William Masefield, and crew have just concluded an exhausting seven-month patrol, the second operational mission since the *Cooper* entered service. Aside from numerous small systems failures common to newer vessels, the starship had the misfortune of monitoring several ion storms during its patrol. These storms did extensive damage to a number of major shipboard systems, particularly the transporter and life-form sensors. These two systems now operate only intermittently.

Also, just two weeks ago, the *Cooper* received a brief call for assistance from Rho Markessis VI. Receiving no additional information, a landing party beamed down while the ship's transporters were functioning. When the landing party arrived, they found themselves in the middle of a civil war on the politically-divided world. Not permitted by Star Fleet regulations to intervene, the party was forced to escape from a battlefield.

Before they were able to return to the ship, however, the transporters malfunctioned again, requiring an emergency rendezvous with both of the *Cooper's* shuttlecraft. Native weapons fire damaged the shield integrity on one shuttle, and its crew (consisting of several security guards and a junior Science Officer) was killed when the shuttle's life-support system failed to maintain an atmosphere of breathable pressure. A tractor beam retrieved the shuttle, but repairs have not been completed yet, leaving the *Cooper* with a single operational shuttlecraft.

With funeral services just completed and crew morale at the lowest level since the ship entered service, Portmaster Niccomachi of Star Base 23 has granted Commodore Masefield's emphatic request for shore leave and dock time to 'repair' both ship and crew. There are even shipboard rumors about the *Cooper* being a 'jinxed' ship. Also, the customary Board of Inquiry awaits the ship's return, to evaluate Commodore Masefield's liability for the crew casualties suffered. At the moment, however, thoughts of shore leave dominate the minds of everyone on board, as they have for the past week en route to Star Base 23.



BRIEFING

For the next ten days, the *Cooper* proceeds uneventfully, with the Communications Officer reporting only routine subspace messages between starships in the area and the naval installation. Then, about twelve hours from arrival at Star Base 23, the *Cooper* receives an important subspace transmission.

NEW ORDERS

The signal is coded Blue Two, signifying that the content is urgent but not immediately imperative. Commodore Masefield is at liberty to receive the message personally, or share it with the group.

STARDATE 2/2106.30

FROM: Commodore Antonia M. Niccomachi
Base Commandant, Star Base 23
Star Fleet Headquarters Command
TO: Commodore William P. Masefield
Commanding Officer, *USS Cooper*

I am really sorry about this, Will, but it is important. Shore leave for your vessel and crew must be cancelled at this time.

Instead, you are to respond immediately to Arcanis Four. Once there, you will pick up Kraftzmann Mikil Hartewicce, an historian who has devoted much of his life to studying the Four Years War.

We have just received a transmission from Kr. Hartewicce. The transmission was badly garbled, but it appears he has finished the theoretical portion of a research project that provides new information on the Klingon Empire's strategy for starting that war.

Hartewicce appears to be requesting transportation from his secluded research base to the planet Axanar. Apparently, he wants to examine all records kept by the Axanar Culture Mission to determine if there is any evidence to support his new theory.

Though we do not know what this theory might encompass, his request communicated a great urgency. You are to pick up Hartewicce and transport him to Axanar, as he has requested. His information could be vital to the Klingon Activities Unit of Star Fleet Intelligence Command. Considering current political conditions between the Federation and the Klingon Empire, any such information has to be given a high priority.

I am aware that you and your crew have put in a tough mission, but I know you will come through. When you are finished with this little project, I will make sure your shore leave is undisturbed. The text of the message from Kr. Hartewicce follows. And you have my condolences on your casualties.

FROM: Kr. Mikil Hartewicce
Arcanis Four Research Outpost
TO: Star Fleet Command
Quadrant Command Headquarters, Star Base 23

I have information . . . related to the Klingon . . . Four Years War. If my theory . . . Federation of Planets is in grave jeopardy . . . dispatch a ship . . . evidence supporting . . . existence of a Klingon base . . . information from Axanar, and get me . . . immediately. Once I . . . returned to Axanar . . . research and warn all responsible authorities . . . I will be waiting anxiously . . . Axanar.

OFFICERS' REPORTS

Obviously, Commodore Masefield has to inform the crew of the vessel's unexpected change in status. The Department Heads will reveal the following facts as they make their reports.

According to Lcdr Wilkins, Arcanis Four is just inside Federation space. Not far beyond it is the Organian-enforced Neutral Zone, and beyond that is Klingon territory. In contrast, Axanar is deep within Federation territory and within the jurisdiction of Star Base 14. The total distance from the *Cooper's* current position to Arcanis Four and then on to Axanar is more than 54 parsecs, or about 177 light-years.

According to Lcdr Fitzmartin, such a voyage would be a very long one. If Warp 6 can be maintained for the entire duration, it will take a little less than ten months to reach Axanar. Incidentally, all weapons systems are fully operational.

According to Commander Markova, there has been no problem with the warp drive, though he does not know if it will hold up under extended Warp 6 stresses. What do pose major problems are the transport and the life-form sensors. Both function intermittently, and the Engineering crew already has done everything they can. All other sensors, including navigational, energy detection, and material analysis sensors, remain perfectly operational. This suggests that the cause may be a computer malfunction. To try and locate the breakdown, though, means shutting down the entire sensor logic bank, making all sensors and navigational deflectors useless. Under those conditions, warp travel would be impossible.

According to Lcdr Marquart, Mikil Hartewicce is a reclusive research scientist, almost unknown by his colleagues. Hartewicce has expounded some very unorthodox theories in the past, and has not made any widely-accepted scientific contributions in any field of research. Marquart once heard Hartewicce lecture at a scientific conference and found him to be an eccentric. It is not surprising to learn he is living on Arcanis Four.

Marquart also mentions that Arcanis was the site of a Federation research outpost before the Four Years War. Over 100 unarmed scientists and civilians were massacred by Klingon soldiers, and the installation, though still intact, was never re-activated.

[GAMEMASTER'S NOTE: If the group requests additional information at any time on the events surrounding the Four Years War, the gamemaster should make the entire supplement available to them for examination at their convenience.]

According to Lt. Hall, the *Cooper* has only one usable shuttlecraft right now. With the transporter not working consistently, any landing party would be stranded if anything were to happen to the remaining shuttle. Aside from that, all weapons are accounted for and everything else in Security's section checks out fine.

According to Dr. Chu, the crew of the *Cooper* is not ideally fit for a mission of such length. The majority of the crew is currently experiencing Level One Fatigue effects, and time for shore leave is necessary before morale returns to preferable levels. In fact, crew efficiency has already begun to decline slightly, and will continue to do so until off-ship recreation is granted. Otherwise, the crew is healthy, and there are ample medical supplies to continue with the mission.

[GAMEMASTER'S NOTE: Specific suggested effects of crew fatigue, as well as an explanation of Level One Fatigue, appear in **Morale, Fatigue, and Efficiency** in the **Gamemaster's Notes** chapter.]

According to Lt. Smythe, there are no passenger facilities aboard the *Cooper*. Any accommodations made for passengers would have to come at the expense of some crewmen, further lowering morale.

According to Lcdr Longfellow, Communications has overheard numerous subspace transmissions from vessels in or near Star Base 14. These include the *USS Hethelik*, a *Claih* Class long-range shuttle capable of high speed and possessing passenger facilities. Another ship is the *USS Francis Marion*, a *Ranger* Class scout, without passenger facilities, but capable of even greater speeds. Both vessels are docked at the base, and apparently have been for several weeks.

According to Commander Buchwalter, the *Cooper* is not well suited to carry out this mission. The best course of action would be to have Commodore Masefield contact Star Base 23, advise them of the situation, and suggest another ship be assigned in the *Cooper's* place. Masefield is within his rights as the starship commander to "strongly urge" Commodore Niccomachi to reconsider. Antonia Niccomachi, one of the few women in Star Fleet with the rank of Star Base Commandant, is known for her generally reasonable nature.



NO CHOICE

If Commodore Masefield contacts Commodore Niccomachi to raise his objections, the *Cooper* will receive another transmission in less than an hour. At the Warp 15 speed of subspace communications, Star Base 23 is only seven minutes away. Even so, Niccomachi's answer comes with unexpected speed, which perhaps indicates that she anticipated Masefield's objection.

The text of Niccomachi's message reads as follows:

FROM: Commodore Antonia M. Niccomachi
Base Commandant, Star Base 23
Star Fleet Headquarters Command
TO: Commodore William P. Masefield
Commanding Officer, *USS Cooper*

There are no other ships currently available to replace you. The *USS Hethelik* has already received new coded instructions, and is not available. The *USS Francis Marion* will receive orders within the next two days to temporarily replace the *USS Odysseus* as the scout ship for the First Strategic Force.

Vessels from the First, Twelfth, and 102nd Strategic Forces, all headquartered at this base, will be conducting large-scale war games as part of Operation Tactical Encounters XXVI. This major maneuver, under the overall command of Fleet Captain Sufik aboard the *USS Republic*, will probably last several months while the Battle Force works out new tactical situations designed by Star Fleet's War College.

Unfortunately, this Hartewicce matter is serious enough to warrant your immediate response. I do not know who this gentleman is or what he needs, but my instructions came from the Office of the Secretariat, who said their instructions came from a Full Member of the Federation Science Council. There is no time for refit, overhaul, shore leave, or even resupply. I am afraid you just drew the short straw this time. If things get really desperate, morale-wise, advise your Chief Surgeon to tell the crew some funny stories. I know he has a few.

This message leaves the group no choice; they must proceed to Arcanis Four as directed. The distance from the ship's present location to Arcanis Four is 4.93 parsecs, or 16.07 light-years. At Warp 6.5, it will take three weeks to reach the planet. For a voyage of that distance, it would be extremely difficult to travel at any greater speed. To do so, Commander Markova would have to make Skill Rolls against his rating in *Warp Drive Technology* once per week, and that still would not reduce travel time significantly. It would not be difficult for the gamemaster to convert travel time based on the ship's chosen velocity.

DISQUIETING NEWS

Aside from complaints by crewmembers at the loss of deserved shore leave, the first week of the trip is uneventful. During the second week, however, the Communications Officer overhears assorted subspace messages between private merchant vessels travelling close to the Klingon border. Many of the transmissions are routine, dealing with current prices, values of trade goods on various worlds, and the current status of the Federation Stock Market.

There is particular interest in a corporation called Crescent and Trefoil Developments and how this company is rumored to be constructing something called a neural exciter, based on a non-Federation design. If someone checks computer records for information on the company, they learn that it is a fairly new company chartered on Rigel VIII, or Orion, specializing in non-conventional electronic circuitry.

Then, eight days from Arcanis, the *Cooper* receives an uncoded transmission describing the presence and location of a Klingon task force within Federation space. The message is coming from a ship called the *Tantrak Nightwalker* under the command of a Captain A.K. Hygroziar. According to the message, the task force consists of a *D-7M* Class cruiser and two *D-18B* Class destroyers, and they are heading deeper into Federation space. The given coordinates place the task force about 30 light years from the *Cooper's* present position, and indicate the ships are moving away from the battle force performing Operation Tactical Encounters XXVI.

If checked, the computer's Federation ship registry shows no listing for Captain Hygroziar or the *Tantrak*

Nightwalker. By checking linguistic banks, an entry for the word "tantrak" shows it to be a colloquial term used on Rigel VIII that roughly translates to "a thief who steals even from fellow thieves".

In checking the Orion citizen registry, the player characters will find only a brief listing on an "Achmed Hygroziar", an Orion electronics technician with an unspectacular personal history and no criminal record. His current whereabouts are listed as "unknown". No other information is given. The group, realizing the *Cooper* is too far away to intercept the Klingon ships, is left with four possible options:

1. They can dismiss the call as an erroneous transmission, or realize other ships closer to the *Tantrak Nightwalker* will respond to any invasion.

2. They can consider the message to be a deliberately false transmission and attempt to pursue the *Tantrak Nightwalker*. Unfortunately, that ship would be 30 light years away, making any successful pursuit impossible at this time.

3. They can contact Star Base 22 or the Federation starship *USS Hawley*, which is in the vicinity of the distress call. It will take a little over three days for the subspace message to travel each way.

4. They can contact Fleet Captain Sufik, on maneuvers with the Star Base 23 Battle Force, to convince him of the situation's seriousness. It will take about two days for the subspace message to travel each way.

After choosing a course of action, the *Cooper* must continue on with its own mission to Arcanis Four.

[GAMEMASTER'S NOTE: There are no Klingon ships. The entire transmission from the Orion *Lightning* Class blockade runner *Tantrak Nightwalker* is deliberately false. Hygroziar is just causing trouble again, his favorite hobby.]

A LACK OF INTEREST

Five days out from Arcanis Four, Lcdr Longfellow will report an incoming Code Blue 1-A transmission from Star Base 23. This signifies a message of extreme importance, and proper procedure requires that a Captain place his ship on yellow or red alert and raise deflector shields. Once the ship assumes proper alert status, the message is received as follows:

STARDATE 2/2107.16

FROM: Star Fleet Headquarters Command, Terra

TO: Commanding Officers, All Star Fleet Vessels

According to information obtained by the highest levels of Star Fleet Command, the race of energy beings referred to as the Organians have ceased their enforcement of the Organian Peace Treaty. This treaty, arbitrarily imposed by the Organians, prevented a second Klingon war and has ensured peace between the Klingon Empire and the United Federation of Planets for the past 13 years. It now appears that current conditions exist for the Organians to permit open, widespread hostilities between elements of Star Fleet and the Klingon Empire.

Although the exact details have not been verified by Star Fleet Intelligence, this apparent change in status is to be given the most serious consideration by all ship commanders. If the Klingon High Command is also aware of the Organians' withdrawal from active participation in Federation/Klingon affairs, the result could be a state of war.

All ships operating from Star Bases 12, 21, 22, 23, and 27 are to proceed with their current assignments while maintaining full combat readiness for large-scale warfare against any Klingon forces entering Federation space.

Admiral Morrow is the high-ranking Star Fleet officer seen in *STAR TREK III: The Search For Spock*. This news should increase tension among the crew and emphasize the importance of their own mission, as they continue on to Arcanis Four.

If the *Cooper* contacted Fleet Captain Sufik about the Klingon task force, his response will come on the following day. Sufik replies that such an incursion by Klingon ships into Federation space is "illogical, and even Klingons are not noted for their suicidal tendencies." Meanwhile, he is in the middle of a fleet exercise. Therefore, his ships are not available to "investigate events with a probability of occurrence closely approaching zero."

NO DEPOSIT, NO RETURN

The last four days of the trip are uneventful. The Chief Engineer should report that the transporter is working again, though he is not sure for how long. If Commodore Masfield contacted Star Base 22 or the *USS Hawley* about the Klingon task force, a reply comes in when the *Cooper* is one day from Arcanis. Commander Matthews, commanding officer of the *Hawley* (the scout currently patrolling that region of space) says he also heard the call but, after investigating, he found no Klingon ships. For that matter, the *Tantrak Nightwalker* was not found, either.

Matthews feels the distress call may have been a deliberately false message. In view of the message from Admiral Morrow, though, the ships in that area will maintain a strict vigil for any reports of non-Federation ships in Federation space. He promises to keep in touch if there is anything else of interest.

The next day, the *Cooper* reaches Arcanis Four and can establish orbit. An otherwise uninhabited Class K world near the Klingon Neutral Zone, a Federation research installation was constructed on the surface of the planet about 40 years ago. After the Four Years War, the base was not re-opened, and its sole current occupant is Kr. Mikil Hartewicce.

KRAFTZMANN HARTEWICCE

When visual contact is established with Mikil Hartewicce, he shows extreme surprise and pleasure at the arrival of the *Cooper*. Between bouts of coughing and sneezing, his first words are: "How did you get all the way from Axanar so quickly?" and "What did you find?" He has a wild appearance and is obviously ill, possibly delirious.

With transporters working for the moment, a landing party that includes a Medical Officer should beam down to the research installation to make preparations for Hartewicce's transportation to Axanar. Hartewicce will gladly provide coordinates, or the Transporter Officer can beam in on his transmission.

The landing party beams down to Hartewicce's personal quarters, where they find him lying on a couch. The facility, as Hartewicce explains weakly, was part of the Arcanis Four research outpost, and was shut down after the Klingon massacre during the Four Years War. The base was not re-opened, and Hartewicce received permission to move in while he was studying the Four Years War. Here, he remained alone and undisturbed, free to pursue his research.

The quarters contains numerous personal effects haphazardly strewn about, and assorted components from the research outpost's scientific equipment clutter several shelves. Piles of fabric tablecloths covered with detailed

notes and scribbled diagrams are stacked on tables and in every corner. Thickly covered with dust, grime, and ink, the subspace transmitter rests against one wall. It is left over from the time the outpost was in active use.

Hartewicce says he had no idea his message would get such a quick response, though he will be very happy to see the records brought by the *Cooper*. When the group shows their confusion at his remarks, he asks petulantly if the group got his message. As it becomes clear there is some kind of misunderstanding, Hartewicce points to one corner and instructs the officers to read the tablecloth resting on the top of the pile.

COMMUNICATIONS BREAKDOWN

Hartewicce's message transmitted to Star Fleet reads as follows:

FROM: Mikil Hartewicce

Arcanis Four Research Outpost

TO: Star Fleet Command

Quadrant Command Headquarters, Star Base 23

I have information of vital importance related to the Klingon strategy for initiating the Four Years War. If my theory is correct, the United Federation of Planets is in grave jeopardy. For our safety, you must dispatch a ship to Axanar to search for evidence supporting my theory on the existence of a Klingon base. Pick up all available information from Axanar, and get me any records or data found immediately. Once I have the information, the records can be returned to Axanar, and I can file my completed research and warn all responsible authorities. I will be waiting anxiously for you to transport your findings from Axanar.

If anyone disputes Hartewicce's word, he replies angrily, "I use tablecloths for all of my scientific record-keeping, and my tablecloths never lie!" If any comment is made about his subspace equipment, he will shake his head and say, "That old, broken-down transmitter must have finally let me down."

If any character with a minimum rating of 10 in *Communication Systems Technology* closely examines Hartewicce's transmitter, he will discover that the device is not functioning correctly. It might be possible, though, to repair it with a communications diagnostics and repair kit from the ship. If the kit is beamed down, the examining officer learns the transmitter has a faulty thermal overload circuit. This caused it to rapidly cycle in and out while in use, causing the breaks in the message and creating the communication error that brought the *Cooper* to Arcanis Four.

A character is permitted two separate opportunities to make repairs. If a successful Skill Roll is made against the character's rating in either *Communication Systems Technology* or *Electronics Technology*, he can completely repair the transmitter in only a few minutes. If the roll is unsuccessful, the character is entitled to a Saving Roll against the average of his LUC score and his rating in either *Communication Systems Technology* or *Electronics Technology*. If this roll is successful, he can make repairs, but it will require almost a day.

Only two attempts can be made to repair the device. If the character making the initial skill roll fails, a second character can be used to make the second roll. If the first character was unsuccessful with both rolls, however, a second character cannot make two more repair attempts, even if the second character has higher skill ratings.

If both attempts are unsuccessful, the transmitter cannot be repaired. Star Fleet Regulation 3123 states, "Any subspace transmitter found by a qualified officer of Star Fleet Command to be faulty or defective must be condemned and dismantled or destroyed."

Unfortunately, the *Cooper* does not carry a spare transmitter, and so if this one is condemned, Hartewicce will be cut off from outside communications. To complicate matters, Star Fleet Regulation 3121 states, "Any personnel inhabiting a Star Fleet installation must have functional subspace communications equipment for purposes of safety." Because Arcanis Four is still technically a Star Fleet Research Outpost, it is also against regulations to leave Hartewicce on the planet without a working transmitter. Thus, if the transmitter cannot be repaired, Hartewicce must return with the landing party to the *Cooper*.

While a Communications or Engineering Officer is working on the transmitter, the Medical Officer should examine Hartewicce, who appears to be suffering from some kind of infection. A quick check with a Feinberger or medical tricorder reveals Hartewicce suffers from influenza, as well as from minor vitamin deficiencies. He apparently caught the flu by getting cold, working too many long hours, and eating improperly. His personal medikit was empty, and he had no other way of treating it himself. Once Hartewicce receives a few injections and some advice on getting more rest and better food, no further treatment is necessary.

AT YOUR SERVICE

After Hartewicce has been treated and begins feeling better, he will thank the group profusely, and immediately give them a quantity of recreational tapes for the ship as "the least I can do for your physician's fine assistance". The tapes would be a useful addition to the *Cooper's* own overused stock, and the group may accept them.

He is reluctant, however, to discuss the details of his theory, repeating only the information contained in his message to Star Fleet. At the group's insistence, he will slowly reveal the details of his theory, as described in **Klingon Strategy: A New Theory** in the accompanying supplement, **The Four Years War**.

Hartewicce will politely decline any invitation to return to Axanar with the group, insisting they must carry out the instructions in the message. Even if pressed, the scientist will absolutely refuse to leave his isolated lodgings, saying his current work must not be interrupted for any reason. Logical explanations and emotional appeals will have the same effect.



Should the transmitter not be repaired, he will beg, plead, and demand to be left on Arcanis anyway. When the player characters insist he must accompany them in compliance with Regulation 3121, the man literally refuses to move, and so two crewmen have to carry him bodily.

Aboard the *Cooper*, Hartewicce will not show any interest in the activities of the ship. He will remain in his quarters, and refuse to examine records or offer opinions on anything, even after arriving at Axanar. The only things he will do voluntarily are sleep and eat.

If the transmitter can be repaired, Commodore Masfield has no authority to make Hartewicce join them on their trip back to Axanar. Once the scientist is well enough to remain alone (a matter of a few hours), the group must continue with their mission. It is possible to transmit the requested information to Hartewicce via subspace radio, and so the *Cooper* does not have to return to Hartewicce's base.

There are no facilities on Arcanis Four to provide for shore leave. The crew's fatigue will increase as the *Cooper* proceeds toward Axanar.

THE LONG WAY 'ROUND

The distance from Arcanis Four to Axanar is 49.5 parsecs. At a sustained speed of Warp 6.2, it will take 35.5 weeks for the *Cooper* to arrive at its destination.

Every week, if they are not otherwise occupied, either Commander Markova or his Assistant may make a Skill Roll against his rating in *Warp Drive Technology*. If the roll is successful, the *Cooper* is able to maintain a speed of Warp 7.1 for that week, traveling the equivalent of a week and a half's distance at Warp 6.2. Also, if the roll is successful, this 'speed roll' may not be attempted during the next week, but can be made the week after.

Therefore, if the Engineer successfully makes every possible skill roll, the ship travels at Warp 6.2 and 7.1 on alternate weeks. Under those conditions, the ship travels the equivalent of 2.5 weeks every two weeks. Either the Chief Engineer or his Assistant may attempt the roll, but not both. The limitation is in the hull and circuitry of the ship itself, not the skill of the ship's officers.

During the course of the journey to Axanar, a number of different events will occur. The gamemaster will roll for events once per week on Transit Table 1. (See **Using Transit Table 1** in the **Gamemaster's Notes** section.)

The gamemaster must keep track of the passage of time while the *Cooper* is en route to Axanar. One obvious reason is so that the crew's Fatigue Level can be modified, a job that the person playing the Chief Medical Officer can handle. Another reason is that one event must occur at a fixed time. This timed event should be in addition to any other randomly-generated events for that week.



FIXED-TIME EVENT

After travelling for about 17 weeks at Warp 6.2, the *Cooper* leaves the jurisdiction of Star Base 22 and enters the jurisdiction of Star Base 14. Shortly after, the *Cooper* receives the following message from Commodore Gouthar.

STARDATE 2/2111.16

FROM: Star Base 14

Jarv Gouthar, Commodore

Assistant Base Commandant

TO: Commodore William P. Masfield

Commanding Officer, *USS Cooper*

You have now entered the jurisdiction of Star Base 14. I expect a complete report explaining the purpose of your incursion into this region of space. In addition, you are to send weekly reports on the progress of your mission while you are in my area of authority. I know you will follow all of my instructions to the letter, until you return to your normal patrol. *Harg gaggulagh*.

Gouthar's exact title will depend on whether Special Message 7 on Transit Table 1 has been revealed yet. The term "harg gaggulagh" is a Tellarite phrase commonly used as a ceremonial salutation while drinking. It loosely translates as "to the health of your second stomach".

The message implies that Gouthar has received some information about the purpose of the *Cooper's* mission because he knows their visit is temporary, and not a re-assignment. His basic attitude and use of the term "incursion" demonstrates a generally unfriendly nature. The Tellarite toast shows that he has not forgotten Commodore Masfield. Although Masfield has served longer as a Commodore than Gouthar, Gouthar does have the position of Assistant Base Commandant, giving him authority over the *Cooper*, as long as the ship remains in Star Base 14's jurisdiction. Therefore, Commodore Masfield should comply with Gouthar's demands.

THE WORST OF FRIENDS

A Tellarite, Jarv Gouthar is an old adversary of Commodore Masfield. Three years ago, both officers were serving as instructors at the Star Fleet Academy. Masfield, then a Captain, had been there for three years, while Gouthar, also a Captain, was beginning his tour of duty. As the year progressed, Masfield (a better instructor as well as more popular with the cadets than the abrasive Gouthar), received a better overall Officer Efficiency Report than his older 'colleague'. Gouthar felt he deserved the superior OER, and imagined that Masfield had gained the favor of the Rating Officer.

Later, at a graduation ceremony held for a class of cadets, Masfield served on the refreshments committee. A number of cadets and high-ranking Academy officers were poisoned by the punch, and became ill for a short time. Masfield was cleared of any wrongdoing or negligence only after a lengthy and unpleasant investigation. Though it was never proved, Gouthar later boasted that he had "fixed that young Human upstart".

Masfield later found evidence incriminating Gouthar, but circumstances prohibited him from taking any action. Gouthar, serving only one year at the Academy, received a poor OER and subsequently was transferred to the Colonial Operations Command. At the end of the year, Masfield was promoted to Commodore and went on to serve an additional year as an instructor.

ARRIVAL ON AXANAR

After traveling the equivalent of 35.5 weeks, the *Cooper* reaches Delta Orcus I, or Axanar. Commodore Masfield should make contact with Captain Michelle Wiggan, Senior Administrative Officer of the Axanar Culture Mission. Captain Wiggan will be surprised by the unexpected presence of the *Cooper*, but she is very congenial, warmly inviting any interested crewmembers to visit her base, and offering transporter coordinates or a shuttlecraft landing site, whichever is preferred. If Commodore Masfield tries to explain the group's purpose, Captain Wiggan will kindly interrupt him, saying she hopes business can wait at least until they come down and visit for a while.

A GEOGRAPHY LESSON

The players should be provided with the information contained in Axanar Library Data (except for the Axanarian Creature Records). If the group also wants information on the Axanar Peace and Culture Missions, they can ask Captain Wiggan or refer to the ship's computer. Relevant information is contained in The Consequences section of The Four Years War.

Lcdr Marquart should report that it is the equivalent of early spring at their surface destination, and so the daytime temperature is approximately 5 degrees C., or 41 degrees F. He recommends that the landing parties wear winter uniforms with cold-weather insulation parkas, similar to those worn by the *USS Enterprise* landing party on Regula I in **STAR TREK II: The Wrath of Khan**. Commodore Masfield, with the assistance of the other player characters, should decide on the members of the landing party and the equipment they will carry.

THE TOUR

As soon as the landing party beams down, or shortly after the shuttle lands, Captain Wiggan will greet them in person, joking that most tourists usually come during the summer season. She offers to give the visitors a tour of the installation.

The Mission, located in the native town of L'Doxvan, is housed in several single-story, pre-fabricated thermoplastic buildings 20 meters wide by 30 meters long. The buildings, though more than 20 years old and not designed to be permanent, have been anchored and refurbished, and so they appear to be enduring the sub-arctic climate very well.

Captain Wiggan also describes the Federation installation's location. The town is small, having only several thousand people in it, but it serves as an economic center for a number of even smaller villages in the surrounding hills. Most of the staff of 60 go out in groups of four to six, and visit each village. In fact, that is where almost everyone is right now. Only a handful of key personnel are at the Mission itself, maintaining overall operations. When they go inside the administrative building, Wiggan points out various rooms being used for psychological testing, teaching, and demonstrations of modern technology. In one large room, some of the Mission's staff are using computer simulations dealing with historical, economic, and political subjects. A few natives are there, studying the effectiveness of various political systems on projected Axanarian scenarios. The base, though containing older equipment, does have up-to-date instructional materials, and the buildings are attractively furnished and comfortable.

[GAMEMASTER'S NOTE: If anyone in the landing party asks Captain Wiggan about the information contained in **Axanar Library Data**, it may be necessary for the gamemaster to ad-lib certain responses. For example, being primarily an administrator, she is not aware of specific mineral deposits. Also, she has never been able to afford any Axanarian liqueur.]

While giving the tour, Wiggan appears especially harried. She fidgets nervously, as though something else occupied her mind. If questioned, she admits to Commodore Masfield or Commander Buchwalter that there have been some rather serious logistical problems within the last few months. Supplies desperately needed by the Mission's personnel have been rerouted to other planets, and supplies they have no use for have arrived instead. Of course, she realizes the *Cooper* has nothing to do with all that.

On the way back to her office, Captain Wiggan asks how she might be of assistance. If it was not mentioned earlier, the group should now explain about Kr. Hartewicce and the purpose of their visit to Axanar.

WHOSE SIDE ARE YOU ON?

Just then, the door beeps once, and an Axanarian wearing Captain's stripes and the insignia of a Science Officer rudely enters the room. He introduces himself as Captain Kinnexa, the senior sociologist currently assisting the Axanar Culture Mission, "fortunately, for their sake." He will tell the group to "Be at ease, for I have all matters well under control." After forcing his presence on them, he walks out abruptly.



THE "PROBLEM"

Captain Wiggan sighs and adds that the Axanarian is her other "major problem". Though a fairly competent administrator and social scientist, Kinnexa is still an Axanarian. Having the enormous ego common to his race, Kinnexa demands to be informed of even the most basic and routine activities, and insists on complicating everything with which he is involved. "In fact," Wiggan admits, "it may even be possible that Kinnexa got access to the records and deliberately confused supply orders, intending to straighten them out later and appear to be the hero."

While they continue to talk, the wall intercom beeps twice. Wiggan asks the caller to enter, and Dr. Elizabeth Goss, former Chief Medical Officer of the *Cooper*, comes in. Very pleased to see her former shipmates, Dr. Goss exchanges friendly greetings with the group. After handing a

sheaf of papers to Captain Wiggan, she asks to talk with the senior member of the landing party after they are finished here. She says she will be waiting in the lounge, and excusing herself, leaves the room.

Wiggan ponders for a few minutes before speaking. "So, you are looking for historical records stored by the Axanar Culture Mission. In these records, you expect to find evidence that the Klingons established a base here during the Four Years War.

"All well and good, but those records would be kept by Kinnexa. And that presents a problem. He jealously guards the computers that contain any information dealing with his areas of authority or expertise. Though I am the Mission's nominal commander, he rarely listens to me, either. Your best bet might be to try to put some pressure on him. I will help, of course, but I am sure he will come up with excuses to confuse the issue. In the meantime, I still have to keep this Mission going."

With nothing more to say, the group is free to leave, possibly wanting to talk with Dr. Goss or Captain Kinnexa. Goss will tell them that she thinks Michelle Wiggan needs some help with the supply problem. If someone could give her a hand in straightening out their current bureaucratic mess, Wiggan would be very grateful. Goss also thinks Kinnexa is at the root of the problem, but she is not sure what can be done about him.

PERSUADING KINNEXA

When someone speaks with Kinnexa about the supply problems, he will say they are "the fault of unskilled Humans meddling in Axanarian affairs that only skilled Axanarians can and shall correct." To convince Kinnexa to cooperate, a player must make a Skill Roll against his character's rating in *Negotiation/Diplomacy*. Any player character can attempt the roll, but only one attempt may be made on any given day. If the roll is successful, Kinnexa will grudgingly allow access to the supply records. If the roll is unsuccessful, Kinnexa will remark that the *Cooper* does not have correct forms or authorization to make such a request, and he will cooperate only after receiving confirmation from Star Base 14, taking ten days.

[GAMEMASTER'S NOTE: More than one attempt to persuade Kinnexa may be made per day, but only the first should be considered a 'genuine' attempt. The gamemaster should treat additional attempts as automatically unsuccessful.]

Any remarks implying that Commodore Masfield would 'pull rank' on Captain Kinnexa should give a penalty of -15 to the skill roll attempt. Kinnexa, being an egomaniac by Human standards, would become less co-operative if threatened. If Masfield actually does force Kinnexa by virtue of rank, the Axanarian will be extremely angry and will contact Star Base 14. Gouthar will confirm Masfield's authority, and promise to "get even with Masfield later". (Kinnexa's message and the response will be overheard by a Communications Officer aboard the *Cooper*.)

When someone speaks with Kinnexa about searching the historical records, the same procedure as described above should be used to determine whether Kinnexa will provide access to those computer records.

If Kinnexa's cooperation can be gained through diplomatic means, he will even assist in the research efforts, adding his skills to solve the problem. Otherwise, he feels insulted at the turn of events and remains in his quarters, refusing to cooperate in any way. In this way, he is much like Mikil Hartewicce.

SEARCHING FOR CLUES

After Kinnexa's cooperation has been obtained (or he is no longer a hindrance), a search of the records begins. The characters must select data from Axanar's history during the Four Years War and evaluate the information in light of Mikil Hartewicce's theory of a Klingon base. Characters with high Skill Ratings in *Administration*, *Computer Operation*, *Genetics*, and *Racial Culture/History*, *Federation* are best equipped for the research. Characters with high INT and LUC scores may also be used, if these attributes are thought useful.

The player characters involved must decide whether they will search for information on the supply problems or the Klingon question, as they cannot work on both at the same time. (They may change projects later, if they wish.) Meanwhile, Dr. Chu should suggest that the rest of the crew, half at a time, take a much-needed shore leave on the planet's surface while the research progresses. This is also a good opportunity for Commander Markova to work on the life-form sensors, or any other shipboard systems needing repair.

Twice per week, each player character involved in researching the supply problems may make one Skill Roll against his character's average rating in *Administration* and *Computer Operation*. As the officers from the *Cooper* are not intimately familiar with the Axanar Culture Mission's recordkeeping techniques, the characters from the *Cooper* should receive a penalty modifier of -10 to reflect the difficulty in solving the problem.

The first time anyone makes a successful roll, the player characters learn that the requisition orders were being rerouted by Kinnexa from the Mission's Supply Officer to himself before being transmitted. The second time a successful roll is made, they learn that an additional digit was added to a supply requisition order. The third time a successful roll is made, they cross-check with other files, and learn that the record-keeping error discovered earlier was entirely unintentional, and Kinnexa did not do anything fraudulent or illegal. His only error was in getting involved in the first place.

Twice per week, each player character involved in the historical research project may make one Skill Roll against his character's rating in either *Computer Operation*, *Genetics*, *Racial Culture/History*, *Federation*, or *Racial Culture/History; Axanarian* (player's choice). Regardless of the rolls made, they will learn nothing.

[GAMEMASTER'S NOTE: There is simply no information in any of the Axanar Culture Mission's computer records to support Kr. Hartewicce's theory. Nevertheless, the group should be led to believe there is information, though it may be difficult to retrieve, correlate, or evaluate. Ideally, they should not realize the futility of their efforts until several weeks have passed. Commodore Masefield and the other senior officers, and not the gamemaster, should decide on how much time is spent looking before the player characters finally give up.]

During this time, the Engineering crew are repairing the *Cooper's* life-form sensors. To do so, the entire sensor logic computer bank must be shut down and partially disassembled. In itself, this is not a problem, but it means the *Cooper* is unable to leave orbit until the system is reassembled.

To locate and repair the problem, a player character must make three Skill Rolls against his character's ratings

in *Computer Technology*, *Computer Science*, and *Starship Sensors*. Each character is allowed two attempts per week, and the same repair procedure and "repair officer" list used in *The Long Way 'Round* applies here. If necessary, the *Cooper* can be readied for warp travel in less than a day, though the sensors may not be fully repaired. Repairs could be resumed and completed later.

MOVING ON

If the historical research group is still studying the problem after eight weeks, a message will come in from Star Base 14. Commodore Gouthar is now ordering that the *Cooper* go to the base for repairs and a final report on the Axanarian mission. By this time, everyone spending the last two months searching the records should be glad to get back to more active duty, even if it means facing Gouthar. Also, the majority of the crew has had four weeks of shore leave, substantially reducing their Fatigue Level and improving overall efficiency.

[GAMEMASTER'S NOTE: From this point, some record should be kept on the number of days passing while still on Axanar. If Gouthar does not receive a confirmation on the *Cooper's* new instructions, he will send another message in ten days, demanding an explanation. Subspace messages take five days to travel between Star Base 14 and Axanar. The gamemaster should invent occasional transmissions from Gouthar appropriate to the status reports sent by Commodore Masefield on the *Cooper's* progress.]

Everyone except Kinnexa is sorry to see the *Cooper* leave, and so Captain Wiggan and Dr. Goss arrange a simple party for the senior officers of the ship. Wiggan is especially grateful to the officers who worked on the administrative problem, and Dr. Goss expresses her satisfaction at working with the ship's crew again.

Even the Axanarian children living in the area will miss the *Cooper's* crew. Enjoying their leave and the presence of children, many of the crew made sure they had pocketfuls of hard-to-find treats for the groups of friendly young Axanarians.

Good-byes are said as the *Cooper* prepares to leave orbit. Commodore Masefield and the bridge crew are at their stations, and one final landing team of the last crew-men on shore leave is about to return to the *Cooper*.

THE YOUNG THIEF

Suddenly, a call comes from the Mission. Captain Wiggan is standing with Lt. Rebecca Winters, the Assistant Helmsman, and the young officer is breathing heavily and appears to be extremely upset. Captain Wiggan looks very tired and disturbed herself as she speaks. "Commodore, we have a very difficult situation. I'm not sure if I can explain, so I think I will let Lt. Winters speak for herself."

Winters tries to compose her features as she talks. "Sir, Commodore, sir...I didn't mean it to happen. I'm so sorry, sir, but I was shocked. I mean, I really couldn't believe it was happening, I'm sure you'd understand — it was such a surprise." She continues to speak incoherently until Masefield speaks sharply, asking for a report. "Yes, sir. I was preparing to come up with the last group from the surface, when a group of about ten or twelve children came

around and started to ask for candy, like they usually do when any of us is nearby. They'd done it a lot in the past, so I had no reason to be suspicious. Besides, I like those kids.

"I had just a few pieces left, so I handed them out, while everyone else beamed back up [or got into the shuttle, whichever is appropriate]. I then told them we were leaving, and that I would miss them. One 13-year-old boy started asking excitedly for his share, and then wanted to know if I had anything to give him.

"I told him 'no', but with the other children pressing closely, he was able to come up behind me. Before I realized what was happening, he grabbed my tunic and lifted it up in back. It was almost as if he knew just where to look."



At this point, Lt. Winters will pause to take a deep breath. If Commodore Masfield does not immediately interrupt her for more information, she will proceed.

"He took my communicator, sir. That is why I am out of breath. I had to run back to the Mission to call. He must have seen someone use it before, because he knew where on the belt we normally carry it. When I shouted at him to return it, he just shouted, 'And now it is mine', and started running. I'm a pretty good runner, but I couldn't keep up with him.

"But even that isn't the worst of it. When he yelled at me before I finally lost sight, well, he wasn't speaking Galacta. I was so shocked, I almost couldn't believe it. He spoke it so flawlessly, without any trace of accent... Commodore, that young Axanarian boy's last words to me were in clear, unmistakable Klingonaase!"

FROM THE MOUTHS OF BABES

To locate the Axanarian child, it is necessary to send search parties back down to the surface. Lt. Winters feels she could identify the child again, once found. If the transporters are not working, there may be only one search party per operational shuttlecraft. Should there be more than one crewmember per search party, use the highest appropriate Skill Rating for their attempt.

When Commodore Masfield notifies Commodore Gouthar of the developments, a message will come back in ten days, demanding that Masfield "stop playing games with children and follow earlier instructions to come to base." If necessary, Commander Buchwalter points out to Masfield that they are following orders to investigate, on the instructions of Commodore Niccomachi and the Federation Science Council.

SEARCH PARTY PROCEDURES

Each search party may make one Skill Roll per day against their characters' average rating in *Security Procedures*, *Racial Culture/History*, *Axanarian*, and *Streetwise*. The skill ratings used to make the attempt should be based on the highest rating for each skill possessed by any member of that party. If every character in a group lacks one or more of the necessary skills, they should treat that specific skill rating as 0. After the three skill ratings are chosen, average them into one skill rating for the skill roll.

If the life-form sensors are now operational and being manned by any character with a Skill Rating of 10 or more in *Starship Sensors*, add a +10 modifier to the skill rating average for EVERY search party, reflecting the greater ease in tracking the landing parties and coordinating search areas. If there are more than eight search parties, include a -3 modifier to the Skill Rating Average for EVERY search party, reflecting the confusion and duplication of effort.

There is also a 10 percent chance, checked daily, that the Axanarian child plays with the communicator he got from Lt. Winters, accidentally sending out a signal that can be pinpointed. This should be checked after all search parties have made their attempts for the day. If it happens, a Communications Officer will report receiving a homing signal call from a communicator on the surface. If the life-form sensors are operational, the search coordinator will report that the location of transmission does not match with the location of any current search party. On further examination, sensors report that whoever holds the communicator is an Axanarian, almost certainly a child.

If the transporter is operational, the bridge intercom will beep just as the boy is located by either search party or communicator signal. The Transporter Chief reports that something just blew, and the transporter is no longer working. However, the search coordinator has no difficulty in guiding a landing party to the location of the communicator's homing signal. By using the shuttle, a search group should arrive that afternoon at a small storage building, where they find the young Axanarian in a corner.

If it is the search party who is successful, the group will find the boy in the storage building while they are conducting their building-by-building search.

FEXOR'S STORY

Once the child is found, he identifies himself as Fexor. He says he is sorry for taking the "little gold box that talks and beeps," and he is willing to make up for it. He explains that he meant no real harm, and only wanted to have something for his "playhall" to remember them by. If any mention is made of having him return to the *Cooper* via shuttle, he will say it is a "ship of the gods" and will try to run away again. It is obvious the shuttlecraft seriously frightens him, and he will not willingly enter it under any circumstance.

When asked where he learned to speak Klingonaase, Fexor will not understand what they mean until someone speaks to him in Klingonaase. Then he understands and begins to explain.

"That is the language of the headbox and I think of the iceman, too. I learned it in the hill woods away from here. Many days ago, during the warmth of the sun, two friends went with me to search in hollows along the cliffs. Though we did not know what we looked for, we found something of interest.

"In a secluded spot, there was a large brushtree and a cave opening. Though it was dark inside, the moss helped light the walls. We ventured inward, and there we found the headbox. I put it on my head. A small lever on the side lit white, and I touched it. Sharp pain I felt, and dizzy. I let go of the white spot and fell to the ground.

"A few minutes later, I knew and understood some things I never knew before. It was a wondrous feeling, as my friends stood by staring down on me. When I told them what had happened, they each tried it, and passed out. But neither one ever woke up again.

"I was frightened, so I ran away, passing an icecliff. There I saw a man frozen in the block of ice, and I knew he too once spoke the language. Though I could not see him clearly through the thick ice, somehow I remembered him dimly. Several days later, after stumbling through the woods, I returned to my home, tired and filled with a strange new knowledge."

WILDERNESS PREPARATIONS

If asked for any more information, Fexor responds by saying that is all he knows, but offers to take them to the cave. He thinks he can remember the way. Showing him a map is useless, and he refuses to travel aboard the shuttle, and so the only way he can guide the group is if they travel on foot.

If asked to bring the group to the "iceman", Fexor will shyly answer that when he saw the man in the ice, he was scared and immediately ran away. He does not know where the iceman is and could not find him, unless they blindly searched the wilderness. Considering the extent of such a blind search area, only a great deal of luck could bring any success. The ship's sensors would also be useless in trying to locate the body.

[GAMEMASTER'S NOTE: "Blind luck" is something the group just might have. They will locate the Klingon body if the gamemaster rolls an 86-90 on Transit Table 2B. See the **Transit Tables** section in **Gamemaster's Notes**.]

Though someone may mention the possibility of locating the Klingon base using the *Cooper's* sensors, any attempt will be unsuccessful. For one reason, there is no equipment in operation at the 'base', and therefore, no power is being consumed. For another reason, the amount of refined metal in the Klingon equipment is not sufficient to present a clear sensor reading, and the metal ore in the hill where the cave is located would further obscure readings.

Captain Wiggan will be shocked when she learns that a Klingon base does exist on Axanar. Her main concern is the failure of the Mission to have records that would have contained information on this possibility. She asks for complete logs of the group's activities on Axanar. If given the chance to send a member of the Mission with the party, she will decline, saying her current shortage of personnel prevents it.

Commander Buchwalter suggests having all search parties return by shuttlecraft to the *Cooper*. The remainder of the day can be spent shuttling up members of the search parties and shuttling down personnel and equipment for the wilderness party.

CHOOSING THE LANDING PARTY

If Commodore Masefield or any other player character plans to be in the wilderness party, Buchwalter will try to discourage them on the grounds that if there were or still are Klingons, there may be traps and "who knows what else." In any event, the Commanding Officer, should not leave the ship. Instead, Buchwalter will jokingly describe himself as "expendable", and volunteer to lead the party, asking all other Department Heads to remain on board, "where it is safe".

Of course, it is Commodore Masefield who will make the final decision on the members of the wilderness party. With the assistance of the other player characters, he should authorize the landing party's composition and the equipment they will carry.

CHOOSING EQUIPMENT

The characters involved in the wilderness party must specify exactly what weapons, scientific equipment, or other supplies they would like to have with them. Weather conditions may make it difficult for supplies to reach them. All characters should continue to wear the winter uniforms, and may also wish to include a quantity of thermal oversuits among the shuttlecraft's supplies.

[GAMEMASTER'S NOTE: Small, specialized equipment kits can be put together to aid player characters conducting scientific research in almost any selected field. Consider the kits to be somewhat bulky, two to four times the size of a tricorder, and able to modify a character's scientific Skill Roll by +10 to +20, at the gamemaster's discretion. Designed for use by characters with a minimum Skill Rating of 20, such kits could be for genetics, electronics, life support systems, or a number of other skill-related fields. The gamemaster should inform the player characters that such technical kits are available, and the player characters need only ask to get them.]

The group can travel with Fexor on the surface of Axanar while maintaining contact with the shuttlecraft. After each day's march, the shuttle, carrying the selected supplies and keeping a sensor lock on the group, should be able to rendezvous with them. This means they do not need to carry much with them, though they are free to do so, keeping in mind practical limitations.

Every character should specify the equipment he will actually carry, with the rest assumed to be aboard the shuttle. In addition to any equipment selected, the shuttlecraft also contains seven Phaser IIs with one fully-charged power pack for each, a shuttlecraft systems kit, a science tricorder, and a medical tricorder.

If a message explaining the group's progress is sent to Star Base 14, Commodore Gouthar will send another message, threatening to relieve Masefield of his command and place Commander Buchwalter in charge, if they do not head for the naval installation.

[GAMEMASTER'S NOTE: The role of Commodore Gouthar should not be forgotten while the landing party spends days trekking across the hills and wilderness of Axanar. The gamemaster should make up an appropriate message from Commodore Gouthar every few days, keeping in mind that it takes five days for a subspace message to travel from Star Base 14 to Axanar, and vice versa. The messages should grow increasingly nasty and personal, as Gouthar describes his views in detail on Commodore Masefield's ancestral, biological, moral, and intellectual shortcomings.]

As Fexor and the landing party venture across the wilderness of Axanar in search of the Klingon secret base, a number of different events may occur. Transit Tables 2A and 2B are designed to be used during this portion of the adventure, with the gamemaster randomly rolling for both the weather and event of each day. (See these tables under the **Transit Tables** section under the **Gamemaster's Notes**.)

PRIVATE HIDEAWAY

The landing party finally reaches the cave containing the Klingon 'base'. In front of them is a rough, natural opening in the side of a small hill. A large tree, about 25 meters tall with 'leaves' shaped like old-fashioned wire brushes, stands a few meters from the entrance. The opening is about one-and-a-half meters high, but close observation or a science tricorder scan shows the cave is somewhat larger inside. There is a 30 percent chance that a single, uninjured ice-goat is inside the cave, asleep in one corner, and any tricorder scan will detect it. When the group nears the cave entrance, the ice-goat is startled awake and leaves peacefully, if given the chance.

Fexor becomes both excited and sad at seeing the cave again. Though he is glad he could make up for 'borrowing' the communicator, he realizes that the bodies of his friends are, so far as he knows, still inside the cave.

Someone should notice that the weather is deteriorating rapidly. In fact, every indication shows a blizzard will be hitting this area within the next few hours. In any event, the cave would provide natural shelter from any harsh weather. The senior NPC present suggests that they check out the cave while the storm is raging overhead, giving everyone a chance to rest and to avoid wasting any more time fighting the planet's weather and creatures.

THE CAVE'S INTERIOR

The cave interior is approximately 15 meters long by 10 meters wide and 3 to 5 meters high. A number of very small fissures (several centimeters wide) extend along the back wall. It is a natural cave formation, though the rock itself contains unusually rich veins of certain valuable ores, including algarbarium. If any Science Officer or Communications Officer makes a Skill Roll against his rating in *Starship Sensors* or *Communication Systems Technology*, respectively, or a Saving Roll against his LUC score, he should note that the minerals in this hill probably inhibit the use of ship's sensors or ship-to-surface communication.

At the discretion of the senior player character in the landing party, someone could be ordered to stay outside on guard duty to permit the group to remain in communication with the shuttle and the *Cooper*. The group should remember the coming storm will make conditions for the person outside very uncomfortable before the night is over.

The Blizzard

Treat the coming storm as a Blizzard from **Transit Table 2B**. It is important that the group be cut off, in terms of transportation and communication, from the monitoring shuttlecraft and the *Cooper*. This means the shuttle should lose sensor contact with the group, if necessary, and communicators will not work while they are in the cave.

Of course, should any character in the group try to call the shuttlecraft or the *Cooper*, he will get nothing but static. That should indicate to the players that something is wrong with radio reception. The gamemaster should not tell them of their isolation, however, letting them discover it on their own.

Secret of the Cave

Some animal tracks near the entrance, a foul-smelling odor coming from inside the cave, and the unexpected presence of a dim light inside should be the first observations the group makes upon entering.

Much of the cave's floor is wet, with pools of half-frozen water scattered throughout. There are numerous formations of stalagmites and stalactites, and broken shards are piled in the corners and covered with dust. If any player makes a Saving Roll against his character's LUC score, he finds evidence that the pieces of rock were deliberately, if carelessly, moved within the cave. It was obviously the work of an intelligent being. Aside from assorted animal tracks and spoor (the primary source of the foul odor), there will be no other signs of recent life.



Several small sections of the walls are covered with a mossy, fungal growth, emitting a weak, eerie, phosphorescent light. The dim light is sufficient to illuminate the entire cave. If any player makes a Skill Roll against the average of his character's ratings in *Carousing* and *Botany*, he will recognize the fungus as that used in manufacturing the rare liqueur described in **Axanar Library Data**. The amount of fungus in this cave would be worth a considerable fortune and might substantially increase the availability of the scarce beverage.

Along the back wall of the cave is one piece of equipment (obviously non-Federation in manufacture) and three separate packets of bulky duropaper documents written in Klingonaase. There are some clothes and a few minor personal effects in extremely worn condition, an expended power pack, and a small electronic diary. Any character with a rating of 20 or more in Personal Weapons Technology recognizes that the power pack belongs to an old model of Klingon disruptor, perhaps dating back to the time of the Four Years War. In fact, every manufactured good in the cave looks to be a number of years old.

To activate the diary, a player must make a Skill Roll against his rating in either *Small Systems Equipment Operation* or *Electronics Technology*, with a bonus modifier of +30. If the roll is unsuccessful, the device will emit a short, loud buzz and automatically erase its internal memory. If the roll is successful, the diary, written in Klingonaase, will reveal that it belongs (or belonged) to a Klingon named

Arjtugh. (A minimum Skill Rating of 20 in *Language, Klingonaase* is needed to read it). The little electronic diary is almost full, with the first entry dating back to near the beginning of the Four Years War (almost 25 years ago) and the last entry having been made three years ago. One entry was made each Axanarian week until the entries suddenly stopped.

Also, the bodies of two young Axanarians are on the floor of the cave near the "headbox". They are both somewhat older than Fexor, perhaps 16 or 17 years old. Their hands are holding their heads, and their faces exhibit expressions of agony. It is not possible to determine the cause of death without performing autopsies, and that requires facilities aboard the *Cooper*, or at the Culture Mission.

SKILL ROLL PROCEDURES

To evaluate the documents, the characters must make successful skill rolls. As all documents are written in Klingonaase, a minimum Skill Rating of 20 in *Language, Klingonaase* is needed in every instance to competently translate the complex and technical information. Listed below are the skills or attributes needed to learn about the Klingon equipment and texts, and the specific information learned from each. Each character possessing the necessary skill may make one attempt.

Also, it is possible some characters may have appropriate trivia-related skills. The gamemaster can decide whether certain pieces of information should be given freely to that character for possessing the unusual — and useful — skill. It is also up to the gamemaster whether or not he tells the group against what skills they must roll. Figuring out the documents should be difficult, but not impossible.

The characters must make each Skill Roll against a character's skill rating minus 9, then multiplied by 2. If the roll is less than or equal to the result, the roll is successful, and the information is revealed. If the roll is higher than the modified rating, the attempt is unsuccessful, and nothing will be learned. Of course, any character with a Skill Rating of 59 or more has a modified result of 100, and so automatically learns the desired information.

Though time should not be a major concern, a thorough examination of all records will take quite a while. Treat each packet within the documents separately, and consider the time spent on each skill attempt to be 15 minutes. Of course, every character can make one attempt in the skill of their choice during each 15-minute period.

[GAMEMASTER'S NOTE: This procedure is identical to that used to make weather prediction rolls. The only difference is that here it is being used with a variety of skills.]

When the group is finished with their investigation, it will be time for them to rest for the night (as the blizzard rages on outdoors). They should sufficiently understand the information contained in the Klingon documents; (the essence, if not every detail.) While the group performs their research, and if no one else mentions it, one of the non-player characters with a tricorder decides to make a complete record of everything examined for Captain Wiggan.

WHAT REALLY HAPPENED

There is no genuine Klingon base. When a single Klingon transport landed on Axanar prior to the formal declaration of the Four Years War, Genetics Scientist Arjtugh was in charge of a secret squad with orders from a senior Klingon Administrator to establish a Klingon genetic facility on Axanar. Coming when it did, Captain Garth's attack interfered with plans to construct the installation.

The teaching machine and some of the most important documents were unloaded and hidden when Star Fleet captured the transport, the construction materials it contained, and almost all of the Klingons. Arjtugh just happened to be in an Axanarian village at the time of capture. Through skillful evasive tactics, he was never captured. The Klingon lived alone on Axanar for 22 years, until his accidental death by exposure three years ago. His body, which may have been discovered by the group, is the one frozen in the block of ice.

KLINGON RECORDS AND EQUIPMENT

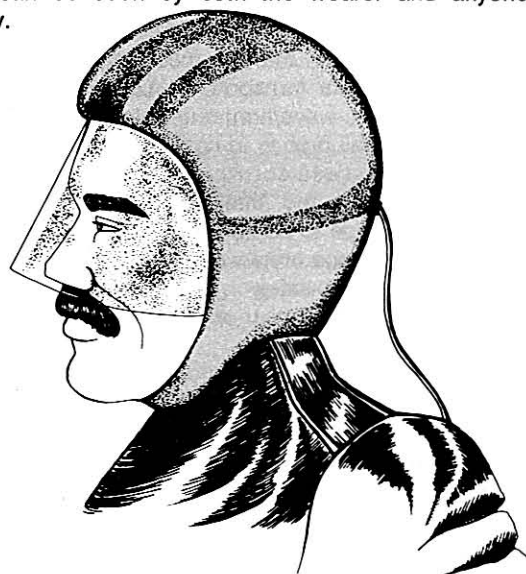
If a Saving Roll is made against any character's INT score, or if anyone specifically mentions looking, none of the documents in any of the three packets are more recent than from just before the Four Years War. The only more recent documents are found in the journal among the personal effects.

THE 'HEADBOX'

The machine Fexor referred to as the "headbox" is a metallic, helmet-shaped device. When worn, it fully covers the face in much the same way as the helmet of an environmental suit does. The front has a transparent plastel half-visor that permits limited external vision to the wearer.

Inside the helmet, there are several hundred blunt but needle-shaped probes attached to the walls. If pressed against, they will change length gradually to conform to the pressure. This apparently ensures an exact fit regardless of the size or shape of skull.

In back of the helmet, there are three colored wire leads running from mounted connectors to a briefcase-sized control box on the floor. In the center of the helmet's front, there is a pressure-sensitive switch. Fexor will say that was where the white light came on when he put his head in the device. Apparently, the switch contains a built-in light that can be seen by both the wearer and anyone standing by.



On the control box is an opening to permit the insertion of Klingon-style computer carts. By touching a stud next to the mechanism, a cassette-like object is ejected. There is nothing written on it. Any player may make a Skill Roll against his rating in the skills listed below to learn the following facts about the device:

Computer Operation

The computer cart must contain programming instructions to operate the device. Because Fexor learned Klingonaase after exposure to it, this particular cassette must contain that language. This implies other tapes may exist to teach other subjects of interest.

Computer Technology

The programming tape appears to be a sealed unit. It is not possible to make changes in a tape to reprogram it for another subject.

Electronics Technology

The device contains its own power supply and a minimum of controls, apparently to make it as foolproof as possible.

Life Support Systems Technology

The needle-like probes inside the helmet are similar in principle to the sensors in a Medical Feinberger, possibly serving the same general purpose.

Mechanical Engineering

The briefcase-control box is a sealed unit, not designed to be taken apart. Doing so would probably cause damage to the unit.

Small Equipment Systems Technology

The device has some of the same surface circuitry found in a universal translator. The white-light pressure-switch is activated only after someone inserts his head into the device.

SO YOU WANTED TO LEARN 'KLINGONAASE'

This device is a Klingon "teaching machine", generally used for propagandizing by force and crash-learning. With typical Klingon efficiency, it may also be used as a device of torture if no programming tape is inserted into the input mechanism. This model was state-of-the-art technology at the time of the Four Years War, but is now obsolete.

There is only one programming tape in the cave, and it is already in the mechanism. The tape teaches *Language, Klingonaase*, and any individual exposed to it acquires a Skill Rating of 20 in that subject. The tape does not add 20 points to a character's rating. Instead, it raises the rating to 20. There is some momentary physical discomfort when the machine is used, similar to a brief, intense migraine.

This particular machine however, is not operating correctly. Perhaps, through incorrect adjustment or mishandling during its transport to Axanar, it suffered some damage its brain-wave/hormone balance discrimination circuitry. The small probes in contact with the brain scan the physiology of its wearer. Normally, the device would automatically convert the intellectual learning level of the programming tape to conform with the physical (and theoretically, mental) age of its wearer. In its current condition, it can only be used safely by pre-pubescent Klingons and Humanoids. The 13-year-old Fexor was unaffected, while his older friends were killed.

Should any non-player character attempt to use the device, it has an 80 percent mortality rate. A player character is permitted a Saving Roll against his LUC score. If the roll fails, that character will scream once, tear the helmet

off, and drop to the floor and die.

If the player character's Saving Roll is successful (or the NPC is one of the lucky 20 percent), he will suffer an agonizing headache that renders him effectively useless for several hours. No medical treatment, including the strongest painkillers, can relieve or reduce the pain. The only relief possible is from a general anesthetic, at double the normal dosage.

Any Vulcan surviving the device may make a Saving Roll against his PSI score to control the pain through mind control. If the roll is unsuccessful, a general anesthetic is mandatory, or the Vulcan will lash out violently in his heightened agony, demolishing things (and possibly, people) in the process.

DOCUMENT PACKET 1

This group of documents contains extremely abstract notes on the biochemical theory used in Klingon genetic re-engineering to create fusions.

Any player may make a Skill Roll against his ratings in the following skills to learn the following facts:

Chemistry

The document describes the underlying chemical relationship between all Humanoids.

Computer Operation

This document includes information on management of scientific data.

Genetics

The document describes the non-specific, theoretical principles behind the creation of humanoid Fusions.

DOCUMENT PACKET 2

This group of documents contains a complete set of blueprints and lists of equipment needed to build a Klingon genetic hospital.

Administration

There are formal documents used in preparing supply requisitions.

Communication Systems Technology

There are notes on the existence of some kind of educational device.

Computer Technology

A diagram of the circuitry for a Klingon computer tape is given.

General Medicine, Klingon

A cover letter makes obvious references to a hospital or medical facility.

Instruction

An essay describes the benefits of mass-produced teaching materials given through electromechanical means.

Life Support Systems Technology

A file, including complete drawings and plans, describes how to construct and operate a hospital containing extensive research facilities.

Mechanical Engineering

This document contains a complete list of tools and construction materials needed to build a large building.

Meteorology

A report describes Axanarian climate and refers to the need for special facilities to compensate.

DOCUMENT PACKET 3

This group of documents contains detailed biological notes on the genetic re-engineering of Axanarians to create Klingon-Axanarian Fusions that appear Human.

Electronics Technology

There are some documents on wiring laboratory equipment.

Genetics

Information shows the step-by-step process of genetically re-engineering Axanarians to form Klingon-Axanarian Fusions.

Pathology

An autopsy report on an Axanarian contains detailed biochemical test results. The words "Success is possible" are written at the bottom of the paper.

Surgery

There are some reports explaining step-by-step microsurgical techniques used in gene reconstruction.

Zoology

A document describes the similarities between all humanoid species. Specific reference is made to Klingons, Humans, and Romulans. A notation mentioning Axanarians also appears.

DISTRESS CALL

When the group is finished with their investigation, it will be time for them to rest for the night (as the blizzard rages on outside). They should sufficiently understand the information contained in the Klingon documents; (the essence, if not every detail.) While the group performs their research, and if no one else mentions it, one of the non-player characters with a tricorder decides to make a complete record of everything examined for Captain Wiggan.

Meanwhile, as the landing party is making its daily progress across the Axanarian wilderness, the remaining crew aboard the *USS Cooper* should be enjoying their continued shore leave. If any repairs are needed aboard ship, the same procedure from **The Long Way 'Round** may be used to make weekly repair rolls.

[GAMEMASTER'S NOTE: The landing party experiences a daily game turn. Aboard the ship, turns are weekly for purposes of repair. In other words, be careful not to let the Engineering Officers make a repair roll every day.]

When the landing party reaches the cave, the Communications Officer on the bridge reports receiving an emergency subspace transmission. The message appears to come from a Captain Lucas MacMorris aboard the *USS Cloudcroft*, an *Overfield* Class freighter serving with the Colonial Operations Command. Captain MacMorris claims his ship is under intermittent disruptor fire from an unidentified, invisible enemy vessel.

Though the message was data only and not a voice-transmission, the authentication codes used seem to be correct, and the computer's Star Fleet registry verifies the ship's name and commanding officer. It appears to be an authentic distress message, a call the crew of the *Cooper* cannot ignore.

The transmission indicates that the *Cloudcroft* is 0.38 light years away, making the message only an hour old. Therefore, it might be possible to come to that ship's rescue. If the *Cooper* leaves orbit immediately, it can reach the coordinates of the freighter in just over four-and-a-half hours at Warp 9. According to Star Fleet Regulation 998, Section 2, subsection A, the *Cooper* MUST respond to the aid of a ship in distress, even if it means leaving the landing party on the surface of the planet.

OUT OF TOUCH

If the senior officer aboard the *Cooper* tries to make contact with the landing party in the cave and every member of the landing party is inside, he will discover that the group cannot be reached by communicators. If someone did stay outside the cave (remember, there is a blizzard going on), then he picks up the transmission.

Should the crewman pick up the *Cooper's* transmission, assume that the shuttlecraft has lost sensor contact with the group, or that it cannot land and retrieve the landing party due to the extreme weather conditions. Of course, the *Cooper* can call the shuttle, but neither the *Cooper* nor the shuttle should be permitted to retrieve the group inside the cave.

The gamemaster should do anything necessary to strand the landing party on the surface. This includes declaring that the transporter is not working again. As long as the action is logical and consistent with previous transporter performance, Axanarian weather conditions, and the communications-disrupting effect of the cave's hill, the gamemaster is free to do whatever necessary to further the plot by abandoning the landing party. It is crucial to the adventure that the *Cooper* leave Axanar without them. (Depending upon how circumstances develop, of course, the group may not even know there is a distress signal and a need to return to the ship.)

[GAMEMASTER'S NOTE: From this point on, if the text refers to a Senior Officer who is still on the planet, have that Officer's Assistant carry out the necessary duties. For example, if Commodore Masfield is among the surface landing party, that means Commander Buchwalter is in command of the *Cooper* for the remainder of the adventure. Any references in the text mentioning Commodore Masfield would now apply to Commander Buchwalter, as ship's Captain. The same person playing the character of Commodore Masfield would now play the character of Buchwalter. That is the reason for having Buchwalter played initially as an NPC. By the same token, any Department Heads among the landing party would now be replaced by their respective Assistant Department Heads on the ship, and each player with a character on Axanar assumes the role of his character's Assistant.]

Provided weather conditions permit and the gamemaster has not deliberately grounded the shuttlecraft, it is up to Commodore Masfield whether or not to recall the shuttlecraft to the *Cooper* before the ship leaves orbit. There is enough time to permit this, but the landing party has to remain on the surface. Of course, there is no reason for anyone aboard ship to think the shuttlecraft crew is in any particular danger.

COMING AND GOING

When the *Cooper* arrives at the coordinates given in the *Cloudcroft's* distress call, they find only an area of empty space. There is no ship, no wreckage, and apparently, no real emergency.

The Science Officer may make two Saving Rolls against the average of his rating in *Starship Sensors* and INT score. If either attempt is successful, he locates traces of ionized emissions conforming to those from a Klingon warp

propulsion unit. If both rolls are successful, the traces match those of the Klingon *K-22B Bird of Prey* Class scout, a ship identical to the one captured by Adm. James T. Kirk during the Genesis Incident, as portrayed in **STAR TREK III: The Search For Spock**.

If the Science Officer makes at least one successful die roll, the Navigator should then attempt a Skill Roll against his rating in *Astrogation*. If successful, he can calculate the course of the emission trail. Assuming the Klingon ship continues on its present course, it is headed directly for Axanar.

[GAMEMASTER'S NOTE: The distress signal was faked. The Klingon *K-22B Bird of Prey* Class scout K'ti'suka sent the transmission, using Federation communication protocols and information on the *Cloudcroft* obtained from an independent Orion source.]

A few minutes later, a distress call comes from Captain Mitchell Wiggan at the Axanar Culture Mission. The message is all too brief. "We are under attack...some already dead, including Kinnexa and Lt. Goss...need help qui--"

Given this information and knowing there are still fellow crewmembers on the planet's surface, the *Cooper* should return to Axanar immediately, with the voyage taking another four-and-a-half hours. If any player makes a Saving Roll against his character's INT score, he realizes this message must be genuine. Although starship registry information is often readily available, detailed personnel lists for Federation outposts are not as easily obtained. Because Lt. Goss and Captain Kinnexa were both mentioned by name and considering Lt. Goss is a fairly new addition to the Axanar Culture Mission, the transmission must be a legitimate call for help.

LAST CONTACT

As the *Cooper* arrives back in the Axanar system, the Science Officer detects another vessel at extreme sensor range. Though it is not possible to determine the ship's class from this distance, it is moving away from Axanar at a little slower than Warp 7, and is almost assuredly the Klingon ship. It is not possible to know whether the Klingon ship realizes the *Cooper* has re-entered the star system.

The Communications Officer should attempt a Saving Roll against the average of his rating in *Communications Systems Operation* and LUC score. If the roll is successful, he detects an extremely short 'micro-pip' of electrical energy on an emergency Federation communications frequency. It is coming in from deep space, in the direction of the Klingon ship.

If the electrical pulse is discovered, then every player character on the bridge should attempt a Skill Roll against his rating in *Small Equipment Systems Technology*. If anyone makes a successful roll, that character realizes the pulse could be some kind of device on overload, possibly a tricorder or communicator. Also, a pulse designed to reach this far could not be maintained for more than a fraction of a second.

Commodore Masefield's first action should be to check the current status of the Axanar Culture Mission and the *Cooper* landing party. If Masefield elects to pursue the Klingon first, he should make a Skill Roll against his rating in *Law, Federation* to realize that his immediate responsibility is to the Federation facility. If the roll is unsuccessful, a

non-player character or another player character who makes a Skill Roll against his rating in *Law, Federation* should respectfully point out that fact.

[GAMEMASTER'S NOTE: If Masefield insists on pursuing the Klingon ship, he is free to do so. Disregard the section **Found Missing**, and proceed on to **Klingons, Now Really!**]

If no one has proof the Klingon ship is a *K-22B* Class scout equipped with a cloaking device, the Science Officer and Navigator should be fairly confident that there will be no problem in tracking the Klingon ship, now that they have a general bearing on its course. Incidentally, the ship just happens to be heading toward the Organian Neutral Zone.

FOUND MISSING

If any Science Officer performs a life-form sensor scan on the Axanar Culture Mission or the Klingon cave, no life will be detected in either location. A landing party sent down to the Federation complex discovers 19 bodies in all, including Captains Wiggan and Kinnexa and Lt. Goss. No autopsy is necessary to determine the cause of death. They were killed by disruptor fire from Klingon hand weapons. The Culture Mission's buildings were not seriously affected, though a few stray disruptor bolts struck several walls, causing minor non-structural damage. The computer room was ransacked, and several terminals were destroyed, but everything else is intact.



The *Cooper's* shuttle, if not returned to the ship before responding to the distress signal, is resting a few hundred meters from the cave. All occupants are dead, also from disruptor fire. Nothing else has so much as a scratch.

At the cave, the Klingon teaching machine and all documents are now gone, and the only body (besides those of Fexor's friends) is that of Fexor. If a player makes a Skill Roll against his character's rating in Pathology, he learns that Fexor was killed by a zhal sta. This weapon is a Klingon monofilament sword that, when pressed against living tissue, slices through it, causing widespread cell damage, agonizing pain, and almost invariably, death. In a corner of the cave, the characters will find a moderately-damaged tricorder. It will not work, but it does contain several memory cartridges that may still be intact.

[GAMEMASTER'S NOTE: The tricorder's memory tapes are undamaged, and contain complete notes on everything scanned in the cave, including detailed information from the Klingon documents. It was not in operation during the attack, however, and so it does not contain any information on the Klingon soldiers who landed and captured the *Cooper's* landing party.]

Any player making a Skill Roll against his character's rating in either Small Unit Tactics or Security Procedures will notice a few unusual boot imprints in the dust on the cave's floor. These tracks do not match regulation Star Fleet footwear. If this same character also makes a Saving Roll against his LUC score, he will see block letters "KLI" scrawled in the dust.

KLINGON ATTACK

After luring the *Cooper* away with the false distress signal, the *K'ti'suka* moved into orbit and beamed a party of Klingon soldiers down to the Culture Mission. Once there, they killed all personnel present with disruptor rifles and searched the computer for any records of a Klingon base on Axanar. Though finding no information on the base, the soldiers did find the location of a Klingon transport captured on the surface of Axanar during the Four Years War. The soldiers then destroyed the computer room and returned to the ship.

A sensor scan concentrating on the area of terrain near the transport's last landing site led the Klingons to the cave. The scout, firing shipboard disruptors specially tuned to a stun setting, quickly knocked the crew of the shuttle and the landing party unconscious. One character temporarily revived long enough to make the marks on the floor before passing out again.

The soldiers beamed down, killed the shuttle crew, and marched to the cave. They killed Fexor and picked up the unconscious crewmembers, keeping them as hostages for a possible safe-conduct into Klingon space. They retrieved the Klingon documents and equipment, and returned to the *K'ti'suka*. The ship, not detecting the return of *USS Cooper*, began its long journey at just below maximum cruising speed back to the Klingon port of K'nza D'elma.



KLINGONS, NOW REALLY

If a landing party delayed the *Cooper's* departure long enough to check over the situation on Axanar, the Science Officer will now report there is no sign of the Klingon ship. If Axanar was not checked out, then their previous sensor reading has just "vanished". The Science Officer cannot account for such an occurrence, unless the sensor is malfunctioning (which is not the case) or the Klingon ship is equipped with a cloaking device. In either situation, the *Cooper* can still follow the last known course of the Klingon vessel, and with skill and luck, may regain sensor contact.

As the crew of the *Cooper* pursues the Klingon ship, it is necessary to inform Commodore Gouthar at Star Base 14 of the recent events.

[GAMEMASTER'S NOTE: Current notations on the group's Fatigue Levels should resume, as time begins to pass quickly once more.]

Commodore Gouthar's response comes ten days later, which is as fast as Warp 15 subspace communication permits. Gouthar's message reads as follows, regardless of whether the *Cooper's* message was sent by Maselfield or Commander Buchwalter:

"Commodore Maselfield, such foolish tricks I would not have expected, even from you! I know you and your crew have been taking shore leave on Axanar, and I suppose that is understandable. But I have had it with your ridiculous stories. First, you say there is a child on the planet who speaks Klingonase. Now, you expect me to believe there is a Klingon ship this deep into Federation space? Now really, Commodore! How stupid do you believe I am, anyway?

"I know your fondness for Axanarian liqueurs, and I can only assume your reluctance to obey instructions with increasingly outrageous excuses are due to chronic and uncontrollable intoxication. Therefore, listen carefully, because this is a direct order that you are going to obey, exactly.

"I ORDER you and all shore parties — and everyone else you've sent to the surface in your wild schemes — to get back aboard ship. Once your crew has returned, they are to be sobered up and prepared for a Class I inspection. As soon as those conditions are met, you will immediately set course for Star 14 at the highest speed possible. You have no leeway, there is no room for personal discretion. Carry out your orders, or I will have you court-martialed, and that is a promise."

Maselfield or Buchwalter will realize the key phrase in the order is "all shore parties". Either the detected micro-pulse or the lack of bodies in the cave indicates that the *Cooper* landing party is probably being held captive by the Klingon ship. According to Commodore Gouthar's very explicit instructions, the *Cooper* was not to return to Star Base 14 until all personnel were returned to the ship. Therefore, through skillful interpretation of the message, the *Cooper* is actually being ordered to continue its pursuit.

STERN CHASE, LONG CHASE

The distance from Axanar to the edge of the Organian Neutral Zone is 51.4 parsecs or 167.56 light-years, making it slightly farther than the *Cooper's* previous marathon voyage from Arcanis to Axanar. Unfortunately, as conditions stand, the *Cooper* is unable to keep pace with the Klingon ship, because the *K'ti'suka* is travelling at about Warp 6.7. Commander Markova will point out the *Cooper's* engines are in desperate need of an overhaul and component replacement, especially the trillithium moderator

circuitry that controls the dilithium crystals. Without replacement trilitium, the ship will not be able to maintain much more than Warp 6 over any long haul, making effective pursuit impossible.

For the moment, Commodore Masefield should still order the ship to proceed on the Klingon ship's last known course. Several hours later, Lt. Smythe will come up to the bridge with a grin on his face.

Explaining that he was just with Markova in the engine room, the ship's problem is over. The enormous administrative mishap on Axanar caused Star Fleet to send the Culture Mission a full case of invaluable (and for them, totally useless) trilitium crystals. After the *Cooper's* efforts to untangle the bureaucratic foul-up, the Mission's Supply Officer offered to trade the crystals to Lt. Smythe for something a surface installation could use. Smythe, never knowing what the future might bring, traded some of the ship's now-boring recreational tapes donated by Mikil Hartewicce.

As a result of Smythe's fortuitous acquisition, the *Cooper* has six completely new sets of trilitium moderators. This will make it possible for the ship to maintain a consistent speed of at least Warp 6.7 as they pursue the trail of the Klingon ship.

[GAMEMASTER'S NOTE: The procedure in game-mastering this portion of the adventure will be virtually identical with the procedure used in **The Long Way 'Round**. The only differences between the two sections are as follows:

This voyage will last exactly 29 weeks in game time (though the group will not know that), instead of "the equivalent of" 35.5 weeks.

This also means there will be no "speed rolls". Each week of distance travelled equals one week of game time.

Transit Table 3 will be used on a weekly basis to determine events. Refer to Transit Table 3 - Axanar to UFP Border in the **Gamemaster's Notes** section.]

THE MAIN EVENT

SETTING THE STAGE

After travelling for 29 weeks, the *K'ti'suka* gradually decelerates to sub-light speed. As it turns around and uncloaks, the *Cooper* detects that ship as well as six other Klingon warships already in battle formation. It is obvious that the scout used itself as bait, possibly even arranging the tactic in advance, to draw in the *Cooper*.

Set up a Starfield Mapsheet with the *Cooper* in the center, and the *K'ti'suka* 100,000 kilometers (ten hexes) in front of the *Cooper*, directly facing it. Behind and to either side of the scout are, in order from 'left to right': the *Tewniwa* (a Klingon D-7M cruiser), the *Varg'cel* (a D-10D cruiser), the *Tebtivu* (another D-7M), and the *Kaxfiw*, *Ky'jecum*, and *Ganh Wusav* (three D-18B destroyers). These vessels, all facing the *Cooper*, are spaced 30-40,000 kilometers apart in a six-ship trailing U-formation, with the closest ship of the formation no closer than 150,000 kilometers from the Federation vessel. (See the **Starship Tactics** section of the accompanying supplement **The Four Years War** for additional information on this tactical formation.)

If anyone mentions it or any character on the *Cooper's* bridge makes a Skill Roll against his rating in *Starship Combat Strategy/Tactics*, he will realize the *Cooper* should retreat immediately at emergency warp speed, in

The Klingons will, of course, chase after the *Cooper*. If the *Cooper* tries to open hailing frequencies with any of the Klingon vessels, their efforts will be futile.

[GAMEMASTER'S NOTE: For game purposes, it is not necessary to drastically alter any tactical arrangement of the ships on the mapsheet (aside from normal, turn-by-turn combat movement), even though they may soon be travelling at high warp speed. The spatial relationships of all vessels, with respect to each other, will not be changed significantly because of the *Cooper's* sudden retreat. Of course, with each passing combat turn, decisions should be made by the various starship commanders to make hex-by-hex tactical changes.]

UFP REINFORCEMENTS

If the group does decide to retreat (at any speed), the Science Officer will immediately detect another Star Fleet vessel behind the *Cooper* and closing. After three combat turns, a randomly-selected vessel enters on the edge of the mapsheet opposite the Klingon side.

If the group does not retreat, the Science Officer will detect a Star Fleet vessel coming up from behind. If the *Cooper* tries to contact it in any way, it will enter on the edge of the mapsheet in 1D10+5 combat turns. If Masefield does not attempt to give it an exact fix on the *Cooper's* location, the other UFP ship will enter on the edge of the mapsheet in 3D10 combat turns.

After the first pursuing Federation ship enters the mapsheet, roll percentile dice to determine if another Federation ship enters the mapsheet on each combat turn until all of the pursuing ships have joined in the battle. The probability percentage equals the *Cooper's* current (retreating) warp speed, multiplied by 5. If the *Cooper* remains at sub-light speed or does not retreat, treat its current movement as Warp 1 for this calculation.

For example, after spotting the Klingon force, the *Cooper's* Commander orders a retreat at Warp 7, and calls the ships that are carrying out Gouthar's orders. After three combat turns, the first UFP reinforcement enters the mapsheet, and there is a 35 percent chance for another ship to enter on each subsequent turn, until all UFP ships have entered the board.

[GAMEMASTER'S NOTE: In all situations, the gamemaster (or 'extra' player controlling that ship) may decide from which hex the ship enters. The Star Fleet warships will not be entering combat in any organized tactical formation.]

The following Star Fleet vessels have responded to Commodore Gouthar's instructions. They may make sensor contact with the *Cooper* as a result of Transit Table 3, and they are the ships that help the *Cooper* fight the Klingon task force. They are: *USS Rasalgethi*, a *Durrett* Class cruiser; *USS Bosch*, a *Babcock* Class frigate; *USS Silverion*, another *Baker* Class destroyer; and, *USS Dubhe* and *USS Sadr*, two *Thufir* Class destroyers.

If the battle is not going well for the Federation after all these ships have entered combat, the gamemaster may add two more ships. These ships are not for use as a result of Transit Table 3, and they will not be randomly selected to enter combat. Instead, they will enter only if the gamemaster decides they are necessary for the *Cooper's* survival. These extra ships are the *USS Mirfak*, another *Baker* Class destroyer, and the *USS Pollux*, another *Thufir* Class destroyer. These two ships will enter the mapsheet from behind the Klingon task force, taking them by complete surprise on their first combat turn.

ENDING COMBAT

The gamemaster will need to keep track of the total number of superstructure points' damage suffered by the Klingon ships. The conditions listed below should be evaluated at the end of each combat turn. For purposes of this calculation, the superstructure points of any destroyed Klingon ships are counted as double.

If the Klingon task force has suffered less than 75 points of damage, they will continue to fight and will not respond to any subspace communication.

If the Klingons have suffered more than 74 points of damage and less than 150, they will open communication, and offer to return the *Cooper* crewmembers in exchange for safe passage back to Klingon space. If such an arrangement is permitted (and it should be, by Star Fleet tradition), the survivors are beamed aboard the *Cooper*, and the Klingons disengage and head back for their border.

For a captured crewmember to survive his ordeal aboard the *K'ti'suka*, he must make a Saving Roll against the average of his END and LUC scores. A successful roll means that character was transported, in poor condition but alive, back to the *Cooper*. Of course, an unsuccessful roll means that character died (and his body was ejected into space long before combat began).

If the Klingons have suffered more than 149 damage points, they will scatter, individually disengaging from Star Fleet vessels, returning to Klingon space at their highest possible warp speed. The captured *Cooper* landing party aboard the *K'ti'suka* will be killed (assuming that they were not killed during this combat).

[GAMEMASTER'S NOTE: It is up to the gamemaster to judge the combat situation, trying to be as objective as possible. This is true especially if the gamemaster has to control the combat activities of ships on both sides. For example, depending upon the information contained in subspace communications from the *Cooper* to the other Federation ships, those ships might not even know there were Star Fleet personnel aboard the *K'ti'suka*. In such a situation, Star Fleet vessels might open fire and destroy the *K'ti'suka*, inadvertently killing any possible captives. If the gamemaster is being realistic, the UFP ships under his control could be expected to attack any Klingon vessel, including the scout.]



COURT-MARTIAL

TAKEN INTO CUSTODY

After the battle between the Federation and Klingon forces has ended, Commodore Lieu of the *USS Rasalgethi* sends a message to the *Cooper*. It reads as follows:

"I have explicit instructions from Commodore Gouthar to take the commanding officer of the *USS Cooper* into custody, on the charges of gross insubordination and culpable negligence, pending a field court-martial. A team of security officers will be beaming over momentarily to place the officer under arrest. The First Officer of the *USS Cooper* will take command of the vessel and follow us back toward Star Base 14. Commodore Gouthar himself is in a warp-shuttle, and will rendezvous with us as soon as possible."

Everyone in the group knows, according to standard Star Fleet procedures, that no formal prosecution or defense is made at a field court-martial. Instead, the officer claiming the violation acts as the prosecuting officer, and the defendant acts as his own legal defense. Three officers of appropriate rank serve as an impartial jury, and they may call witnesses. Though more serious than a standard Board of Inquiry, a field court-martial is less severe than a general court-martial. (It is this latter kind that Captain James T. Kirk faced on Star Base 11 during the *STAR TREK* episode, "Court-Martial".)

If the crew of the *Cooper* does not respond or shows any indication of resisting, a second message will be sent, indicating a willingness to use "any degree of force necessary" to follow out Gouthar's orders. Unless the group is willing to take on the Federation task force or conduct combat with the security guards, a pair of guards from the cruiser will beam over, politely remove Commodore Masfield (or whoever is in command), and return to the cruiser. If asked any questions or given any orders, the guards will say, "We have our instructions, and we are unable to say any more. You will have your chance to explain your side of the situation at the court-martial."

[GAMEMASTER'S NOTE: Depending upon whether or not Masfield is dead, either he or Commander Buchwalter might be on trial. If Masfield was captured by the Klingons and returned alive to the *Cooper*, he will stand trial because Gouthar wants to punish him. If Masfield is dead, Buchwalter will be charged. The party charged has no specific bearing on the trial, but, naturally, the names must conform to the characters actually involved in the event.)

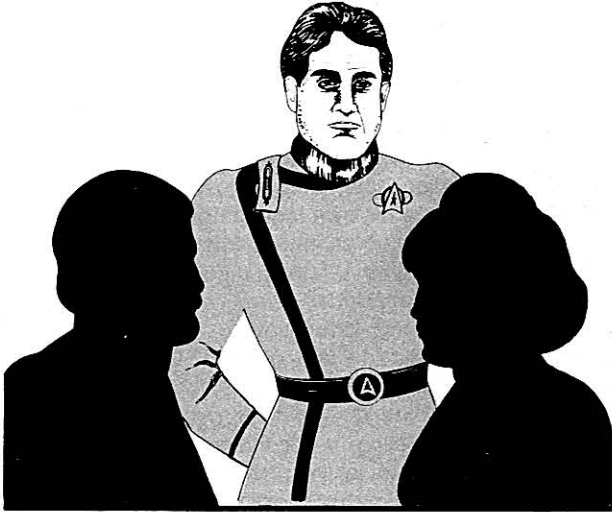
If any kind of resistance is put up by the group, the gamemaster will have to judge the circumstances. It is important to remember that, according to Gouthar's orders, Masfield will be transported to the *Rasalgethi* for a trial or the *Cooper* will be blown out of space. The Federation Captains should take any action necessary, such as beaming over additional security guards, to assure the execution of these orders.

If Commodore Masfield requests any specific details from Commodore Lieu concerning the charges or the court-martial, he will discover that Lieu does not have any information, aside from that already given in the earlier transmission(s).

THE TRIAL

There is nothing the player characters can do except cooperate. For the next three months, they proceed at Warp 6 on a course set by the *Rasalgethi*. Then, both ships arrive at a predetermined rendezvous point where they meet with a *C'laih* Class warship bearing Gouthar.

The next morning, all senior officers of the *Cooper* are instructed to bring their personal identity disks and to beam over to the *Rasalgethi*, where the court-martial will convene in a few minutes. As the group enters the briefing room, they see Commodore Masfield. He seems to be, physically and mentally, as well as can be expected under the circumstances.



A recorder and recording attendant are present along with sufficient chairs for everyone, including a witness chair capable of lie-detection. Lieu and two other starship Commanders from the Federation task force are also in attendance to serve as the jury and sentencing body. As everyone takes their places, Gouthar strikes a small, ancient ship's bell and reads the following:

"I declare that a Military Field Court is now in session. Commodore William P. Masfield will rise. Charge: Gross insubordination. Specification: In that, on Stardate 2/2205.20, you deliberately and flagrantly violated a direct order coming from a properly-authorized superior officer to return to Star Base 14 as instructed. Charge: Culpable negligence. Specification: By failing to comply with said order, you were directly responsible for the deaths of fellow crewmen on Delta Orcus I, known as Axanar. To these charges and specifications, how do you plead?"

At this point, Masfield must respond. Gouthar's facts are correct, in essence, though their interpretation is heavily-biased against Masfield. In fact, Gouthar follows proper procedure throughout the entire proceeding, doing absolutely nothing improper.

Masfield will realize his choices are: "Not guilty", "Guilty", "No contest" (which means Masfield accepts responsibility without deliberately incriminating himself), and "Guilty through extenuation" (which means Masfield was exposed to circumstances that caused him to commit the violations). If Masfield makes either a Saving Roll against his INT score or a Skill Roll against his rating in *Law, Federation*, he would know his best chance is to plead "Guilty through extenuation".

[GAMEMASTER'S NOTE: Gouthar's primary motive for the court-martial is to embarrass Masfield (or if Masfield is dead, to punish his subordinates). That is why Gouthar ordered the lesser field court-martial. He does not particularly want justice or an irreversible blot on Masfield's service record, he just wants cheap sensationalism and petty revenge.]

Pleading Guilty

If Masfield pleads "No contest" or "Guilty", the court will clear the room and deliberate briefly. When the session is re-convened, Masfield's response, combined with the evidence, will be sufficient for a verdict. He is sentenced to one reduction in grade, reassignment to a ground station, and revocation of six months' salary. Should this happen, the adventure is over.

Pleading Not Guilty

If Masfield pleads "Not guilty" or "Guilty through extenuation", the court-martial will continue.

Gouthar speaks to Masfield. "I have appointed Star Fleet Commodore Lieu and Star Fleet Captains Shnev and O'Hara as Officers of this Court. You have a right to ask for substitute officers if you feel any of those named harbor prejudices harmful to your case."

As far as Masfield knows, all three officers are impartial and competent to serve, and he should say so.

At this point, Gouthar will call Masfield as his first witness. After Masfield hands over his identity disk, the recording computer will say, "Masfield, William P., HC-334-8995-RMN. Service rank: Commodore. Position: Starship command. Current assignment: *USS Cooper*."

[GAMEMASTER'S NOTE: If Buchwalter is on trial, the machine will say, "Buchwalter, Arnold C., S-419-259-CUW. Service rank: Commander. Position: First Officer, recently acting as Starship Commanding Officer. Current assignment: *USS Cooper*." In either case, the list of personal commendations and awards that normally follow the "current assignment" are not included as part of the official record for a field court-martial.]

Gouthar then begins questioning Masfield, asking whether specific subspace transmissions sent by Gouthar to the *Cooper* were in fact received. He also questions Masfield's motives for sending the Axanar landing party down, as well as his failure to respond to orders to return to Star Base 14.

[GAMEMASTER'S NOTE: The gamemaster might wish to create an entire list of appropriate questions for the course of play. Gouthar may want to ask about numerous minor situations during the trial, getting pertinent information from the *Cooper's* bridge flight recorder.]

After questioning Masfield, Gouthar will proceed to question the other player characters. For example, "Did you ever advise your Commander to follow orders?" and "Were there any failures of equipment that might explain why the orders were not followed?"

By the time Masfield and a total of four other characters have been questioned, Commodore Lieu, as the ranking Officer of the Court, declares a recess, and the trial will resume on the next day. Two guards escort Masfield, looking tired and depressed, to his quarters, and the other player characters are free to return to the *Cooper*. They are not permitted to see Masfield privately.

THE SURPRISE

During the middle of the night, the *Cooper* receives a scrambled message on a pinpoint-beam from the *USS Pueblo*, a *Ranger* Class scout. The transmission reads as follows:

FROM: Commodore Antonia M. Niccomachi
Star Fleet Intelligence Command
TO: Commander Arnold C. Buchwalter (or Commander Gregori A. Markova)
Commanding Officer, *USS Cooper*

I came as soon as I heard about Commodore Gouthar's plan for a trial. I hope I'm not too late.

The scout is less than two hours away, and Commodore Niccomachi will beam aboard the *Cooper* as soon as it is within transporter range. The first thing she asks is the court-martial's status. After discovering that a final verdict has not yet been reached, she announces that she will testify for Masfield.

Just before the court re-convenes that morning, Niccomachi beams over to the *Raselgethi* with the rest of the player characters. As they walk into the briefing room, Gouthar registers mixed surprise, fear, and anger at seeing Niccomachi. She stares at him coldly, and says with rigid control, "Jarv, I want to talk to you. Now. Outside." With a brusque 'follow-me' gesture, she walks back outside. Gouthar stares around the room for a moment and then follows her.

Although their words are not clear, Niccomachi's contralto tones and Gouthar's own gravelly voice can be heard easily through the bulkhead as they exchange heated dialogue. A few minutes later, they re-enter the room, Gouthar saying, "No, no — if you have proof, you need not take the stand. But I must examine this tape."

Niccomachi angrily sits down in an empty chair near the door, then winks incongruously at Commodore Masfield, as if to say everything will be alright. Gouthar examines a computer cart in a private viewing monitor, and his face pales visibly as he continues to scan the tape. Cursing loudly in his native tongue, Gouthar swings the monitor around for the officers of the court to see, then stomps out of the room.

Looking very surprised, the officers view the tape for several minutes. Then, nodding to each other in agreement, Commodore Lieu stands up to say, "All rise. With the presentation of additional, and — I might add — unexpected evidence, Commodore Masfield is acquitted of all charges against him. This Field Court Martial is declared adjourned."

THE EVIDENCE

As the briefing room clears, Antonia Niccomachi goes to Masfield and says:

"That tape contains an authorization, orders actually, that you were serving on a special assignment for Star Fleet Intelligence Command, Klingon Activities Unit. In effect, that is what you were doing when you went to check out any possible Klingon base on Axanar. Of course, I gave those orders to you while I was still at Star Base 23, but after transferring over to Intelligence, it was not too hard to make a few modifications to some minor records. Just to bring them up to date, of course.

"Jarv almost didn't buy it, until I told him that the findings of this project may have some connection with findings from Operation Dixie, the massive Intelligence operation behind Klingon lines. And if that wasn't good enough, I said that if he wanted to contact Williams Port on Titan, he was free to do so. And he should be sure to say 'hello' to the Assistant Chief of Staff there for me. He's a good friend of mine.

"Finally, I told him of an available position, that really would be a promotion for him....," Niccomachi grins, "...as a Commerce Undersecretary near the Tholian border. I said if things went well here, I would NOT nominate him for the position.

"I'm really sorry you wound up spending almost two years on this mission, but I think it's turned out for the best, all things considered — except for your casualties. I can't really say that all the time you spent and the hazards you faced were worth it. It's just too soon to tell.

"It's probably no consolation, but the *Cooper's* crew is entitled to three months' shore leave ... on Wrigley's Pleasure Planet. And by the way, a Board of Inquiry has been held in your absence. You are cleared of any wrongdoing in those crew deaths on Rho Markessis. So now, I have a job to get back to. You know how duty calls."

With that, Commodore Niccomachi smiles and leaves the room, and the adventure is over.

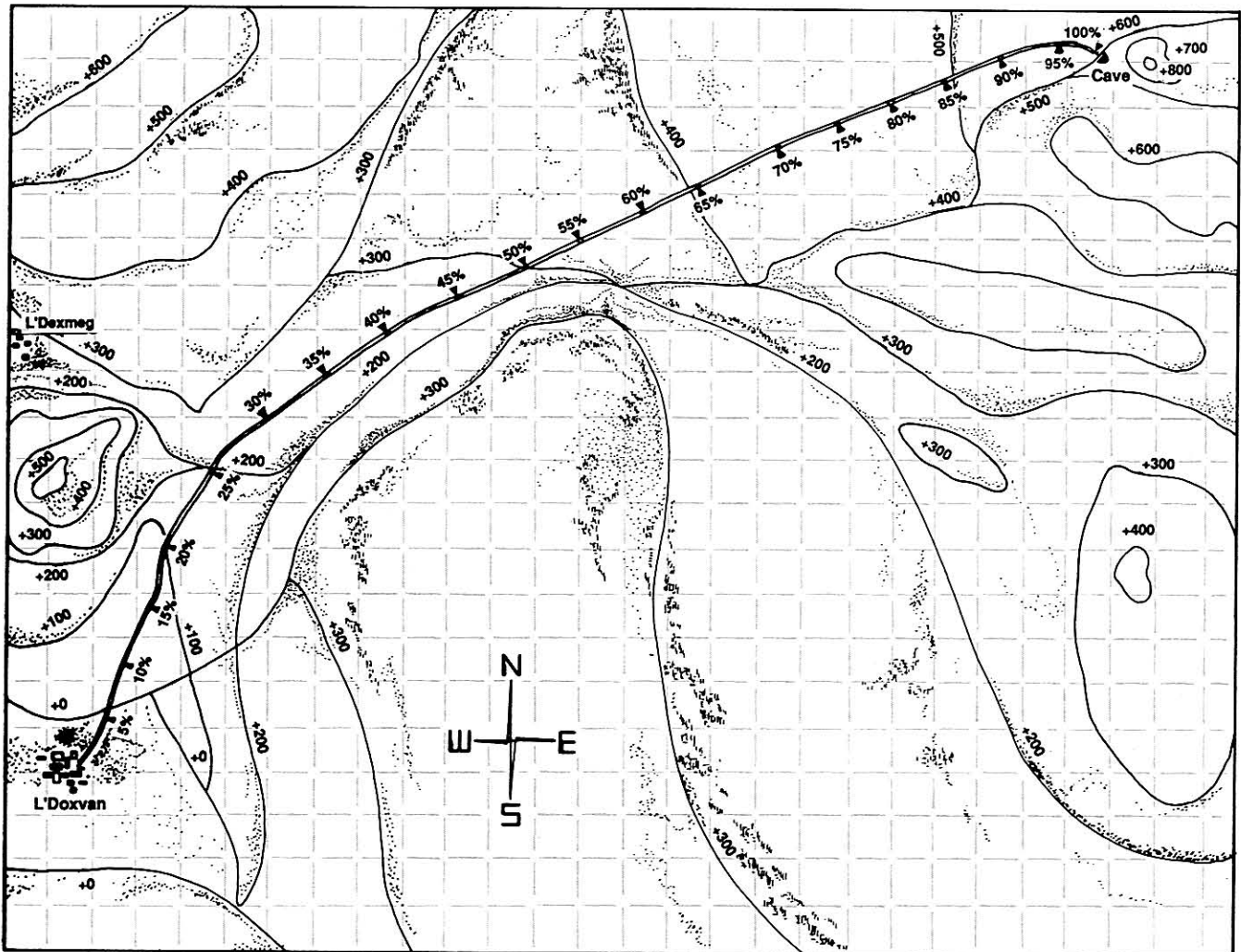


AXANAR WILDERNESS MAP

The Wilderness Map shows the path of Fexor and the Cooper landing party, marking their movement (excluding movement while lost) in 5 percent increments. The increments are based on time and effort over terrain rather than on linear distance. Refer to the Regulating Movement portion of Using Translt Tables 2A and 2B for more information.

Because movement is abstract, the group does not need to see the map while en route to the base. The map can help the gamemaster administer certain encounters and calculate the group's 'distance' to L'Doxvan. The gamemaster should show the map to the group only after they reach their destination.

The landscape is essentially broken terrain covered with partially-frozen, tundra-like vegetation, small groves of brushtrees, and scattered boulders of rock and ice. Geophysically similar to a Terran arctic moraine deposit, it contains a mixture of steep cliffs, rolling hills, and glacier fragments several miles across. The terrain is identical to comparable regions in Alaska, U.S.A., Terra.



1 inch = 24 km.
one square = 6 km.

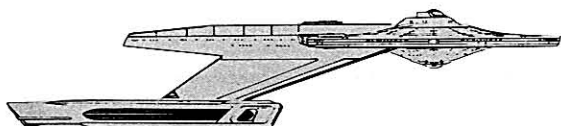
VESSELS

BAKER CLASS IX DESTROYER

The *Baker* Class vessels are known for their spacious quarters and crew comforts. It has a compartmented, dual-wall internal structure to give additional protection from explosive decompression during battle. The *USS Cooper* (NCC 4791), the *USS Silverion* (NCC 4752), and the *USS Mirfak* (NCC 4823) are all MK IIs. The *Silverion* has a Crew Efficiency Rating of 63. In combat, the *Cooper* will not use such a rating. Instead, the Department Heads will use their Skill Ratings to solve any shipboard problem.

BAKER CLASS IX DESTROYER

Construction Data:	
Model Numbers—	MK II
Date Entering Service—	2/1606
Number Constructed—	162
Hull Data:	
Superstructure Points—	115
Damage Chart—	C
Size	
Length—	301m
Width—	148m
Height—	77m
Weight—	121,300 mt
Cargo	
Cargo Units—	110 SCU
Cargo Capacity—	5,500 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-3
Transporters—	
standard 6-person	4
emergency 22-person	2
cargo	1
Other Data:	
Crew—	265
Passengers—	15
Shuttlecraft—	2
Engines And Power Data:	
Total Power Units Available—	30
Movement Point Ratio—	3/1
Warp Engine Type—	FWE-2
Number—	2
Power Units Available—	13
Stress Charts—	G/K
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 6
Impulse Engine Type—	FID-2
Power Units Available—	4
Weapons And Firing Data:	
Beam Weapon Type—	FH-8
Number—	6 in 3 banks
Firing Arcs—	4/p/l/s, 2f
Firing Chart—	T
Maximum Power—	5
Damage Modifiers—	
+2	(1 — 10)
+1	(11 — 18)
Missile Weapon Type—	FP-2
Number—	2
Firing Arcs—	f
Firing Chart—	H
Power To Arm—	1
Damage—	6
Shields Data:	
Deflector Shield Type—	FSL
Shield Point Ratio—	1/3
Maximum Shield Power—	12
Combat Efficiency:	
D—	81.5
WDF—	27.6

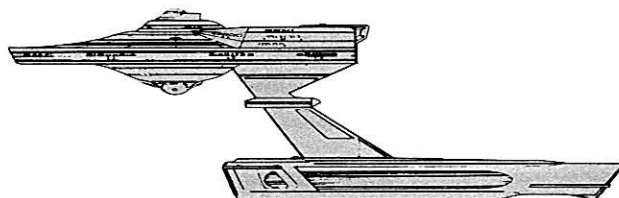


DURRETT CLASS VIII CRUISER

The *USS Rasalgethi* (NCC 1557), an MK I *Durrett* Class cruiser, assigned to Star Fleet's 69th Strategic Force based at Star Base 14. This starship has a Crew Efficiency Rating of 67.

DURRETT CLASS VIII CRUISER

Construction Data:	
Model Numbers—	MK I
Date Entering Service—	2/1509
Number Constructed—	108
Hull Data:	
Superstructure Points—	22
Damage Chart—	C
Size	
Length—	240m
Width—	131 m
Height—	75 m
Weight—	101,400 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-3
Transporters—	
standard 6-person	4
emergency 22-person	2
cargo	2
Other Data:	
Crew—	320
Passengers—	10
Shuttlecraft—	4
Engines And Power Data:	
Total Power Units Available—	32
Movement Point Ratio—	3/1
Warp Engine Type—	FWC-2
Number—	1
Power Units Available—	20
Stress Charts—	M/K
Maximum Safe Cruising Speed—	Warp 6
Emergency Speed—	Warp 8
Impulse Engine Type—	FIF-1
Power Units Available—	12
Weapons And Firing Data:	
Beam Weapon Type—	FH-9
Number—	4 in 2 banks
Firing Arcs—	2f/p, 2f/s
Firing Chart—	X
Maximum Power—	6
Damage Modifiers—	
+2	(1 — 12)
+1	(13 — 22)
Missile Weapon Type—	FP-6
Number—	2
Firing Arcs—	1f, 1a
Firing Chart—	O
Power To Arm—	1
Damage—	12
Shields Data:	
Deflector Shield Type—	FSL
Shield Point Ratio—	1/3
Maximum Shield Power—	16
Combat Efficiency:	
D—	100.5
WDF—	37.4

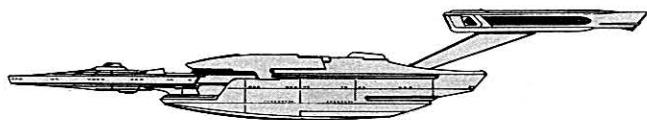


BABCOCK CLASS FRIGATE

The *USS Bosch* (NCC 21035) is an MK II *Babcock* Class frigate with a Crew Efficiency Rating of 74.

BABCOCK CLASS XI FRIGATE

Construction Data:	
Model Numbers—	MK II
Date Entering Service—	2/1709
Number Constructed—	92
Hull Data:	
Superstructure Points—	24
Damage Chart—	C
Size	
Length—	355 m
Width—	150 m
Height—	60 m
Weight—	170,900 mt
Cargo	
Cargo Units—	600 SCU
Cargo Capacity—	30,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-4
Transporters—	
standard 6-person	8
emergency 20-person	8
cargo	3
Other Data:	
Crew—	360
Passengers—	10
Troops—	250
Shuttlecraft—	8
Engines And Power Data:	
Total Power Units Available—	46
Movement Point Ratio—	4/1
Warp Engine Type—	FWF-1
Number—	2
Power Units Available—	20
Stress Charts—	G/L
Maximum Safe Cruising Speed—	Warp 6
Emergency Speed—	Warp 8
Impulse Engine Type—	FC-3
Power Units Available—	6
Weapons And Firing Data:	
Beam Weapon Type—	FH-3
Number—	6 in 3 banks
Firing Arcs—	2t/p, 2t, 2t/s
Firing Chart—	W
Maximum Power—	5
Damage Modifiers—	
+3	(1 — 10)
+2	(11 — 17)
+1	(18 — 20)
Missile Weapon Type—	FP-6
Number—	2
Firing Arcs—	1f, 1a
Firing Chart—	0
Power To Arm—	1
Damage—	12
Shields Data:	
Deflector Shield Type—	FSP
Shield Point Ratio—	1/4
Maximum Shield Power—	16
Combat Efficiency:	
D—	130.3
WDF—	48.2



THUFIR CLASS DESTROYER

The *USS Dubhe* (NCC 5038), the *USS Pollux* (NCC 5157), and the *USS Sadr* (NCC 5196) are all MK I *Thufir* Class destroyers. They have Crew Efficiency Ratings of 66, 73, and 64, respectively.

THUFIR CLASS VIII DESTROYER

Construction Data:	
Model Numbers—	MK I
Date Entering Service—	2/1011
Number Constructed—	226
Hull Data:	
Superstructure Points—	15
Damage Chart—	6
Size	
Length—	280 m
Width—	130 m
Height—	40 m
Weight—	110,900 mt
Cargo	
Cargo Units—	100 SCU
Cargo Capacity—	5,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-3
Transporters—	
standard 6-person	3
emergency 22-person	2
cargo	1
Other Data:	
Crew—	180
Passengers—	15
Shuttlecraft—	4
Engines And Power Data:	
Total Power Units Available—	29
Movement Point Ratio—	3/1
Warp Engine Type—	FWE-2
Number—	2
Power Units Available—	13
Stress Charts—	G/K
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 9
Impulse Engine Type—	FIC-2
Power Units Available—	3
Weapons And Firing Data:	
Beam Weapon Type—	FH-5
Number—	6 in 3 banks
Firing Arcs—	2t/p, 2t/s, 2a
Firing Chart—	R
Maximum Power—	4
Damage Modifiers—	
+2	(1 — 8)
+1	(9 — 16)
Missile Weapon Type—	FP-2
Number—	2
Firing Arcs—	f
Firing Chart—	H
Power To Arm—	1
Damage—	6
Shields Data:	
Deflector Shield Type—	FSF
Shield Point Ratio—	1/2
Maximum Shield Power—	8
Combat Efficiency:	
D—	62.9
WDF—	20.4

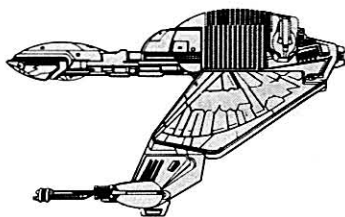
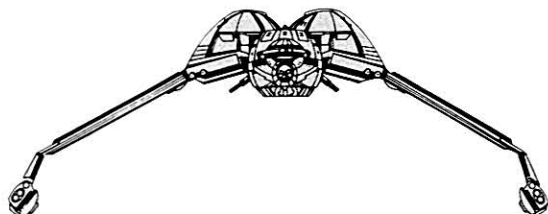
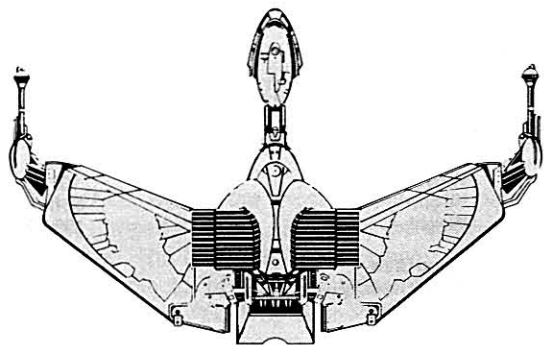


K-22B D'GAVAMA (Bird Of Prey) CLASS V SCOUT

The infamous *K-22 (Bird Of Prey)* scout is the Klingon prong of the double threat posed to Star Fleet by vessels of this design. Equipped with cloaking devices, the *K-22* is used by both the Klingon and Romulan navies. These vessels are very maneuverable in combat and have an impressive offensive capability. Although they are not really capable of fighting major warships, they are able to defend themselves long enough to engage their warp systems to escape, with the ability to travel at Warp 8 in emergencies.

The *K-22B* may be found in all areas of space, performing its missions of espionage and terrorism. The ability of the ship to penetrate outer defenses and travel freely about the Federation was seen recently, during the Genesis Incident. The *K'ti'suka's* mission may be just one of many such assignments involving this class within Federation space.

The *K'ti'suka* has a Crew Efficiency Rating of 52.



K-22B CLASS V SCOUT

Construction Data:	
Model Number—	B
Ship Class—	V
Date Entering Service—	2/1906
Number Constructed—	72
Hull Data:	
Superstructure Points—	10
Damage Chart—	C
Size	
Length—	88 m
Width—	130 m
Height—	16 m
Weight—	47,000 mt
Cargo	
Cargo Units—	5 SCU
Cargo Capacity—	250 mt
Landing Capability—	Yes
Equipment Data:	
Control Computer Type—	ZD-4
Transporters—	
standard 6-person	1
Cloaking Device Type—	KCB
Power Requirement—	22
Other Data:	
Crew—	14
Engines And Power Data:	
Total Power Units Available—	25
Movement Point Ratio—	2/1
Warp Engine Type—	KWC-3
Number—	1
Power Units Available—	22
Stress Charts—	L/M
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 8
Impulse Engine Type—	KIB-1
Power Units Available—	3
Weapons And Firing Data:	
Beam Weapon Type—	KD-8
Number—	2
Firing Arcs—	11/p, 11/s
Firing Chart—	U
Maximum Power—	7
Damage Modifier	
+3	(1 - 7)
+2	(8 - 15)
+1	(16 - 20)
Beam Weapon Type—	KD-12
Number—	1
Firing Arcs—	aft
Firing Chart—	H
Maximum Power—	9
Damage Modifiers—	
+3	(1 - 3)
+2	(4 - 8)
+1	(9 - 10)
Missile Weapon Type—	KP-5
Number—	1
Firing Arcs—	fwd
Firing Chart—	Q
Power To Arm—	1
Damage—	10
Shields Data:	
Deflector Shield Type—	KSD
Shield Point Ratio—	1/2
Maximum Shield Power—	11
Combat Efficiency:	
D—	65.3
WDF—	21.4

D-10D RISKADH CLASS X CRUISER

A powerful, multi-purpose cruiser, the *D-10* is used commonly throughout the Klingon Empire as a flagship when two or more three-ship task forces are working under a coordinated command.

The *Varg'cei* has a Crew Efficiency Rating of 42.

D-10D CLASS X CRUISER

Construction Data:

Model Numbers— D
Ship Class— X
Date Entering Service— 2/1307
Number Constructed— 455

Hull Data:

Superstructure Points— 24
Damage Chart— C
Size
Length— 264 m
Width— 157 m
Height— 32 m
Weight— 142,400 mt

Cargo

Cargo Units— 240 SCU
Cargo Capacity— 12,000 mt
Landing Capability— None

Equipment Data:

Control Computer Type— ZD-6
Transporters—
standard 6-person 4
combat 22-person 6
emergency 18-person 1
cargo 2

Other Data:

Crew— 520
Troops— 320
Shuttlecraft— 10

Engines And Power Data:

Total Power Units Available— 40
Movement Point Ratio— 4/1
Warp Engine Type— KWE-2
Number— 2
Power Units Available— 18
Stress Charts— J/M
Maximum Safe Cruising Speed— Warp 7
Emergency Speed— Warp 8
Impulse Engine Type— KID-2
Power Units Available— 4

Weapons And Firing Data:

Beam Weapon Type— KD-9
Number— 6
Firing Arcs— 2/p, 2/s
Firing Chart— W
Maximum Power— 5
Damage Modifiers—
+3 (1 - 8)
+2 (9 - 15)
+1 (16 - 22)

Beam Weapon Type—

Number— 2
Firing Arcs— aft
Firing Chart— I
Maximum Power— 5
Damage Modifiers—
+1 (1 - 12)

Missile Weapon Type—

Number— 2
Firing Arcs— 1f, 1a
Firing Chart— Q
Power To Arm— 2
Damage— 18

Shields Data:

Deflector Shield Type— KSO
Shield Point Ratio— 1/2
Maximum Shield Power— 15

Combat Efficiency:

D— 85.3
WDF— 45.2



D-7M K'T'INGA (Bringer Of Destruction) CLASS IX CRUISER

The *D-7* is probably the most infamous cruiser ever to stalk the spacelanes. These ships are associated with death and destruction on a scale second to none. When first introduced, the vessels captured the minds and spirits of the Klingon commanders so fully that for many years they were the symbol of Klingon tyranny.

Within two years after its introduction into service, 75 percent of all facilities producing the *D-7A* had been converted to manufacture the *D-7M*, allowing the Klingons to place more and more of these ships in sensitive areas. As the Klingons grew bolder, these ships began to appear in the Organian Treaty Zone, often travelling in groups of threes.

The *Towniwa* has a Crew Efficiency Rating of 69, and the *Tebtivu* has a rating of 71.

D-7M CLASS IX CRUISER

Construction Data:

Model Number— M
Ship Class— IX
Date Entering Service— 2/1105
Number Constructed— 1244

Hull Data:

Superstructure Points— 20
Damage Chart— C
Size
Length— 221 m
Width— 156 m
Height— 62 m
Weight— 135,000 mt

Cargo

Cargo Units— 120 SCU
Cargo Capacity— 6,000 mt
Landing Capability— None

Equipment Data:

Control Computer Type— ZD-6
Transporters—
standard 6-person 3
combat 22-person 5
emergency 18-person 1
cargo 2

Other Data:

Crew— 373
Troops— 220
Shuttlecraft— 5

Engines And Power Data:

Total Power Units Available— 44
Movement Point Ratio— 3/1
Warp Engine Type— KWE-3
Number— 2
Power Units Available— 20
Stress Charts— J/M
Maximum Safe Cruising Speed— Warp 8
Emergency Speed— Warp 9
Impulse Engine Type— KIC-2
Power Units Available— 4

Weapons And Firing Data:

Beam Weapon Type— KD-8
Number— 4
Firing Arcs— 2/p, 2/s
Firing Chart— U
Maximum Power— 7
Damage Modifiers—
+3 (1 - 7)
+2 (8 - 15)
+1 (16 - 20)

Missile Weapon Type—

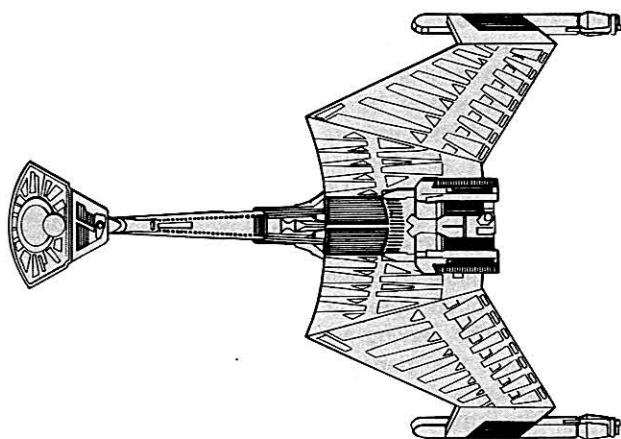
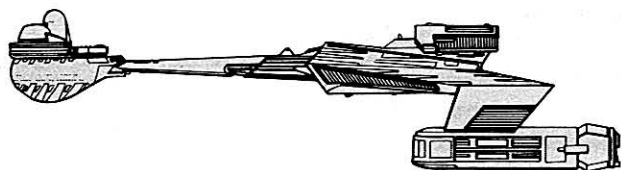
Number— 2
Firing Arcs— 1f, 1a
Firing Chart— R
Power To Arm— 2
Damage— 15

Shields Data:

Deflector Shield Type— KSK
Shield Point Ratio— 1/2
Maximum Shield Power— 12

Combat Efficiency:

D— 87.6
WDF— 33.4



D-7M Class IX Cruiser

D-18B LARA'ATAN (Gull) CLASS IX DESTROYER

The *D-18*, by far the most widely-used destroyer in the Klingon Imperial Navy, is found in every region of Klingon space. The Klingons call the class *Lara'atan*, which translates to "protector of brothers". The class is more commonly referred to as "*Gull*" by Star Fleet personnel, an obvious reference to its appearance.

The *D-18B*, the most common model encountered, has served the Klingon Imperial Navy well and has been involved in many encounters both with the Federation and Romulans. Although it possesses weak (and inefficient) shields, and an inadequate aft-firing armament, the vessel does have good tactical maneuverability and a powerful warp drive. These advantages generally are sufficient to limit losses, and the *D-18*, usually deployed in groups of three, remains a popular light-combat vessel.

The *Kaxfiw*, the *Ky'jecum*, and the *Ganh Wusav* have Crew Efficiency Ratings of 90, 64, and 71, respectively.

D-18B CLASS IX DESTROYER

Construction Data:

Model Numbers—	B
Ship Class—	IX
Date Entering Service—	2/1110
Number Constructed—	358

Hull Data:

Superstructure Points—	14
Damage Chart—	C
Size	
Length—	212 m
Width—	159 m
Height—	38 m
Weight—	125,500 mt

Cargo

Cargo Units—	70 SCU
Cargo Capacity—	3,500 mt
Landing Capability—	None

Equipment Data:

Control Computer Type—	ZD-6
Transporter—	
standard 6-person	2
emergency 18-person	2
cargo	1

Other Data:

Crew—	265
Passengers—	20
Shuttlecraft—	12

Engines And Power Data:

Total Power Units Available—	42
Movement Point Ratio—	3/1
Warp Engine Type—	KWE-3
Number—	2
Power Units Available—	20
Stress Charts—	J/M
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 9
Impulse Engine Type—	KIB-2
Power Units Available—	2

Weapons And Firing Data:

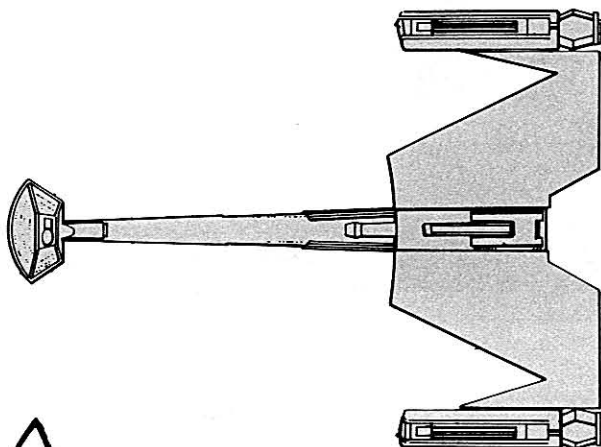
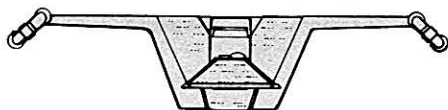
Beam Weapon Type—	KD-5
Number—	6
Firing Arcs—	
Firing Chart—	P
Maximum Power—	4
Damage Modifiers—	
+2	(1 - 10)
+1	(11 - 18)
Beam Weapon Type—	KD-14
Number—	1
Firing Arcs—	aft
Firing Chart—	D
Maximum Power—	8
Damage Modifiers—	
+2	(1 - 6)

Shields Data:

Deflector Shield Type—	KSE
Shield Point Ratio—	1/1
Maximum Shield Power—	8

Combat Efficiency:

D—	54.0
WDF—	20.7



CAST OF CHARACTERS

The senior officers and department heads of the *Cooper* have been described in enough detail for use as player characters. The players will role play the senior officers. If a player's character is left on Axanar, however, that player will then role play his character's Assistant (the Secondary Officers).

Use of these player characters is not required. Players may use their own characters, but the Commanding Officer should be at least a Captain and the First Officer should be at least a Lieutenant Commander. Refer to **Adapting to Ongoing Campaigns** in the **Game-master's Notes** for further information on using established characters.

This section also contains information on all the NPCs the player characters will meet. If enough players are available, these NPCs may be used as player characters. There are also statistics on several of the *Cooper's* crewmen to be used as NPCs.

PLAYER CHARACTERS

If there are not enough players to fill all department head posts, the empty positions will be filled by NPCs. Commodore Masfield may not be replaced. Two of the *Cooper's* high-ranking officers, the First Officer and Chief Supply Officer, should be played as NPCs, at least during the beginning of the adventure.

Although all Department Heads have assistants, there is no true 'assistant' to the Captain except the First Officer. If the First Officer is treated as an NPC, the person previously playing Commodore Masfield can take over the role of First Officer to preserve the continuity of command should the Commodore be captured or killed during the adventure. Also, having a non-player character for a First Officer allows the gamemaster to provide an occasional clue for the players through an active participant.

The Supply Chief should be an NPC because the position is an uninteresting one, and the character is important to only a couple specific events that can be role played easily by the gamemaster.



SENIOR OFFICERS

Name: MASEFIELD, William P.

Rank/Title: Commodore

Current Assignment: Military Operations Command,
USS *Cooper*, NCC-4791

Position: Captain

Race: Human

Age: 44

Sex: Male

Attributes:

STR - 71	CHA - 56
END - 61	LUC - 68
INT - 62	PSI - 30
DEX - 53	

Combat Statistics:

To-Hit Numbers—
Modern: 43
HTH: 42

Bare-Hand Damage: 1D10 + 6
AP: 9

Significant Skills

	Rating
Administration	61
Communication Systems Operation	15
Communication Systems Technology	25
Computer Operation	48
Damage Control Procedures	21
Gaming, Blackjack	12
Instruction	20
Language, Dutch	25
Leadership	54
Life Science, Genetics	16
Marksmanship, Modern	32
Medical Sciences, General Medicine, Human	20
Negotiation/Diplomacy	30
Personal Combat, Unarmed	30
Physical Science, Physics	19
Planetary Science, Meteorology	14
Security Procedures	35
Shuttlecraft Pilot	29
Small Equipment Systems Operation	19
Small Unit Tactics	30
Social Sciences	
Law, Federation	67
Political Science	17
Racial Culture/History, Federation	22
Space Sciences	
Astronomy	12
Astrophysics	22
Starship Combat Strategy/Tactics	70
Starship Helm Operation	43
Starship Sensors	20
Starship Weaponry Operation	45
Transporter Operational Procedures	17
Zero-G Operations	20

Distinguishing Physical Characteristics:

Masefield is a large man, taller than average and solidly built. He has fashionably-styled, reddish-brown hair and green eyes.

Brief Personal History

Birthplace: Netherlands, United States of Europe, Terra.

Cadet Cruise, Colonial Operations Command.

Military Operations Command, 1 year

Galaxy Exploration Command, USS *Lexington*, 1 year

Star Base 11, 3 years

Galaxy Exploration Command, USS *Lexington*, 3 years

Star Fleet Academy, Federation Law Instructor, 4 years

Star Base 18, 1 year

William Masefield has served in almost every possible capacity in Star Fleet, including four years aboard the USS *Lexington*, beginning just after Commodore Robert Wesley left command. During Masefield's time of service, he has received several minor decorations for accomplishing difficult missions.

Then Lt. Masefield once served a three-year term as Helmsman with then Lcdr Niccomachi, but they have not kept close contact since.

Aside from a one-year term of service with Commander Buchwalter and four years with Commander Markova at the Academy, Commodore Masefield has not previously served with any of the *Cooper's* crew. He selected all the personnel for this mission by examining service records of available personnel.

Personality:

Motivations/Desires/Goals:

Masefield is a troubleshooter, known for his willingness to cheerfully tackle a difficult problem until he solves it. He enjoys fixing things and correcting problems, and is happiest on assignments requiring either. Upon retirement from Star Fleet, Masefield plans to begin a law practice on Terra.

Though it is uncommon for a *Baker Class* destroyer to have a Commodore as a commanding officer, Masefield learned that the *Cooper* had been experiencing some equipment difficulties during its trials. Volunteering to take command, he was reassigned from Star Base 18 near the Gorn border, and began selecting a crew who would be capable of correcting some of the ship's problems.

Masefield has few hobbies, aside from pursuing work-related interests while off-duty. He does enjoy playing cards, but will not play aboard ship because gambling is against Star Fleet regulations.

Manner:

Masefield has a reputation as a perfectionist, and it is not entirely undeserved. Something of a jack-of-all-trades, he expects his subordinates always to be at their very best. Though he honestly does not expect miracles from his crew, he appreciates genuine hard work and would never turn a miracle down. One of the quickest ways for an underling to get him angry is to show laziness or perform work inefficiently.

Special Knowledge/Powers:

He knows Commodore Gouthar, as described in *The Worst of Friends*.



Name: MARKOVA, Gregori Antonov
Rank/Title: Commander
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Chief Engineer

Race: Human
Age: 40
Sex: Male

Attributes:

STR - 58	CHA - 53
END - 69	LUC - 93
INT - 81	PSI - 60
DEX - 63	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 5
Modern: 42	AP: 10
HTH: 43	

Significant Skills

	Rating
Administration	41
Carousing	30
Communication Systems Operation	15
Communication Systems Technology	40
Computer Operation	53
Computer Technology	24
Damage Control Procedures	15
Deflector Shield Technology	12
Electronics Technology	19
Environmental Suit Operations	23
Instruction	30
Language, Vulcan	21
Leadership	35
Life Science, Zoology	18
Life Support Systems Technology	18
Marksmanship, Modern	35
Mechanical Engineering	33
Medical Sciences, General Medicine, Human	20
Negotiation/Diplomacy	18
Personal Combat, Unarmed	23
Personal Weapons Technology	19
Physical Science, Computer Science	33
Security Procedures	21
Planetary Science, Hydrology	16
Shuttlecraft Pilot	13
Shuttlecraft Systems Technology	17
Small Equipment Systems Technology	40
Small Unit Tactics	32
Social Sciences	
Law, Federation	23
Racial Culture/History, Federation	15
Space Sciences, Astronautics	75
Starship Weaponry Technology	28
Transporter Operational Procedures	15
Transporter Systems Technology	19
Warp Drive Technology	67
Zero-G Operations	25

Distinguishing Physical Characteristics:

Markova is a tall, thin man with a high forehead, dark features, a perpetual smile, and a 'soup-bowl' haircut similar to certain Vulcan styles.

Brief Personal History:

Birthplace: Lithuania, U.S.S.R., Terra.
Cadet Cruise, Military Operations Command, Honors.
Merchant Marines Command, 4 years.
Star Fleet Academy, Astronautics Instructor, Warp Drive
Technology Instructor, 10 years.

Born to poor parents, Gregori has always dreamed of traveling in space. Always a lucky youth, he prepared a celebration party with his friends even before learning he was accepted to Star Fleet Academy. Since then, he has spent most of his service time as an instructor, which he especially enjoys.

With ten consecutive years of service at Star Fleet Academy, Markova has one of the longest tenures of any instructor there. As a result, he receives a great deal of respect from other officers serving as instructors at the Academy. Markova has worked with Commomodore Masfield before, and respects him greatly.

Personality:

Motivations/Desires/Goals:

Markova has an unshakable faith in his own good luck. He has never been wounded, never been ill, and believes that he will remain in perfect health until retirement. Until recently, he had no goals except to enjoy life, taking it as it comes. Since the commissioning of the *Excelsior Class*, however, he hopes to serve aboard a ship of that class as a Chief Engineer. He is confident he will get his chance.

His only real hobby is studying the Vulcan language, and he patterns himself after them somewhat (the way he wears his hair, for example). Markova finds the Vulcans total devotion to logic "fascinating".

Manner:

A very happy-go-lucky person, Markova is the kind of person who always finds good in the worst situations. Though many find his attitude reassuring, others are annoyed by his unreasonable cheerfulness. Should he sense their negative feelings, however, he can just as easily show them a darker, less friendly side. In fact, he becomes quite rude.

Aside from that, the only way upset Markova is to mention the old saying, "Those who can, do. Those who can't, teach."

Special Knowledge/Powers:

None.



Name: WILKINS, Patrick S. "Paddy"
Rank/Title: Lieutenant Commander
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791

Position: Chief Navigator

Race: Human

Age: 34

Sex: Male

Attributes:

STR - 56	CHA - 60
END - 56	LUC - 40
INT - 65	PSI - 61
DEX - 61	

Combat Statistics:

To-Hit Numbers-
Modern: 43
HTH: 48

Bare-Hand Damage: 1D10 + 6
AP: 10

Significant Skills

	Rating
Administration	42
Carousing	24
Computer Operation	55
Damage Control Procedures	19
Deflector Shield Operation	64
Deflector Shield Technology	30
Environmental Suit Operations	20
Instruction	24
Language, Tellarite	25
Leadership	47
Life Sciences	
Bionics	20
Genetics	18
Exobiology	10
Marksmanship, Modern	25
Medical Sciences	
General Medicine, Human	34
Psychology, Human	23
Negotiation/Diplomacy	26
Personal Combat, Unarmed	35
Personal Weapons Technology	17
Physical Sciences	
Computer Science	25
Physics	42
Planetary Science, Geology	14
Shuttlecraft Pilot	11
Small Equipment Systems Operation	20
Social Sciences	
Law, Federation	15
Racial Culture/History, Federation	15
Space Sciences	
Astrogation	66
Astronautics	18
Astronomy	20
Astrophysics	36
Sports, Track	35
Starship Sensors	27
Streetwise	14
Zero-G Operations	11

Distinguishing Physical Characteristics:

Wilkins is slightly above average in height, and he is overweight. He has blond hair and hazel eyes, and no especially distinguishing features except for his nose, which is rather large and slightly offset.

Brief Personal History:

Birthplace: New Ireland, Gamma Colony III.

First Cadet Cruise, Merchant Marines Command.

Second Cadet Cruise, Military Operations Command, High Honors

Galaxy Exploration Command, USS *Republic*, 1 year

Galaxy Exploration Command, 1 year

Galaxy Exploration Command, USS *Farragut*, 1 year

Galaxy Exploration Command, 1 year

Star Base 21, 1 year

Military Operations Command, 4 years

Patrick, an only child, was born into a home with marital difficulties, and his parents separated shortly after his birth. He was raised by his father, who died in a mining accident when Wilkins was 17. Having no immediate family members to whom he could turn, Wilkins applied to Star Fleet and was accepted.

Initially bored with the Merchant Marines, he went on to have a very successful second cadet cruise, and has served with high distinction aboard two different *Constitution Class* cruisers.

Personality:

Motivations/Desires/Goals:

Wilkins wants to devote the rest of his life to Star Fleet, the only "family" he has had since the death of his father. He is grateful to the service, and anticipates serving until mandatory retirement age. Having already obtained moderately high rank at a young age, he feels confident of continued success.

Wilkins is an essentially uncomplicated person, and his goals are equally simple. He does love good food, and sometimes overindulges in certain delicacies, including baklava and strudel.

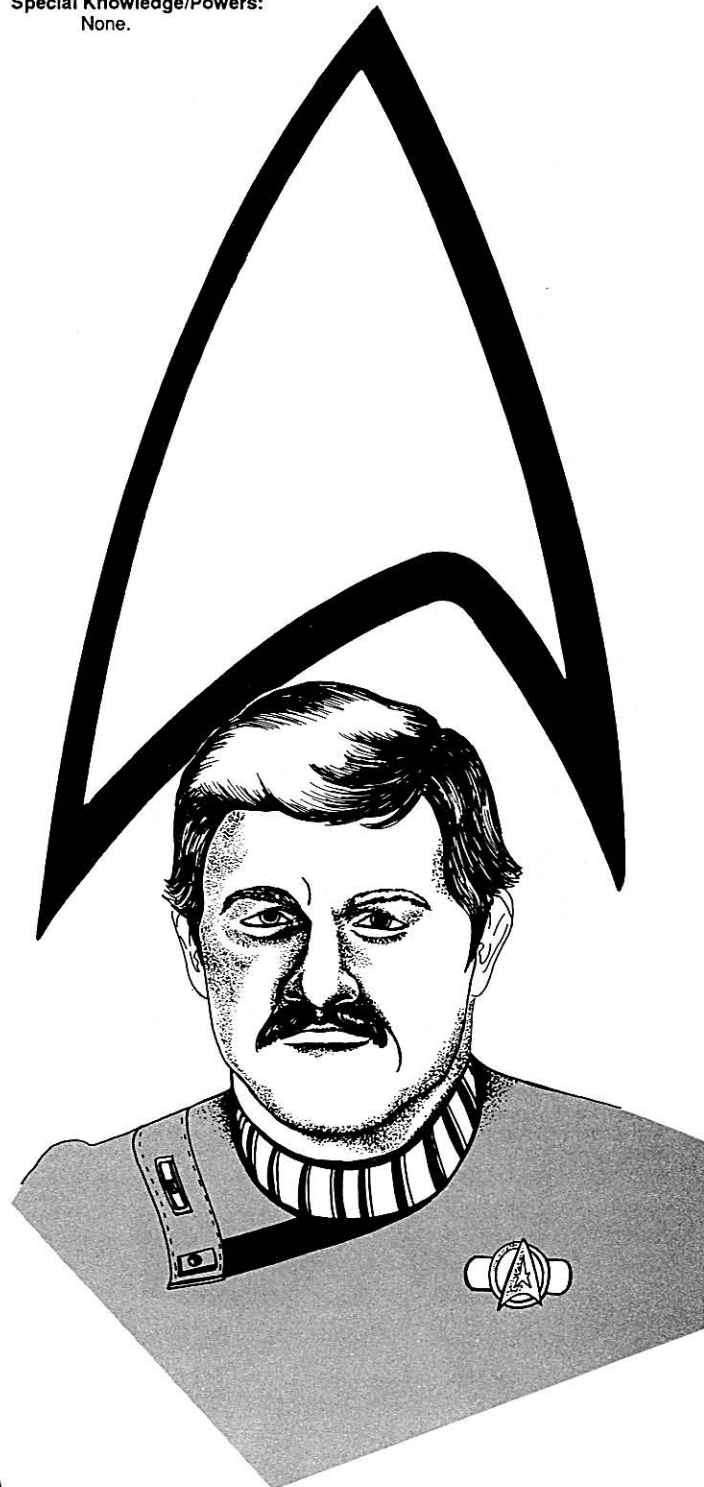
His only hobby, track, is not especially appropriate for a crewman aboard a starship. Occasionally, the Ship's Surgeon will have a private talk with him about his weight, and for the next few weeks, Wilkins can be seen jogging (and grumbling) in the ship's corridors.

Manner:

Wilkins performs his duties with adequate skill and interest. Aside from that, he is very quiet, making few friends and keeping to himself. It was his once-best friend who broke his nose, which left him feeling he might be better off without any friends.

Special Knowledge/Powers:

None.



Name: FITZMARTIN, Baxter E.D.
Rank/Title: Lieutenant Commander
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Chief Helmsman

Race: Human
Age: 31
Sex: Male
Attributes:

STR - 64	CHA - 64
END - 52	LUC - 24
INT - 62	PSI - 08
DEX - 70	

Combat Statistics:

To-Hit Numbers—

Modern: 50

HTH: 45

Bare-Hand Damage: 1D10 + 5

AP: 11

Significant Skills

	Rating
Administration	40
Computer Operation	35
Damage Control Procedures	21
Environmental Suit Operation	18
Language, Klingon	24
Leadership	30
Life Science, Zoology	13
Marksmanship, Modern	29
Medical Sciences, General Medicine, Human	31
Negotiation/Diplomacy	21
Personal Combat, Quarterstaff	13
Personal Combat, Unarmed	20
Personal Weapons Technology	21
Physical Science, Chemistry	14
Planetary Science, Meteorology	14
Small Equipment Systems Operation	11
Small Unit Tactics	34
Social Sciences	
Law, Federation	28
Racial Culture/History, Federation	15
Space Sciences	
Astronomy	18
Astrogation	33
Astronautics	20
Sports, Swimming	32
Starship Combat Strategy/Tactics	14
Starship Helm Operation	62
Starship Sensors	20
Starship Weaponry Operation	47
Starship Weaponry Technology	13
Streetwise	14
Transporter Operational Procedures	14
Vehicle Operation	
Ground	33
Water	23
Warp Drive Technology	27
Zero-G Operations	19

Distinguishing Physical Characteristics:

Baxter is a small, nervous man with long brown hair and sad, brown eyes. He has quick reflexes and, when under stress, he exhibits a nervous facial tic.

Brief Personal History:

Birthplace: VIDD Region, New Paris.

1st Cadet Cruise, Military Operations Command.

2nd Cadet Cruise, USS *Farragut*, High Honors.

Merchant Marines Command, 5 years.

Colonial Operations Command, 1 year.

Lcdr Fitzmartin's parents were luxury goods merchants on New Paris. When Fitzmartin was a very young child, the Four Years War began. The Zone of Transport Escort imposed by Star Fleet during that conflict ruined his family financially, and he entered the Star Fleet Academy as an 'apology' to his parents.

Since joining the service, Fitzmartin has had several promotions. Though he is not exceptionally well-trained in his primary duty skills, he once won a helm simulation contest. It was as much a surprise to him as to anyone else.

Personality:

Motivations/Desires/Goals:

There is nothing Baxter Fitzmartin would like better than to make amends for his parents' hardships. With this goal in mind, he is trying to get another promotion or two, and then transfer to the Office of Shipping and Transportation. Once there, he figures he might be able to get his parents' business some supply contracts from Star Fleet.

Manner:

An excitable personality, Lcdr Fitzmartin sometimes acts just short of hysterical during a crisis. Even so, he tries hard, means well, and does his job as well as he can. He is very secretive about his desire for a transfer, because he is afraid a connection will be made to his parents. He does not want to cause them any more trouble.

Special Knowledge/Powers:

None.



Name: LONGFELLOW, U Shinavva

Rank/Title: Lieutenant Commander

Current Assignment: Military Operations Command,
USS Cooper, NCC-4791

Position: Chief Communications/Damage Control Officer

Race: Human

Age: 34

Sex: Male

Attributes:

STR - 53	CHA - 56
END - 68	LUC - 70
INT - 68	PSI - 68
DEX - 73	

Combat Statistics:

To-Hit Numbers—
Modern: 50
HTH: 52

Bare-Hand Damage: 1D10 + 6
AP: 11

Significant Skills

	Rating
Administration	44
Communication Systems Operation	67
Communication Systems Technology	31
Computer Operation	35
Computer Technology	19
Damage Control Procedures	54
Environmental Suit Operations	13
Instruction	21
Language	
Klingonaase	31
Tholian	26
Leadership	30
Life Sciences, Bionics	20
Marksmanship, Modern	26
Medical Sciences	
General Medicine, Human	20
Psychology, Human	27
Negotiation/Diplomacy	20
Personal Combat, Unarmed	30
Personal Weapons Technology	05
Physical Science, Computer Science	15
Planetary Science, Meteorology	10
Planetary Survival, Cool Temperate	14
Small Equipment Systems Operation	13
Social Sciences	
Law, Federation	15
Political Science	31
Racial Culture/History, Axanarian	19
Racial Culture/History, Federation	50
Racial Culture/History, Klingon	16
Racial Culture/History, Orion	11
Space Sciences	
Astronomy	34
Astronautics	28
Starship Sensors	18
Transporter Operational Procedures	13
Trivia, Klingon Communication Systems	14
Warp Drive Technology	23

Distinguishing Physical Characteristics:

Shinavva's short and pudgy appearance is deceiving, as he has much more stamina and agility than it appears. His fingers, though fat and stubby, almost fly across the communication panels when he works. If permitted, he usually wears some form of brightly-colored native headgear similar to a turban, even on duty.

Brief Personal History:

Birthplace: Nepal, Terra.

Cadet Cruise: Colonial Operations Command.

Merchant Marines Command, 5 years.

Galaxy Exploration Command, 4 years

Lcdr Longfellow had no intentions of serving in Star Fleet, until his work ethic was challenged by a village elder in his home province. Less ambitious than his contemporaries, Shinavva was told that he would never amount to anything. The remark rankled, and so he decided to prove the elder wrong. Since then, he has served with some success in Star Fleet.

Personality:

Motivations/Desires/Goals:

Besides his desire to seek a passive revenge, Shinavva really has no other goals. He has achieved his purpose, and wishes only to continue serving in Star Fleet until the time for an early retirement. This is his first assignment with Military Operations Command, and he is a little concerned about the possibility of hostilities. A religious pacifist, Shinavva is also a vegetarian, and does not wish to be an "instrument of death". That is why he choose the Communications Branch in the first place.

Manner:

He does his job competently and with little fanfare. Shy and quiet, he smiles at crewmates' jokes and antics, but the only stories he does tell are symbolic parables from his religious teachings. In this way, he is much like Lcdr Wilkins. Shinavva considers Wilkins to be his best friend, though he would never tell anyone, especially Wilkins.

Because he has an appreciation for anyone or anything misunderstood, Shinavva even selected to study *Language, Tholian*.

Special Knowledge/Powers:

None.



Name: MARQUART, Seville F.
Rank/Title: Lieutenant Commander
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Chief Science Officer

Race: Human
Age: 34
Sex: Male
Attributes:

STR - 50	CHA - 60
END - 67	LUC - 73
INT - 57	PSI - 05
DEX - 62	

Combat Statistics:
To-Hit Numbers- Bare-Hand Damage: 1D10 + 2
Modern: 44 AP: 10
HTH: 46

Significant Skills	Rating
Administration	40
Computer Operation	65
Computer Technology	26
Damage Control Procedures	13
Electronics Technology	10
Environmental Suit Operations	30
Instruction	10
Gaming, Simulation Wargames	18
Language	
Italian	12
Romulan	23
Leadership	35
Life Sciences	
Botany	42
Ecology	43
Zoology	15
Marksmanship, Modern	26
Medical Sciences,	
General Medicine, Human	20
Negotiation/Diplomacy	17
Personal Combat, Unarmed	29
Personal Weapons Technology	11
Physical Science, Computer Science	55
Planetary Sciences	
Geology	20
Meteorology	40
Planetary Survival, Cool Temperate	20
Small Equipment Systems Operation	19
Social Sciences	
Law, Federation	33
Political Science	12
Racial Culture/History, Federation	30
Space Sciences	
Astronautics	12
Astronomy	49
Astrophysics	40
Starship Sensors	45
Transporter Operational Procedures	19
Zero-G Operations	18

Distinguishing Physical Characteristics:

Tall, slender, and with an aristocratic bearing, Seville has the demeanor of royalty and usually wears his best dress uniforms. He has very thick black hair, which curls wildly around his head, tending to detract from his regal appearance.

Brief Personal History:

Birthplace: Continent of Snows, Daran V.
Cadet Cruise, Galaxy Exploration Command, *USS Republic*,
High Honors.

Colonial Operations Command, 4 years.

Merchant Marines Command, 1 year.

Military Operations Command, 2 years.

Born to a minor noble on Daran V, Lcdr Marquart proudly traces his family's ancestry back to 18th-century Europe (Terra). The first eldest male of his family to seek meaningful employment in four generations, Marquart joined Star Fleet as a way of rebelling against his family's background. He intended to desert from the service after a few weeks, claiming noble immunity from prosecution. But after being posted to the *USS Republic* and receiving High Honors, he decided Star Fleet was more interesting than maneuvering within family politics.

Personality:

Motivations/Desires/Goals:

Marquart's goal is to serve with Star Fleet for a number of years, and then return to his family, where he expects to be welcomed with parades and processions in his honor. A computer enthusiast, he is often found at a terminal during his off-duty hours, playing combat simulations. An occasional burst from him in Italian gives passers-by a clue on how well the game is going.

Manner:

Though skilled in a number of fields, Marquart tends to forget his own limitations. Possessing a formidable ego, he believes himself an expert on everything. After making an error or discovering he is wrong, however, he is responsible enough to apologize meekly.

Special Knowledge/Powers:

None.



Name: CHU, Harry Ling
Rank/Title: Lieutenant/M.D.
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Chief Medical Officer

Race: Human
Age: 44
Sex: Male
Attributes:

STR - 60	CHA - 58
END - 63	LUC - 48
INT - 63	PSI - 01
DEX - 61	

Combat Statistics:
To-Hit Numbers- Bare-Hand Damage: 1D10 + 7
Modern: 41 AP: 10
HTH: 53

Significant Skills	Rating
Administration	44
Carousing	12
Computer Operation	65
Environmental Suit Operations	12
Gaming, Word Games	22
Instruction	19
Language	
Esperanto	18
Latin	49
Leadership	30
Life Science	
Bionics	13
Ecology	10
Exobiology	16
Marksmanship, Modern	20
Medical Sciences	
General Medicine, Human	76
General Medicine, Andorian	48
General Medicine, Vulcan	16
Pathology	41
Psychology, Human	40
Psychology, Andorian	40
Surgery	64
Personal Combat, Unarmed	44
Personal Weapons Technology	28
Physical Science, Chemistry	18
Planetary Science, Meteorology	17
Small Equipment Systems Operation	20
Social Sciences	
Law, Federation	15
Racial Culture/History, Federation	15
Space Sciences	
Astronomy	20
Astrophysics	14
Streetwise	22
Trivia, Linguistics	14
Zero-G Operations	18

Distinguishing Physical Characteristics:

A short, fragile-looking man, Harry is a lot more rugged than he looks. His face, filled with the wrinkles caused by hearty laughter, also shows deep-set eyes that have seen much suffering.

Brief Personal History:

Birthplace: Canton Sector, Pan-Chinese Hegemony, Terra.
1st Cadet Cruise, Colonial Operations Command.
2nd Cadet Cruise, Galaxy Exploration Command.
Galaxy Exploration Command, USS *Potemkin*, 4 years.
Colonial Operations Command, 3 years.
Galaxy Exploration Command, USS *Potemkin*, 5 years.
Star Base 13, 5 years.

Born into a large family, Harry was one of the older children, and he often found himself taking care of his younger relatives. With an instinctive skill for helping others, yet needing desperately to get away from his family's demands, he joined up for Medical School.

Being lucky enough to serve on the USS *Potemkin* twice, Chu once coordinated a multiple-sciences research effort to find a growth-inhibiting vaccine for synthococcus novae-D. This was a highly contagious immune deficiency disease affecting the nervous system of any Human afflicted. For his efforts, he received a commendation from the Office of the Surgeon General.

Personality:

Motivations/Desires/Goals:

Medicine is Dr. Chu's life, and it is the only thing he really knows. After having been in space for most of his career, the last five years at Star Base 13 have been like a prison sentence. Though he is happy just to be back aboard a starship, he would love to serve aboard an *Enterprise* or *Excelsior* Class starship.

Manner:

His jovial, pleasant personality is not completely authentic. Dr. Chu knows it is important to keep up morale, and he often tells spirited anecdotes about living in a family of twelve. In fact, he watched the woman he loved die from a disease whose cure he found only after it was too late.

Special Knowledge/Powers:

Dr. Chu knows Commodore Niccomachi, having met her at a social function while on Star Base 13. He thinks she is a fine woman and a good officer, in that order.



Name: HALL, Armand M.
Rank/Title: Lieutenant
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Security Chief

Race: Human
Age: 28
Sex: Male
Attributes:

STR - 53	CHA - 52
END - 60	LUC - 85
INT - 60	PSI - 01
DEX - 57	

Combat Statistics:
To-Hit Numbers- Bare-Hand Damage: 1D10 + 7
Modern: 41 AP: 10
HTH: 53

Significant Skills	Rating
Administration	40
Carousing	22
Computer Operation	38
Computer Technology	34
Environmental Suit Operations	20
Language, Andorian	32
Leadership	41
Life Sciences, Genetics	10
Marksmanship, Modern	47
Medical Sciences	
General Medicine, Human	34
Psychology, Klingon	13
Negotiation/Diplomacy	14
Personal Combat, Unarmed	46
Personal Weapons Technology	22
Physical Science, Computer Science	22
Planetary Science, Hydrology	18
Planetary Survival, Cool Temperate	11
Security Procedures	54
Shuttlecraft Pilot	35
Small Equipment System Operation	26
Small Unit Tactics	47
Social Sciences	
Law, Federation	20
Racial Culture/History, Federation	17
Space Science, Astronomy	11
Sports, Cycling	20
Starship Sensors	21
Streetwise	22
Transporter Operational Procedures	17
Vehicle Operation	
Ground	36
Water	28

Distinguishing Physical Characteristics:

Armand is a tall, rather plain-looking, blond-haired young man, with an almost perpetual sneer on his face. He also has a small, brown birthmark on his chin.

Brief Personal History:

Birthplace: Massachusetts, U.S.A., Terra.
Cadet Cruise, Colonial Operations Command.
Galaxy Exploration Command, 3 years.

Armand Hall is the nephew of Commodore Robert Wesley, former Commander of the *USS Lexington* and Governor of Mantilla. By throwing assorted tantrums and making a general nuisance of himself, Armand forced Wesley to use a little influence to get him into the Academy and on his way to becoming a Security Officer.

Whenever he got into any trouble (a fairly frequent occurrence), Ens. Hall would call up his uncle, who would reluctantly straighten things out. Hall's newest assignment on the *Cooper* is a result of Wesley's efforts, but it also is the last favor Armand will ever get from him.

Personality:

Motivations/Desires/Goals:

Lt. Hall is a marginally-competent officer with an influential relative (who will no longer help him out). Hall thinks of Star Fleet as one continuous 'blast-'em-up' adventure, which leads him to reckless action. Hall would like to be a Commodore, "just like my uncle was", commanding a big, powerful starship. He does not realize starship commanders rarely come from the Security Branch.

Manner:

Though he no longer throws tantrums, Lt. Hall still pouts and sulks when he cannot have his own way. He often mutters things like, "You wouldn't even be fit to serve as a deck-swabber on my uncle's ship", and "Boy, if Uncle Bob were here right now, you'd be in big trouble". He is unpopular with superiors and fellow crewmembers alike.

Special Knowledge/Powers:

None.



SECONDARY OFFICERS

These NPCs could be used either aboard ship or in landing parties, as desired. Players whose primary characters are not participating in the current sequence of events can play the NPC characters to keep busy during those breaks and to relieve the gamemaster of the task. If the gamemaster desires, they can also be expanded into player characters or more detailed NPCs.

The Secondary Officers should also be used for some of the relatively routine encounters that take place during the adventure. The senior officers can inform the gamemaster when their watch periods will be, and the NPC assistant department heads will be assumed on duty the rest of the time. The gamemaster should then make the players stick to their decision, at least to some extent.

Name: BUCHWALTER, Arnold C. "Bucky"
Rank/Title: Commander
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: First Officer
Race: Human
Age: 47
Sex: Male
Attributes:

STR - 61	CHA - 55
END - 68	LUC - 33
INT - 72	PSI - 19
DEX - 73	

Combat Statistics:
To-Hit Numbers- Bare-Hand Damage: 1D10 + 5
Modern: 49 AP: 11
HTH: 49

Significant Skills	Rating
Administration	67
Artistic Expression, Guitar	21
Computer Operation	87
Computer Technology	16
Electronics Technology	40
Environmental Suit Operations	46
Instruction	14
Language, Russian	35
Leadership	76
Life Sciences	
Bionics	48
Exobiology	21
Zoology	48
Marksmanship, Modern	25
General Medicine, Human	20
Personal Combat, Unarmed	25
Physical Science, Chemistry	38
Small Equipment Systems Operation	23
Social Sciences	
Law, Federation	41
Law, Medical	15
Racial Culture/History, Federation	20
Space Sciences	
Astrogation	59
Astronautics	25
Astrophysics	40
Sports, Judo	11
Starship Combat Strategy/Tactics	52
Starship Sensors	65
Streetwise	11
Water Vehicle Operation	22

Distinguishing Physical Characteristics:

Buchwalter is of average height and weight, with a small scar on his left cheek, and a pronounced over-bite (hence, the nickname). He is prematurely and completely bald.

Brief Personal History:

Birthplace: Colorado, U.S.A., Terra.
Cadet Cruise, Military Operations Command.
Colonial Operations Command, 2 years.
Star Fleet Academy, Computer Operation Instructor,
 Leadership Instructor, 1 year.
Colonial Operations Command, 2 years.
Military Operations Command, 4 years.
Merchant Marines Command, 10 years.

Arnold has been a computer programming wizard since childhood. When he 'accidentally' intercepted some medium-priority subspace communications with his computer, local authorities took notice. They gave him a choice between reform school and putting his skills to good use. He joined Star Fleet, and he has been making life interesting for his superiors ever since.

In addition to several brief periods in the brig and a commendation for "original thinking", his term has been especially noteworthy. He is one of the few Science Officers in Star Fleet to attain the position of First Officer aboard a major Military Operations Command warship.

Personality:

Motivations/Desires/Goals:

"Bucky" Buchwalter knows two ways to do a job: by the book or the easy way. When possible, he chooses the latter. Though he never endangers anyone or neglects his duties, Bucky believes many of Star Fleet's regulations exist only to confuse and complicate life. Therefore, whenever convenient, he ignores rules and regulations. Buchwalter is a successful officer because he inspires an intense loyalty in his subordinates. Eventually, he would like to receive some kind of diplomatic post within the Federation, or start his own public relations business.

He enjoys the guitar and is quite an accomplished amateur, often playing in the recreational lounge. When off duty, he may sometimes be found working out in the gym or puttering around in a science lab.

Manner:

A popular officer with subordinates, Buchwalter often winks and looks the other way when having to enforce rules. When necessary, however, he can be very strict, often taking extreme disciplinary measures when someone breaks rules designed to promote safety.

When feeling particularly ambitious (a rarity), he will exhibit a streak of heroism. He may attempt a 'stunt' to get the job done or to help a fellow crewman.

Special Knowledge/Powers:

Commander Buchwalter's function in this adventure is to provide the gamemaster a way to guide the actions of the player characters. If Buchwalter's suggestions are followed, there will be a minimum number of player character casualties on Axanar.

The gamemaster should not let Buchwalter's advice be infallible, or else the group will follow his every whim. A few (unimportant) pieces of Bucky's advice should be wrong, just to keep the group honest and make the NPC seem more normal.



Name: WINTERS, Rebecca
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Assistant Helmsman
Race: Human
Sex: Female
Attributes:

STR - 67	CHA - 69
END - 71	LUC - 72
INT - 78	PSI - 63
DEX - 62	

Significant Skills	Rating
Language, Klingon	27
Planetary Science, Meteorology	19
Starship Helm Operation	47
Starship Weaponry Operation	60

Notes:

An attractive woman, this is only the second tour of duty for the 25-year-old Lieutenant. As a result, Rebecca is still somewhat nervous about her performance. She is very concerned about how her actions will appear on her record.



Name: ROBOR-WHEELER, Anthony
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Assistant Navigator
Race: Alpha Centauran
Sex: Male
Attributes:

STR - 56	CHA - 66
END - 57	LUC - 22
INT - 62	PSI - 01
DEX - 65	

Significant Skills	Rating
Computer Operation	56
Deflector Shield Operation	60
Personal Weapons Technology	23
Survival, Arctic	11
Space Science, Astrogation	74
Trivia, Klingon Military Equipment	18

Notes:

Lt. Robor-Wheeler is the son of Sgt. Randall Robor-Wheeler, a Marine hero from the Four Years War. Anthony inherited both his interest in weapons and an intense hatred for Klingons from his father. He is an Alpha Centauran, and knows a lot about the Marine Corps Command actions during the Four Years War.

Name: ELEVEN, Ricky
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Assistant Communications/Damage Control Officer
Race: Human
Sex: Male
Attributes:

STR - 47	CHA - 53
END - 57	LUC - 21
INT - 62	PSI - 20
DEX - 60	

Significant Skills	Rating
Communication Systems Operation	67
Damage Control Procedures	53
Language, Orion	61
Marksmanship, Modern	21
Personal Combat, Unarmed	27
Racial Culture/History, Orion	47

Notes:

Lt. Eleven is from a small, politically oppressive planet near Rigel. Because his planet was protected by the Orion dictate (see *The Early Months in The Four Years War*), he learned about the Four Years War only after attending Star Fleet. Ricky once served a tour aboard the *USS Constitution*, and he is not happy being aboard the *Cooper*, feeling it is a demotion.

Name: TOLAN, Henry R.
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Assistant Engineer
Race: Human
Sex: Male
Attributes:

STR - 67	CHA - 58
END - 70	LUC - 37
INT - 59	PSI - 66
DEX - 72	

Significant Skills	Rating
Electronics Technology	40
Life Support Systems Technology	40
Space Science, Astronautics	50
Streetwise	26
Transporter Systems Operation	46

Notes:

Lt. Tolan is a loud-mouthed braggart, which covers up a feeling of insecurity. He is a coward, and behaves accordingly when faced with danger.



Name: LUCAS, Starren
Rank/Title: Lieutenant
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Assistant Science Officer
Race: Human
Sex: Male
Attributes:

STR - 66 CHA - 53
END - 56 LUC - 37
INT - 63 PSI - 01
DEX - 62

Significant Skills	Rating
Computer Operation	50
Environmental Suit Operations	30
Language, Klingon	35
Life Sciences	
Exobiology	40
Genetics	46
Physical Science, Physics	40
Planetary Sciences	
Geology	40
Meteorology	12
Space Science, Astrogation	36
Starship Sensors	45
Trivia, Klingon Scientific Equipment	10

Notes:

Lt. Lucas respects and admires the Klingon race. Though he does not condone their methods, he does appreciate their progress in medical research. Sharing this opinion often results in quarrels with other crewmen, especially Lt. Robor-Wheeler.

Name: HADLEY, Marica O. "Lucky"
Rank/Title: Lieutenant/M.D.
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Assistant Medical Officer

Race: Human
Sex: Female
Attributes:

STR - 70 CHA - 52
END - 52 LUC - 82
INT - 61 PSI - 08
DEX - 69

Significant Skills	Rating
Computer Operation	49
Marksmanship, Modern	30
Medical Sciences,	
General Medicine	
Andorian	32
Edoan	68
Human	25
Pathology	53
Psychology	
Andorian	20
Edoan	28
Human	40
Surgery	23
Small Equipment Systems Operation	36

Notes:

Lt. Hadley is a strong woman, physically and emotionally. Though not exceptionally skilled in *Psychology*, she has a warm, maternal personality. She is always willing to listen to her fellow crewmembers when they need to talk. Though only in her late 20s, younger crewmembers call her "Mother Lucky".



Name: SIKAY, Jacob E.
Rank/Title: Lieutenant
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Assistant Security Chief

Race: Human
Sex: Male
Attributes:

STR - 55 CHA - 65
END - 83 LUC - 70
INT - 73 PSI - 12
DEX - 60

Significant Skills	Rating
Marksmanship, Modern	53
Personal Combat, Unarmed	46
Security Procedures	40
Shuttlecraft Pilot	40
Streetwise	48

Notes:

Lt. Sikay's entire family was killed during the Battle of Sinbad IV in the Four Years War. As a young child, he lived a barbaric existence with a handful of other survivors until the Federation recaptured the planet. He generally keeps to himself and does not discuss those experiences. He has a burning, even irrational, hatred for Klingons, and will do anything to seek revenge.

Name: T'LORIS
Rank/Title: Ensign
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Transporter Chief

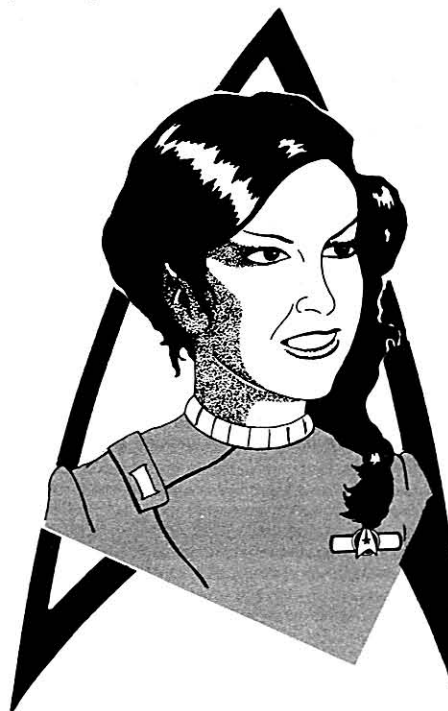
Race: Vulcan
Sex: Female
Attributes:

STR - 75 CHA - 60
END - 71 LUC - 42
INT - 81 PSI - 57
DEX - 63

Significant Skills	Rating
Computer Operation	30
Computer Technology	38
Deflector Shield Technology	30
Marksmanship, Modern	24
Mechanical Engineering	47
General Medicine, Vulcan	36
Personal Combat, Unarmed	41
Shuttlecraft Systems Technology	40
Transporter Operational Procedures	48
Transporter System Technology	49

Notes:

T'loris diversified her skills too much, "because it is not logical to know only one field well". Being 30 years old and still an Ensign, she now realizes the mistake, and expresses the Vulcan equivalent of remorse: an obstinate silence while performing her duties.



NON-PLAYER CHARACTERS

MAJOR NPCs

A number of other characters, generated in some detail, play important roles in this adventure. These include: Kr. Mikil Hartewicce, Commodore Niccomachi, Fleet Captain Sufik, Captain (later Commodore) Gouthar, high-ranking officers of the Axanar Culture Mission, young Fexor, the *Cooper's* Supply Officer, the Klingon officer commanding the *K'i'suka*, and the Klingon officer commanding the Klingon task force. They are designed to be NPCs, though they could be used as player characters at the gamemaster's discretion. If that is done, then the course of the adventure and the role of that individual in it should be described to that player before the start of play. Additional suggestions on the use of these characters as player characters appear in **Running A Large Group in Gamemaster's Notes**.

Name: SMYTHE, John Q. "Squirrel"

Rank/Title: Lieutenant, jg

Current Assignment: Military Operations Command
USS *Cooper*, NCC-4791

Position: Chief Supply Officer

Race: Human

Age: 35

Sex: Male

Attributes

STR - 69	CHA - 65
END - 67	LUC - 64
INT - 82	PSI - 69
DEX - 56	

Combat Statistics:

To-Hit Numbers—
Modern: 38
HTH: 45

Bare-Hand Damage: 1D10 + 6
AP: 9

Significant Skills

Administration	51
Artistic Expression, Ice Sculpture	21
Computer Operation	44
Computer Technology	44
Damage Control Procedures	11
Environmental Suit Operations	15
Gaming, 2-dimensional chess	19
Languages	
Orion	17
Tellarite	11
Leadership	38
Life Support Systems Technology	50
Marksmanship, Modern	20
Mechanical Engineering	40
General Medicine, Human	30
Negotiation/Diplomacy	22
Personal Combat, Unarmed	34
Personal Weapons Technology	52
Physical Sciences	
Computer Science	15
Mathematics	15
Small Equipment Systems Operation	18
Small Equipment Systems Technology	35
Social Sciences	
Law, Federation	18
Racial Culture/History, Federation	41
Space Sciences, Astronautics	20
Trivia, Trade and Commerce	29

Rating

Distinguishing Physical Characteristics:

Lt. Smythe is a freckled, sandy-haired bear of a man. He usually has a sleepy expression on his face, and his uniform always seems to look as though he has slept in it.

Brief Personal History:

Birthplace: New York, U.S.A., Terra.

Cadet Cruise, Merchant Marines Command.

Merchant Marines Command, 1 year.

Galaxy Exploration Command, 4 years.

Star Base 14, 4 years.

Lt. Smythe discovered the advantages of trade and commerce while very young. After successfully cornering the local market on several youth-oriented collectibles (including antique baseball cards), he decided he would try for bigger game: the United Federation of Planets. Ironically, his cadet cruise and first term were in the 'Merchant' Marines. He has proven to be a born entrepreneur. Once, while on an Orion trading world, he traded an entire case of burned-out, unchargeable phaser power packs for a brand-new, fully-charged Klingon disruptor rifle. Though he never promised the power packs would work, he made a speedy escape shortly after.

Personality:

Motivations/Desires/Goals:

John Smythe is the perfect, fanatical supply officer — he hoards everything he can. Getting his nickname from his ability to 'squirrel' away critical supplies for future emergencies, Lt. Smythe is reluctant to release his precious goods to anyone. (This is partly why Smythe is still a junior-grade Lieutenant.) Though not a brave man, he has his odd moments of courage. In battle, he strongly encourages the Helmsman/Weaponry Officer to move into point-blank range before firing photon torpedoes, "so they won't be wasted". He gets especially upset when his shuttlecraft are damaged, and he pesters Commander Markova until any such craft are repaired. Even his ice sculptures are recyclable.

John Smythe is looking forward to retiring from the service so that he can open up his own trading firm. He hopes to retire before his unorthodox techniques get him thrown out.

Manner:

Smythe's sleepy look is only for show. He is a shrewd bargainer, and his trading associates (including other Star Fleet supply personnel) tend to underrate his ability. Smythe will berate (as loudly as his victim's rank will permit) anyone who wastes equipment or supplies, and he always comes up with the 'cheapest' solution to any problem. Although they share a common regard for regulations, Smythe does not get along with Commander Buchwalter, because Buchwalter's 'stunts' tend to be hard on equipment.

Special Knowledge/Powers:

Having been stationed at Star Base 14, Smythe has had several encounters with Captain Gouthar, and he cannot think of anyone he dislikes more. Gouthar is very hard on certain kinds of equipment, including greatly-coveted liquor supplies.

This is another real 'character' for the gamemaster to enjoy handling. Except for the trillithium swap, Smythe has no specific part in the adventure. A number of minor encounters are possible, and the gamemaster should make the most of them. A spirited argument between Buchwalter and Smythe should prove an interesting test for the gamemaster's own role-playing abilities.



Name: NICCOMACHI, Antonia M.
Rank/Title: Commodore
Current Assignment: Star Fleet Headquarters Command
 Star Base 23
Position: Base Commandant
Race: Human
Age: 57
Sex: Female
Attributes:

STR - 51	CHA - 55
END - 47	LUC - 21
INT - 60	PSI - 61
DEX - 55	

Significant Skills	Rating
Administration	72
Carousing	33
Computer Operation	65
Environmental Suit Operation	38
Language, Klingonaaase	46
Leadership	56
Life Sciences	
Botany	38
Zoology	46
Negotiation/Diplomacy	20
Planetary Sciences, Geology	50
Social Sciences	
Law, Federation	65
Racial Culture/History, Federation	33
Space Sciences, Astronautics	61
Starship Combat Strategy/Tactics	40
Starship Sensors	58

Notes:

Commodore Niccomachi has served in every branch of Star Fleet's Operating Forces except the Marine Corps. After rising through the ranks, she finally attained her goal of commanding a Star Base. She has worked with Jarv Gouthar, but she does not get along well with him.

Niccomachi is transferred from Star Base 23 to Star Fleet Intelligence, Klingon Sector, during the course of the adventure. A scientist by profession, she will devote her talents toward maintaining peace in accord with the Organian non-intervention policy. She is a fair officer, and realizes Gouthar is unfairly harassing Masfield.



Name: SUFIK
Rank/Title: Fleet Captain
Current Assignment: Military Operations Command
 USS Mirfak, NCC-4823
Position: Captain
Race: Vulcan
Age: 52
Sex: Male
Attributes:

STR - 72	CHA - 60
END - 65	LUC - 40
INT - 67	PSI - 88
DEX - 57	

Significant Skills	Rating
Administration	63
Computer Operation	55
Deflector Shield Operation	40
Leadership	77
Marksmanship, Modern	38
General Medicine, Vulcan	44
Negotiation/Diplomacy	43
Small Equipment Systems Operation	34
Space Science, Astrogration	52
Starship Combat Strategy/Tactics	91

Notes:

Having served the majority of his time in Merchant Marines and Colonial Operations Commands, Fleet Captain Sufik now commands the *USS Mirfak*. He was transferred briefly to the *USS Republic*, an *Enterprise* Class cruiser, to take command of Tactical Encounters XXVI. He takes his duties seriously, and he was honored to be selected as Fleet Captain for the major tactical exercise.

Though he never requested a combat assignment, Sufik has participated in several ship-to-ship skirmishes near the Triangle. He is one of the most skillful combat strategists in Star Fleet.



Name: GOUTHAR, Jarv
Rank/Title: Commodore
Current Assignment: Star Fleet Headquarters Command
 Star Base 14
Position: Assistant Base Commandant
Race: Tellarite
Age: 49
Sex: Male
Attributes:

STR - 64	CHA - 52
END - 78	LUC - 28
INT - 72	PSI - 01
DEX - 62	

Significant Skills	Rating
Administration	64
Carousing	40
Computer Operation	46
Gaming, Tellarite Boardgames	30
Leadership	55
Negotiation/Diplomacy	17
Personal Combat, Unarmed	45
Social Science, Federation Law	32
Starship Combat Strategy/Tactics	51
Starship Helm Operation	40
Starship Weaponry Operation	58
Streetwise	49

Notes:

Jarv Gouthar, a newly-promoted Commodore and Assistant Base Commandant, becomes Star Base 14's Commandant before the adventure is over. Though there are periods when he is almost tolerable to be around, he has resented Commodore Masfield for a number of years, as described in *The Worst Of Friends*.

When the *Cooper* enters Star Base 14's area of jurisdiction, Gouthar sees the situation as another opportunity to seek revenge for the Academy incident. By forcing the *Cooper* to follow unreasonable administrative procedures (including weekly status reports), Gouthar hopes to catch Masfield in a violation of his orders. As a result of Masfield's insubordination, Gouthar will act, as described in *Stern Chase, Long Chase and Court-Martial*.

Gouthar does not believe there could be Klingon ships so deep within Federation territory. As a result, he assumes Commodore Masfield is trying to deceive him somehow, which infuriates him even further. Gouthar is obnoxious to work with (and even worse to work under), but he does not wish to endanger the Federation. He may be a blind fool, but he is not a traitor.



Name: WIGGAN, Michelle
Rank/Title: Captain
Current Assignment: Colonial Operations Command
 Axanar Culture Mission
Position: Senior Administrative Officer
Race: Human
Age: 38
Sex: Female
Attributes:

STR - 60	CHA - 57
END - 58	LUC - 96
INT - 58	PSI - 58
DEX - 79	

Significant Skills	Rating
Administration	62
Carousing	22
Computer Operation	35
Language, Axanarian	40
Leadership	48
Marksmanship, Modern	50
Medical Science, Psychology, Axanarian	02
Negotiation/Diplomacy	10
Personal Combat, Unarmed	69
Security Procedures	40
Shuttlecraft Pilot	30
Social Sciences	
Law, Federation	72
Racial Culture/History, Axanarian	08
Racial Culture/History, Federation	26
Starship Sensors	31

Notes:

Captain Wiggan has served in numerous assignments throughout the Federation, including aboard the *USS Yamato*, an *Enterprise* Class cruiser. Her duty on Axanar is to coordinate the activities of the Axanar Culture Mission's sociologists and support personnel. So far, it has been a thankless task and somewhat frustrating as well.

Wiggan is a competent officer, but a little out of her depth here. When she authorizes the acquisition of Federation teaching manuals translated in Axanarian and receives shipments of starship components instead, it is enough to ruin anyone's day. She has difficulty dealing with Captain Kinnexa because he is so egotistical.

A delightful person to be around under better conditions, Wiggan's ability to serve as a gracious hostess is strained to its limits. She would appreciate anything the crew of the *Cooper* could do to help her out.



Name: KINNEXA **Rank/Title:** Captain
Current Assignment: Colonial Operations Command
 Axanar Culture Mission
Position: Senior Sociologist
Race: Axanarian
Age: 39
Sex: Male
Attributes:

STR -	59	CHA -	48
END -	79	LUC -	63
INT -	66	PSI -	01
DEX -	63		

Significant Skills	Rating
Administration	58
Computer Operation	87
Environmental Suit Operation	30
Language, Galacta	63
Leadership	47
Life Science, Ecology	30
Physical Science, Computer. Science	40
Planetary Science, Meteorology	35
Planetary Survival, Arctic	38
Social Sciences	
Racial Culture/History, Axanarian	60
Racial Culture/History, Federation	25
Space Science, Astrogation	41
Starship Sensors	46

Notes:

A perfect representative of his race, Captain Kinnexa is an egomaniac, at least by Human standards. He served admirably aboard the *USS Discovery*, a *Constitution* Class cruiser, earlier in his career. Back home again, he now complicates the lives of all of his colleagues. Kinnexa likes to keep his nose in everything that goes on at the Culture Mission, spending all his free time studying the "War for Liberation", the Axanarian term for the Four Years War.

A skilled officer and technician, Kinnexa could be of inestimable value if he cooperates with the group. Gaining his cooperation, however, is not an easy task. He will be officious, uninformative, and generally a major pain, if given the slightest chance.



Name: GOSS, Elizabeth P.
Rank/Title: Lieutenant/M.D.
Current Assignment: Colonial Operations Command
 Axanar Culture Mission
Position: Senior Medical Officer
Race: Human
Age: 37
Sex: Female
Attributes:

STR -	50	CHA -	77
END -	64	LUC -	32
INT -	82	PSI -	02
DEX -	52		

Significant Skills	Rating
Administration	40
Computer Operation	65
Computer Technology	31
Languages	
Axanarian	10
Classical Greek	42
Leadership	30
Medical Sciences	
General Medicine, Axanarian	51
General Medicine, Caitian	60
General Medicine, Human	37
Pathology	45
Psychology, Axanarian	61
Psychology, Human	40
Surgery	46

Notes:

Dr. Goss, a very charming and attractive woman, was the Chief Medical Officer aboard the *Cooper* on its first mission. She requested duty at the Culture Mission seven years ago, when she was serving aboard the *USS Ticonderoga*, a *Constitution* Class cruiser. Her request was granted just before the *Cooper* began its second mission. As a result, she began practicing medicine on Axanar, and Dr. Chu came on as Ship's Surgeon.

Goss plans to write several dissertations regarding her theories on the Axanarian personality for the Office of the Surgeon General. Though she does not enjoy Captain Kinnexa, Dr. Goss understands his ways of thinking. She has a lot of respect for Captain Wiggan, who seems to be in a difficult position.

Name: FEXOR
Race: Axanarian
Age: 13
Sex: Male
Attributes:

STR -	47	CHA -	60
END -	67	LUC -	49
INT -	41	PSI -	07
DEX -	58		

Significant Skills	Rating
Languages	
Galacta	13
Klingonaase	20
Planetary Survival, Arctic	26
Social Science	
Racial Culture/History, Axanarian	18
Streetwise	13

Notes:

Fexor, still a child, does not yet have the strength or intelligence he will have in a few years. His endurance is already very high, however, due to his harsh environment. He is more charismatic than the typical Axanarian. Though shy and introverted by adult Axanarian standards, he is precocious and very willing to talk with strangers, including the *Cooper* crew. Enough of a man to lead the wilderness party, Fexor is also young enough to cry when things do not go well.



Name: HARTEWICCE, Mikil
Rank/Title: Kraftmann/M.D., Ph.D., L.A.D.
Current Assignment: Civilian, under jurisdiction of
 Star Fleet Intelligence Command
 Arcanis Four Research Outpost

Position: Historian

Race: Human

Age: 71

Sex: Male

Attributes

STR - 43	CHA - 51
END - 49	LUC - 35
INT - 70	PSI - 32
DEX - 41	

Significant Skills	Rating
Administration	61
Communication Systems Operation	08
Communication Systems Technology	09
Computer Operation	74
Environmental Suit Operation	34
Instruction	66
Languages	
Axanarian	22
Klingonaase	30
Leadership	35
Life Sciences	
Bionics	67
Genetics	74
Zoology	23
General Medicine, Human	20
Physical Sciences	
Computer Science	45
Physics	40
Planetary Science, Geology	50
Social Sciences	
Law, Federation	29
Racial Culture/History, Axanarian	39
Racial Culture/History, Federation	88
Space Science, Astrogration	23
Starship Sensors	48

Notes:

Hartewicce is an eccentric, sometimes-brilliant, reclusive research scientist. For the past 17 years, he has lived alone on Arcanis, studying the Four Years War and making all his notations on tablecloths. He has created a new theory about the Klingon Empire's strategy for starting that war, a synopsis of which appears under Klingon Strategy: A New Theory in The Four Years War.

The term "Kraftmann" is a title of learning received on Delta Twelve, similar to the term "Professor", but denoting greater scholastic merit. His medical degree, though based on his work in genetics and bionics, is honorary.



INCIDENTAL CREWMEMBERS

These incidental officers and crewmen perform specific functions and provide a pool from which a landing party can be drawn. They are not described in great detail.

Additional characters may be freely created, of course, and substituted for any presented here. These characters allow the gamemaster to introduce needed personnel quickly, without having to generate them. The only limitation on creating such characters is to be realistic when giving them their skills. For example, there will be very few personnel on board with high skill ratings in *Racial Culture/History*, *Axanarian*, or *Trivia*, *Klingon Biological Equipment*, because those subjects are not often studied by Federation personnel. Use care in creating experts where no experts are likely to exist.

Name: COE, Elijah X.

Rank/Title: Lieutenant

Current Assignment: Military Operations Command,
 USS Cooper, NCC-4791

Position: Security Officer (Shuttle)

Race: Human

Sex: Male

Attributes:

STR - 64	CHA - 57
END - 54	LUC - 58
INT - 63	PSI - 01
DEX - 55	

Significant Skills	Rating
Marksmanship, Modern	56
Personal Combat, Unarmed	47
Planetary Science, Meteorology	18
Survival, Arctic	20
Security Procedures	40
Shuttlecraft Pilot	44

Name: MICHAELS, Thomas B.

Rank/Title: Ensign

Current Assignment: Military Operations Command,
 USS Cooper, NCC-4791

Position: Security Officer

Race: Human

Sex: Male

Attributes:

STR - 47	CHA - 52
END - 65	LUC - 26
INT - 74	PSI - 24
DEX - 61	

Significant Skills	Rating
Computer Operation	32
Language, Klingon	15
Marksmanship, Modern	92
Personal Combat, Unarmed	41
Physical Science, Chemistry	38
Security Procedures	44
Shuttlecraft Pilot	30
Small Unit Tactics	30



Name: LAWRENCE, Gerald
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Security Officer
Race: Human
Sex: Male
Attributes:

STR - 62 CHA - 52
END - 60 LUC - 34
INT - 61 PSI - 40
DEX - 64

Significant Skills	Rating
Environmental Suit Operation	40
Marksmanship, Modern	44
Personal Combat, Unarmed	60
Planetary Science, Meteorology	13
Security Procedures	47
Shuttlecraft Pilot	30
Streetwise	12

Name: THAAN, Shar
Rank/Title: Ensign
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Security Officer (Shuttle)
Race: Andorian
Sex: Male
Attributes:

STR - 83 CHA - 54
END - 73 LUC - 34
INT - 71 PSI - 01
DEX - 63

Significant Skills	Rating
Marksmanship, Modern	72
General Medicine, Andorian	27
Personal Combat, Unarmed	57
Planetary Science, Meteorology	18
Security Procedures	50
Shuttlecraft Pilot	45



Name: MacDOUGALL, Angus P.
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Engineering Officer (Fabrication)
Race: Human
Sex: Male
Attributes:

STR - 71 CHA - 55
END - 60 LUC - 69
INT - 62 PSI - 01
DEX - 53

Significant Skills	Rating
Deflector Shield Technology	40
Mechanical Engineering	62
General Medicine, Human	37
Survival, Arctic	24
Starship Weaponry Technology	40

Name: IXAN
Rank/Title: Lieutenant
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Physician
Race: Edoan
Sex: Male
Attributes:

STR - 56 CHA - 58
END - 59 LUC - 26
INT - 53 PSI - 44
DEX - 84

Significant Skills	Rating
Computer Operation	40
Language, Klingon	14
Marksmanship, Modern	27
General Medicine	
Edoan	39
Human	61
Vulcan	39
Pathology	40
Psychology	
Edoan	40
Human	46
Streetwise	11

Name: HALL'TH, Shrev
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Geophysicist
Race: Andorian
Sex: Male
Attributes:

STR - 60 CHA - 60
END - 91 LUC - 73
INT - 66 PSI - 09
DEX - 63

Significant Skills	Rating
Computer Operation	60
Environmental Suit Operation	43
Life Sciences	
Bionics	38
Botany	40
Genetics	25
Personal Combat, Unarmed	24
Physical Science, Chemistry	49
Planetary Science, Meteorology	48
Starship Sensors	48
Streetwise	12

Name: YALKOVICH, George
Rank/Title: Lieutenant, jg
Current Assignment: Military Operations Command,
USS Cooper, NCC-4791
Position: Astrophysicist
Race: Human
Sex: Male
Attributes:

STR - 62 CHA - 57
END - 68 LUC - 34
INT - 68 PSI - 34
DEX - 50

Significant Skills	Rating
Computer Operation	50
Environmental Suit Operation	30
Life Science, Exobiology	38
Marksmanship, Modern	30
Physical Science, Chemistry	30
Planetary Sciences	
Hydrology	49
Meteorology	15
Small Equipment Systems Operation	37
Space Sciences	
Astronomy	50
Astrophysics	50
Starship Sensors	40

FEDERATION AND KLINGON SHIP CAPTAINS

Brief statistics on the Federation and Klingon ship Commanders in the confronting task forces are also provided. Although these NPCs have a purpose in play, specific elements of their personality are not essential to the development of the story. Should the gamemaster want to provide additional interaction between the Klingon and Federation forces, these characters can be expanded in detail.

Name: LIEU, Teeko kal
Rank/Title: Commodore
Current Assignment: Military Operations Command,
USS Rasalgethi, NCC-1557

Position: Captain
Race: Human
Age: 51
Sex: Male
Attributes:

STR - 56 CHA - 60
END - 62 LUC - 32
INT - 66 PSI - 01
DEX - 63

Significant Skills	Rating
Administration	56
Computer Operation	58
Leadership	56
Negotiation/Diplomacy	26
Social Science, Federation Law	51
Space Science, Astrogation	68
Starship Combat Strategy/Tactics	70

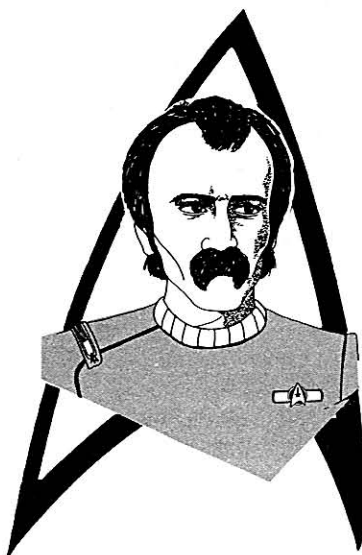
Notes:
Unless something unforeseen happens (such as death in the combat), Commodore Lieu will serve as the ranking Officer of the Court at the trial.

Name: ERHAFTLICH, Cabot R.
Rank/Title: Commodore
Current Assignment: Military Operations Command,
USS Bosch, NCC-21035

Position: Captain
Race: Human
Age: 45
Sex: Male
Attributes:

STR - 64 CHA - 51
END - 62 LUC - 77
INT - 61 PSI - 29
DEX - 62

Significant Skills	Rating
Administration	52
Leadership	66
Negotiation/Diplomacy	44
Social Science, Federation Law	60
Starship Combat Strategy/Tactics	72



Name: O'HARA, Phernilla
Rank/Title: Captain
Current Assignment: Military Operations Command,
USS Silverion, NCC-4752

Position: Captain
Race: Human
Age: 39
Sex: Female
Attributes:

STR - 48 CHA - 75
END - 62 LUC - 28
INT - 64 PSI - 59
DEX - 64

Significant Skills	Rating
Administration	52
Computer Operation	56
Leadership	68
Negotiation/Diplomacy	50
Starship Combat Strategy/Tactics	75

Notes:
Captain O'Hara serves as an Officer of the Court in the court-martial.

Name: FORRESTOR, Suzanne A.
Rank/Title: Captain
Current Assignment: Military Operations Command,
USS Pollux, NCC-5157

Position: Captain
Race: Human
Age: 56
Sex: Female
Attributes:

STR - 60 CHA - 63
END - 65 LUC - 25
INT - 55 PSI - 26
DEX - 55

Significant Skills	Rating
Administration	52
Leadership	79
Negotiation/Diplomacy	30
Starship Combat Strategy/Tactics	66

Name: SHNEV, Soosanish
Rank/Title: Captain
Current Assignment: Military Operations Command,
USS Dubhe, NCC-5038

Position: Captain
Race: Andorian
Age: 47
Sex: Male
Attributes:

STR - 77 CHA - 52
END - 71 LUC - 36
INT - 60 PSI - 44
DEX - 58

Significant Skills	Rating
Administration	64
Leadership	78
Negotiation/Diplomacy	49
Social Science, Federation Law	53
Starship Combat Strategy/Tactics	79

Notes:
Captain Shnev serves as an Officer of the Court in the court-martial.



Name: DESJARDIN, Sheri G.
Rank/Title: Captain
Current Assignment: Military Operations Command,
 USS Sadr, NCC-5196
Position: Captain
Race: Human
Age: 48
Sex: Female
Attributes:

STR - 60 CHA - 58
 END - 63 LUC - 72
 INT - 81 PSI - 47
 DEX - 59

Significant Skills	Rating
Administration	63
Computer Operation	69
Environmental Suit Operations	51
Leadership	67
Marksmanship, Modern	57
Negotiation/Diplomacy	45
Physical Sciences	
Computer Science	55
Physics	61
Space Science, Astrogation	54
Starship Combat Strategy/Tactics	66

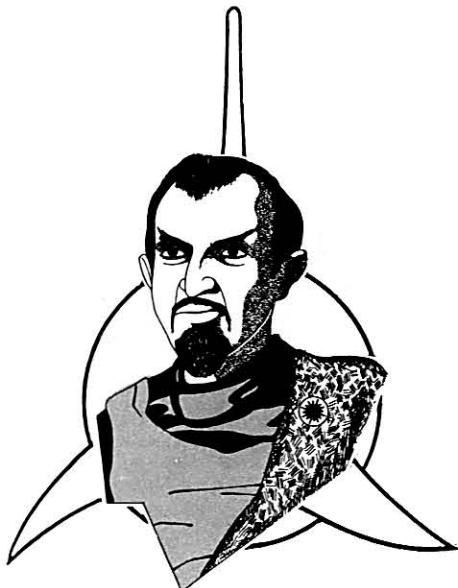
Name: KLIST zantal Kufey
Rank/Title: Captain
Current Assignment: Ninety-Seventh ICB Operations Force
 IKS K'ti'suka
Position: Captain
Race: Human-Klingon Fusion
Age: 52
Sex: Male
Attributes:

STR - 52 CHA - 33
 END - 51 LUC - 28
 INT - 61 PSI - 02
 DEX - 56

Significant Skills	Rating
Administration	54
Computer Operation	29
Interrogation	85
Language, Galacta	50
Leadership	69
Negotiation/Diplomacy	57
Personal Combat, zhal sta	41
Social Sciences	
Racial Culture/History, Federation	39
Racial Culture/History, Klingon	35
Starship Combat Strategy/Tactics	38

Notes:
 Klist is the superstitious Commander of the K'ti'suka. Though he is still a Captain, he is already a "zantal", and he believes he may be promoted to Admiral if things go well on this mission.

Klist's primary goal is to get the Klingon equipment and documents back to Klingon space. He decided to take his time on the journey back to Kinza D'elma, travelling at under Warp 7. He savored the travel through Federation space, regarding the incursion as an insult to Star Fleet. He does not, however, have any idea that the Cooper and several other Federation warships are following him. If it becomes apparent that his Federation captives have no value, he will order them killed.



Name: KASUT zantal Pashwut
Rank/Title: Admiral
Current Assignment: Ninety-Seventh ICB Operations Force
 IKS Varg'cel, D-10 cruiser
Position: Captain
Race: Human-Klingon Fusion
Age: 50
Sex: Male
Attributes:

STR - 65 CHA - 29
 END - 39 LUC - 19
 INT - 70 PSI - 01
 DEX - 46

Significant Skills	Rating
Administration	78
Computer Operation	46
Interrogation	70
Language, Galacta	44
Leadership	52
Negotiation/Diplomacy	36
Social Sciences	
Racial Culture/History, Federation	20
Racial Culture/History, Klingon	26
Starship Combat Strategy/Tactics	71

Notes:
 As well as being the Captain of the Varg'cel, Kasut is also the Cruiser Group Leader, in command of the entire operation. IKS Varg'cel has a low Crew Efficiency Rating due to poor morale (no one expects to return home alive). Kasut is aware of the K'ti'suka's orders, as described in Mission of the K'ti'suka.

This intelligence operation is important, but Kasut has been instructed not to suffer heavy casualties. It is the Klingon Imperial Security Officers aboard the flagship that will force Kasut to order a retreat.

Name: KUSON sutal Zalcvog
Rank/Title: Captain
Current Assignment: Ninety-Seventh ICB Operations Force
 IKS Tewniwa, D-7M cruiser
Position: Captain
Race: Human-Klingon Fusion
Sex: Male
Attributes:

STR - 67 CHA - 36
 END - 73 LUC - 30
 INT - 61 PSI - 11
 DEX - 63

Significant Skills	Rating
Interrogation	67
Leadership	51
Negotiation/Diplomacy	58
Starship Combat Strategy/Tactics	39

Notes:
 Kuson got command of this ship because he comes from an influential line, not because he is competent.

Name: KUERL sutal Xypeni
Rank/Title: Captain
Current Assignment: Ninety-Seventh ICB Operations Force
 IKS Tebtivu, D-7M cruiser
Position: Captain
Race: Human-Klingon Fusion
Sex: Male
Attributes:

STR - 58 CHA - 36
 END - 69 LUC - 27
 INT - 65 PSI - 05
 DEX - 63

Significant Skills	Rating
Interrogation	65
Leadership	48
Negotiation/Diplomacy	50
Starship Combat Strategy/Tactics	42

Name: KOPEL satal Neygebh
Rank/Title: Captain
Current Assignment: Ninety-Seventh ICB Operations Force
IKS Kaxfw, D-18B destroyer
Position: Captain
Race: Human-Klingon Fusion
Sex: Male
Attributes:

STR - 70	CHA - 53
END - 63	LUC - 28
INT - 59	PSI - 39
DEX - 62	

Significant Skills	Rating
Interrogation	71
Leadership	93
Negotiation/Diplomacy	58
Starship Combat Strategy/Tactics	66

Notes:
 Captain Kopel, one of the most dynamic and diplomatic ship commanders in the Klingon Imperial Navy, is also the Destroyer Group Leader. Every crewman was hand-picked for his high level of competence and personal loyalty. As a result of these measures, the *IKS Kaxfw* has a high Crew Efficiency Rating.



Name: KEDUM satal Gavicx
Rank/Title: Commander
Current Assignment: Ninety-Seventh ICB Operations Force
IKS Kyjecum, D-18B destroyer
Position: Captain
Race: Imperial Klingon
Sex: Male
Attributes:

STR - 62	CHA - 38
END - 62	LUC - 01
INT - 69	PSI - 01
DEX - 65	

Significant Skills	Rating
Interrogation	73
Leadership	75
Negotiation/Diplomacy	23
Starship Combat Strategy/Tactics	42

Notes:
 Commander Kedum is an Imperial Klingon, and he does not appreciate being commanded by Adm. Kasut, a Human-Klingon Fusion.



Name: KEBU satal Qarmduct
Rank/Title: Commander
Current Assignment: Ninety-Seventh ICB Operations Force
IKS Ganh Wusav, D-18B destroyer
Position: Captain
Race: Imperial Klingon
Sex: Male
Attributes:

STR - 69	CHA - 36
END - 69	LUC - 28
INT - 61	PSI - 02
DEX - 61	

Significant Skills	Rating
Interrogation	49
Leadership	63
Negotiation/Diplomacy	28
Starship Combat Strategy/Tactics	69

Notes:
 Kebu, like Kedum, does not enjoy being commanded by the 'half-breed', Adm. Kasut. Kebu will, however, take advantage of the situation to gain points in the *komerex zha*.



AXANAR LIBRARY DATA

The players can discover the following background information by accessing the ship's computer. Alternately, Captain Wiggan of the Axanar Mission can relay this information to the player characters while she is giving them the tour.

World Log : AXANAR

System Data

System Name:	Delta Orcus
Map Coordinates:	2.455S .47W
Number of Class M Present:	1

Planetary Data

Position in System:	I
Number of Satellites:	0
Planetary Gravity:	1.12 G
Planetary Size	
Diameter:	14,330 km
Equatorial Circumference:	50,420 km
Total Surface Area:	645,124,000 sq km
Percent Land Mass:	11 percent
Total Land Area:	70,963,000 sq km

Planetary Conditions

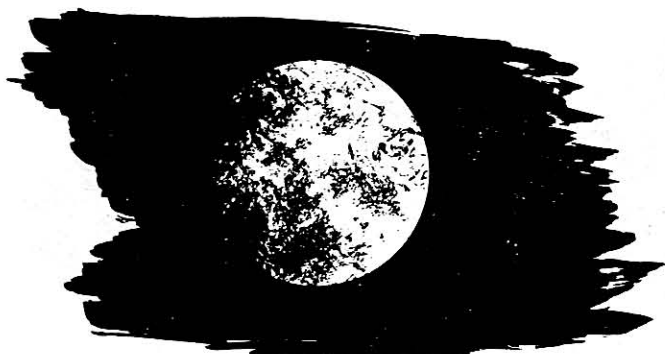
Length Of Day:	27 hr
Atmospheric Density:	Terrestrial
General Climate:	Arctic

Mineral Content

Normal Metals:	10 %
Radioactives:	9 %
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	12 %

Cultural Data

Dominant Life Form:	Axanarians
Type:	Sentient Humanoid
Size:	Average
Technological/Sociological Index:	677663-46
Planetary Trade Profile:	DDBFEEE/D (D)



AXANAR

Axanar is the first of three planets orbiting the type KO orange dwarf star Delta Orcus. The other two planets are unremarkable gas giants, though Delta Orcus III has an unusually interesting ring formation similar to Sol VI (Saturn), but more intricate. Slightly denser than Terra, Axanar is also larger and has much larger bodies of water. Although it is closer to its sun than Terra, it has an arctic climate because its sun is cooler than Sol. The planet has an almost circular orbit, and because it possesses an axial tilt of only 11 degrees and such large temperature-moderating seas, there is little difference between seasons.

HISTORY OF AXANAR

Discovered in Stardate 0/65 by a Terran scoutship, the United Nations logged the planet and its sentient inhabitants for future references. A number of years after the United Federation of Planets was formed, a Star Fleet scout returned to Axanar to determine whether the first visit had had any effect on Axanar's developing culture. The Axanarians killed all but one member of the landing party, and the Federation placed the planet under an interdiction. The next time a Star Fleet ship entered the system, many years later, a previously unknown Klingon task force found and quickly destroyed the vessel. **The Planet Axanar** section of **The Four Years War** contains additional information on Star Fleet's contacts with Axanar.

Axanar played a unique role in the Four Years War. Tribal leaders formed an unexpected alliance with the Klingon Empire in Stardate 1/9409. The first and second major fleet actions of the war were fought to maintain the security of Federation space near Axanar and to prevent supplies from reaching the Klingons on Axanar (see **The War** section of **The Four Years War**).

The Four Years War ended when the Klingons finally surrendered. Senior Klingon delegates travelled to Axanar to meet with the Federation's delegates, the Axanar Peace Mission. After skillful diplomatic negotiations, the Treaty of Axanar, signed on Stardate 1/9806.13, officially ended the Four Years War. After the Federation Supreme Assembly made Axanar a Federation protectorate for sociological study and development, the Axanar Peace Mission changed its role to that of a Culture Mission. Axanar will hold its current status as a protectorate until Stardate 2/49, at which time it may petition the UFP for full membership. In the meantime, the Axanar Culture Mission's role is to alter gradually the Axanarians' sociopolitical system, while informing them of the Federation, its culture, and its history (see **The Consequences** section of **The Four Years War** for additional information).

AXANARIAN PHYSIOLOGY

Axanar's native sentient race is very much like that of Humans in appearance. A little shorter and with a higher mass-to-height ratio, their development is indicative of a slightly higher gravity. Physically, they are most like the Mongoloid race (Aleutian sub-category) on Terra, with their adaptations to a cold climate, including a thicker layer of epithelial tissue and epicanthal folds over the eyes. Their skin color is paler than Caucasian Humans, due to blood vessels located deeper below the skin, their eyes interpret light differently, and internal organ arrangements are different from *Homo Sapiens Terrestrius*.

One of the most interesting characteristics of Axanarians, though, is their sense of individual self-importance. Because of their few-but-traumatic encounters with Humans and Klingons, they think the war was fought entirely for their 'liberation'. Many of them now feel they have a special role of enormous importance to play, wherever in space they might go. Some even believe they are racially superior to both Humans and Klingons. Though only a handful of Axanarians have ever been off their home planet, a few have been selected for Star Fleet service. They perform their duties well, but their enormous egos disrupt their interpersonal dynamics with other races.

TRADE PROFILE

Despite having a large planet and adequate land masses for their relatively small population, Axanarians have a need for some of the most fundamental trade goods, including certain foodstuffs that do not grow well in the harsh climate. Raw materials and base compounds are also in demand, as well as all types of technologically-advanced manufactured goods. The only items in little demand are luxury goods, for which the average Axanarian sees little need.

Though unusually poor in ferrous metals and similar ore compounds, Axanar does have unusually rich deposits of certain special minerals and metallic rare earths, including pergium, celebium, and algobarium. Many of these deposits are untouched to date, due to Axanar's current status as a UFP sociological protectorate. Should Axanar join the Federation, the rapid development of these resources would undoubtedly follow with great speed.

Axanar's primary export is a rare liqueur made from a certain species of fungus found only in a few caves. Processed by an ancient but complicated technique of fermentation and aging, the liqueur is prized for its unusual flavor, texture, and scarcity. Axanarians only use it for certain religious ceremonies performed by primitive native tribes. Every effort to synthesize the necessary raw materials has failed, and only several dozen bottles are manufactured each year for off-planet consumption, making it one of the rarest and most sought-after beverages in the Federation.

THE AXANARIAN CHARACTER

Though there is no need to generate additional Axanarian NPCs for this adventure, the gamemaster may wish to have such characters in other adventures. Axanarians are a little stronger, luckier, and harder than Humans, but they are not quite as dexterous or agile. Due to their egocentric personalities, they are neither as charismatic as Humans, nor do they have as much psionic potential.

The climate of their planet gives all Axanarians some degree of skill in surviving cold weather. Not including bonus points used in character generation, their basic attribute scores are given below. Finally, their INACT SAVE is 15, not 20 as with Humans and most other races. Their AP is based on DEX divided by 10 (rounded down) plus 3, instead of 4.

Attributes:

STR	-45 + 3D10	CHA	-30 + 3D10
END	-45 + 3D10	LUC	-1D100 + 5
INT	-40 + 3D10	PSI	-1D100 - 35
DEX	-35 + 3D10		

Significant Skills

Planetary Survival, Arctic

Rating

10 + 4D10



GAMEMASTER'S NOTES

RUNNING THE ADVENTURE

CREATING SUSPENSE

Before the adventure begins, the gamemaster should inform the players of the events leading up to Commodore Niccomachi's first message. After relaying that message, the gamemaster should present the mission as a simple, but time-consuming assignment to transport a scientist for Star Fleet. Then, just let events unfold, and allow the players to set the tone for the adventure. They will realize soon enough that things are not quite so simple.

For example, when the group reaches Arcanis and meets with an eccentric scientist who obstinately refuses to cooperate, they will feel the frustration of having their mission changed into a wild goose chase. After wasting time fighting with Gouthar and Kinnexa, then not finding any evidence of a Klingon base, the last-second encounter between Fexor and Lt. Winters should come as a severe shock. The key themes of this adventure are: long periods of monotonous travel contrasted with moments of frustration, confusion, and perhaps terror.

There are several opportunities to enliven the time spent on the marathon voyages. For example, the gamemaster could secretly tell the other player characters about Commodore Masefield's birthday, and have an NPC suggest holding a surprise party. Letting everyone role play the situation (including a need to keep the Captain from entering a certain rec room before the decorations are in place) can lead to 15 minutes of play that is enjoyable to all concerned without risking life or limb. Of course, because the player does not even know that it is his character's birthday, the surprise will be genuine.

Return to Axanar requires a 'cast of thousands'. The group serving aboard the *Cooper* is only a small portion of the cast, which includes numerous Star Fleet and non-Star Fleet personnel. Intensive interaction between player characters, secondary and incidental crewmembers, and important non-player characters requires a great deal of role-playing by the gamemaster to keep the players straight on who is who.

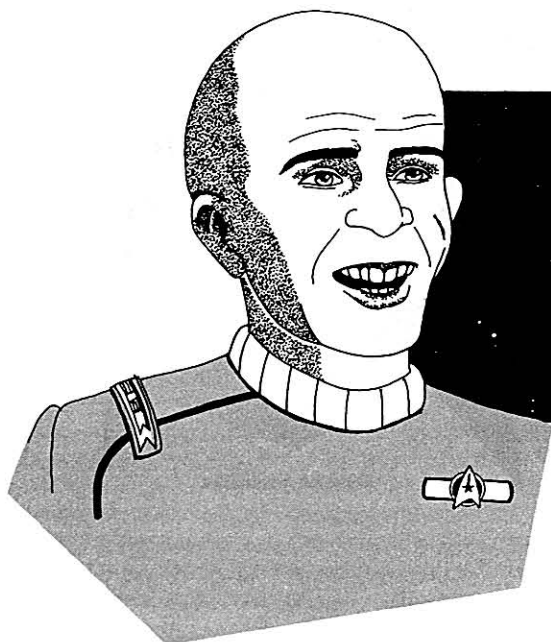
TIMELINE

Return to Axanar is a rigidly-structured adventure in many respects. The characters must: 1) travel a short distance; 2) receive some disturbing information; 3) try to pick up and transport an important dignitary; 4) travel a long distance; 5) have bureaucratic difficulties at their destination; 6) receive even more disturbing information; 7) locate the Klingon base; 8) suffer losses caused by the Klingons; 9) travel an even longer distance while pursuing the Klingon ship and in turn being pursued by Federation ships; 10) fight a multi-ship battle; and 11) attend a court-martial.

The specific details of events, however, are not as strictly-defined, leaving numerous minor elements to be determined as the adventure continues. One reason for this is to create some flexibility for the gamemaster and additional detail for the group. Also, it gives the appearance of spontaneity and prevents the group from feeling as though they are being dragged along a predetermined path of destruction by the gamemaster. Giving the players a feeling of control over their own future is important in any adventure, even if it is not entirely accurate.

This adventure contains very few events occurring at rigidly specified times. Furthermore, the variable number of months required to travel the vast distances and perform needed research preclude any detailed, day-by-day (or even week-by-week) sequence of events. Although each chapter must occur in a particular sequence, the time required to act them out may vary greatly.

Another important point is the overall length of game time during the adventure. Unlike many other **STAR TREK: Role Playing Game** adventures that take place over a matter of a few days or weeks, completing this adventure will take approximately two full years in game time. Fortunately, in this mission, the group is not faced with a defined time limit. Instead, they have to experience certain situations, and as soon as necessary conditions are met (i.e., they reach their destination or they give up on their search on Axanar), then that chapter is finished and the gamemaster can lead them through the next. The **Introduction** summarizes the sequence of events, and appropriate text sections in the **Adventure** describe the amount of game time required for each phase of the adventure.



DIVIDING PLAY

This adventure is long. At the very least, it should take six to eight hours to play. If the gamemaster uses the **Transit Tables** (see below) effectively, elaborating upon the encounters as conditions require, the playing time could be doubled or more. Many factors, including a large group size, the wide variety of encounters, and the sheer volume of events to experience, lend themselves to the great length.

Unless the gamemaster and group are willing to run the adventure as a single-session marathon (a practice not recommended), it will require at least two playing sessions, and probably more. In fact, it may take the group an entire session just to learn about and study the Four Years War, for example.

The only 'mandatory' place to interrupt play is just after Lt. Winters reveals her encounter with Fexor and before they locate him. By stopping the action at this point, the group has time to reflect on their progress to date, consider their next course of action, and come to some conclusions about the Klingon base. The other recommended stopping point is when the *Cooper* makes its first contact with the Klingon task force. If additional breaks are needed, the gamemaster can stop play between any of the Transit Tables situations.

PLAYER CHARACTER SELECTION

This adventure should have a minimum of six players and a maximum of twelve. Groups, however, do not always have the 'recommended' number of members. Also, some characters are more essential to this adventure than others. For this reason, following are some suggestions for play, based upon the number of players available. When a slash appears between the positions of two characters, a single player may play both characters, at the discretion of the gamemaster and player.

Four players: Captain, Chief Engineer, Chief Science Officer, Chief Communications Officer; or Captain, Chief Engineer/Chief Helmsman, Chief Science Officer/Chief Navigator, Chief Communications Officer/Chief Medical Officer.

Five players: Captain, Chief Engineer, Chief Science Officer, Chief Communications Officer, Chief Medical Officer; or Captain, Chief Engineer, Chief Science Officer/Security Chief, Chief Communications Officer/Chief Helmsman, Chief Medical Officer/Chief Navigator.

Six players: Captain, Chief Engineer, Chief Science Officer, Chief Communications Officer, Chief Medical Officer, Chief Helmsman/Chief Navigator.

Seven players: Captain, Chief Engineer, Chief Science Officer, Chief Communications Officer, Chief Medical Officer, Security Chief, Chief Helmsman/Chief Navigator.

Eight players: Captain, Chief Engineer, Chief Science Officer, Chief Communications Officer, Chief Medical Officer, Security Chief, Chief Helmsman, Chief Navigator.

Nine or more players: The same as with eight players (see **Running a Large Group**).

RUNNING A LARGE GROUP

If more than eight persons intend to play this adventure, the gamemaster should let the 'extras' role play the various NPCs, taking that burden off the gamemaster. There are many different NPCs in this adventure. If there are extra players available to liven up particular situations, it will enhance everyone's enjoyment, especially on Axanar and during the court-martial.

It is necessary to provide these players with complete access to the adventure before it begins. That gives them a chance to study the situation, getting a feel for the plot and their individual roles in it, and to 'practice their lines'. These extra players could be thought of as 'assistant gamemasters', because they role play NPCs that the gamemaster would normally play. Because they have specific roles to play, they are not judged by the results of the *Cooper's* success. The gamemaster should give them some leeway to ad-lib their scenes, as long as they relate the crucial information for each section to the player characters from the *Cooper*. Subspace messages coming from NPCs could be read by an extra, for example. Or, in instances where a character has a fairly small role, such as that of Lt. Goss or Mikil Hartewicce, one player could play two or more NPCs, depending upon the number of players available for 'supporting roles'.

Another major advantage of having extra players would be in the fleet action of The Main Event. Those players familiar with the combat system could control the activities of a number of Federation or Klingon ships. This would leave the gamemaster free to judge the combat results. The extra players should be allowed to select which NPC roles they will play. If circumstances result in the death or capture of a Department Head, the person playing that character will now play the Assistant Department Head. In this case, any extra previously playing that Assistant will have to give up the role, because the extras are of secondary importance to the *Cooper* player characters. Nevertheless, there should be enough assorted NPC roles for all available extra players.



O'HARA, Phemilla

TRANSIT TABLES

These Transit Tables are designed to break up the monotony of the long voyages. As such, they are the heart of the adventure. The gamemaster may 'spice up' each event by adding details of his own.

USING TRANSIT TABLE 1

During the journey from Arcanis to Axanar, a number of different events will occur. Transit Table 1 is designed to be used during this portion of the adventure, with the gamemaster rolling percentile dice once per week. Some situations may require a second, 1D10 roll to determine specific details. If preferred, the gamemaster can also choose events from the table instead.

All events should be developed as they take place, with the group having the opportunity to completely experience each situation as it occurs.

The table should be considered mainly as a guideline, however. Certain events would complement each other, while others will clearly contradict. Obviously, the Captain cannot have two birthdays in just a few weeks, and so the gamemaster should disregard any die roll results that do not make sense. Also, with as many as four possible events taking place per week, the gamemaster and the player must keep careful track of the status of various shipboard systems.

Skill Roll Procedures

Several events require players to make skill rolls. Those events describe a defective shipboard system or component, and name the skill needed for a successful repair. Skills permitting, the characters capable of making repairs are: Chief Science Officer, Chief Navigator, Chief Helmsman/Weapons Control Officer, Chief Engineer, Chief Medical Officer, Security Chief, Chief Communications/Damage Control Officer, the Assistants to the eight listed Department Heads, and the Transporter Chief. Each player character may make one skill roll per week in an appropriate skill. These repair efforts reflect the work those officers and their crews perform.

If the skill roll needed for repair requires the character to roll against only one skill, then each character must roll separately for success. If the skill roll requires a roll against an average of two or more skills, however, two or more characters can combine the greater of their skill ratings to increase their chances for success.

For example, Ens. Pulver has Skill Ratings of 23 in *Mechanical Engineering* and 31 in *Shuttlecraft Systems Technology*, and Ens. Jacobs has a Skill Rating of 19 in *Life Support Systems Technology* and 11 in *Mechanical Engineering*. If an airlock needs repairs, Ens. Pulver should attempt the job, because he is more skilled in *Mechanical Engineering*. When a shuttlecraft needs repairs, however, Pulver could use his ratings in *Mechanical Engineering* and *Shuttlecraft Systems Technology*, averaged with Jacobs' rating in *Life Support Systems Technology*, to improve the overall chance for making repairs.

[NOTE: When the *Cooper* begins its trip to Axanar, the shuttlecraft and short-range sensors are the only shipboard systems not working. Though characters cannot repair the sensors while the ship is en route, the shuttle can be completely repaired after three successful weekly Skill Rolls against the average of *Shuttlecraft Systems Technology*, *Life Support Systems Technology*, and *Mechanical Engineering*. These do not have to be three consecutive successful weeks. The gamemaster should inform the Chief Engineer of this system repair.]



Some cases will call for Reverse Skill Rolls. For a successful reverse roll, the player character must make a percentile roll equal to or greater than his skill rating, instead of less than or equal to the skill rating. Reverse skill rolls are commonly used to add to a player character's experience and to increase skill ratings. As the skill rating increases, however, the success of such a roll is less likely.

For example, Ens. Pulver has an *Instruction* Skill Rating of 37. He gets the chance to gain some points in *Instruction* if he successfully makes a reverse skill roll. With a roll of 37 or more, he gains the points. If he rolls less than 37, he does not receive any increase in skill.

TRANSIT TABLE 1

01-10 No Event

Nothing of any interest happens during this week.

11-20 Ship System Breakdown

A major shipboard system ceases to operate. Roll 1D10 to determine the affected system.

- 1-5 Transporter malfunctions. Roll against *Transporter Systems Technology* to repair.
- 6 Deflector shield malfunctions (determine randomly). Roll against *Deflector Shield Technology* to repair.
- 7 Phaser bank malfunctions (determine randomly). Roll against *Starship Weaponry Technology* to repair.
- 8 Photon torpedo tube malfunctions (determine randomly). Roll against *Starship Weaponry Technology* to repair.
- 9 Subspace receiver malfunctions. Roll against *Communication Systems Technology* to repair.
- 10 Other, nonessential, system malfunctions (food synthesizers, turbolifts, hangar bay doors, and so on). Roll against *Astronautics*, *Mechanical Engineering*, or another appropriate *Technology* skill.

21-40 Special Subspace Message

The gamemaster should relay these messages, containing unusual or especially interesting information, in numerical order, one message per event. [A brief explanation of each message's significance, if any, is also provided.]

- 1 Captain Jarv Gouthar, former starship Commander, has been promoted to Commodore and reassigned to serve as Assistant Base Commandant at Star Base 14. [This should be of personal interest to Commodore Masefield. The gamemaster should present the information in **The Worst of Friends** at this time.]
- 2 A report filed by the *USS Niwen* reports the apparent presence of a secret Romulan installation within the Romulan Neutral Zone. [This may indicate an increase in Romulan activities, and could prove to be a prelude to overt hostilities.]
- 3 Star Fleet is making plans to prepare for a Federation Galactic Conference. [This conference is referred to briefly in *STAR TREK III: The Search For Spock*.]
- 4 Operation Tactical Encounters XXVI is concluded, and preliminary reports from Captain Sufik indicate the exercise generally was a success.
- 5 Commander Mira Romaine, the assistant curator of the Star Fleet Museum on Memory Alpha, suggests the need for stricter security facilities after an abortive burglary. [This is a strange report and might bear investigation at some future time.]
- 6 Commodore Niccomachi, former Base Commandant of Star Base 23, has been transferred to Star Fleet Intelligence Command. Commodore Georgi X. Ilanenko, previously serving as Assistant Base Commandant of Star Base 22, replaces her. [Ilanenko is known for being a very forceful and militant officer, the kind of Commandant often sent into an area where Star Fleet expects open hostilities.]
- 7 Commodore Gouthar, upon the illness of Adm. Dean Vanderhoff, replaces him as Acting Base Commandant of Star Base 14. [This is simply more bad news for Masefield.]
- 8 Commander Matthews, commanding officer of the *USS Hawley* is reported missing on Daran V after his ship was detached to conduct a covert investigation on Orion shipping. [There may be some connection with other starship activities in that area.]
- 9 Numerous starships are reassigned to duty as dignitary couriers for the Galactic Conference.
- 10 The Commander of the *USS Zirconian Star*, a transport, reports the theft of a warpshuttle and a large quantity of unrefined kironide from Platonius. [This is also quite strange. With kironide's interesting powers, as described in the *STAR TREK TV* episode "Plato's Stepchildren", this may warrant future investigation.]
- 11 Adm. Vanderhoff accepts a medical retirement, and Gouthar formally replaces him as Base Commandant of Star Base 14, a duty he has already assumed.
- 12 Operation Grand Deterrence, a second large-scale fleet maneuver, begins under the command of Commodore G.X. Ilanenko. [A second operation coming so closely after Operation Tactical Encounters XXVI is almost unheard of, even in this area of Federation space nearest the Klingon Empire.]

41-55 Sensor Contact

The *Cooper* makes sensor contact with another ship or astrophysical phenomena. Roll 1D10 to determine the specific encounter.

- 1-4 A sensor 'ghost' is detected at extreme sensor range. A successful Skill Roll against a character's rating in *Electronics Technology* verifies the sensors are operating correctly. A successful Skill Roll against a character's rating in *Starship Sensors* indicates the ghost is a ship pacing or on a parallel course with, the *Cooper*. The ship does not respond to any subspace communication. Any attempt to engage in combat will have to be judged by the gamemaster.

[The *Cooper* and the Klingon *K-22B Bird of Prey Class* scout the *K'ti'suka* are on a parallel course, with the Klingon trailing. Place the *Cooper* within three hexes of one corner of a Starfield Mapsheet and *K'ti'suka* within three hexes of the opposite corner, so that the Klingon ship is behind and following. Both ships have the same initial facing and speed, determined by the current speed of the *Cooper*. This places the Klingon ship in the *Cooper's* rear arc.]

- 5-6 An unusual sensor reading is detected. A successful Skill Roll against a character's rating in *Starship Sensors* indicates it is a Romulan cloaking device. The ship does not respond to any subspace communication. The gamemaster will have to judge any attempt to engage in combat.
[Place the *Cooper* in the center of one of the short sides of a Starfield Mapsheet. Place the *K'ti'suka* in any desired map hex 2D10 + 5 hexes from the Federation ship. Both ships have the same initial facing and speed, determined by the cruising speed of the *Cooper*. This places the Klingon ship somewhere aft of the *Cooper*.]
- 7 An ion storm or similar large astrogational hazard presents itself. The *Cooper* has the choice of avoiding the hazard, thus taking one additional week to reach Axanar, or of travelling through the hazard. If they attempt the latter, the Helmsman should make a Skill Roll against his rating in *Starship Helm Operation*. If the roll is unsuccessful, the *Cooper* suffers 1D10 + 5 points of damage on the forward shield.
- 8 A usually crowded navigational 'spacelane' has less traffic than normal, possibly allowing the *Cooper* a short-cut. A successful Skill Roll against a character's rating in *Astrogation* reduces the time needed to reach the ship's destination by 0.5 weeks.
- 9-10 Another Federation starship briefly crosses within sensor range. It relays customary ship-to-ship greetings.

56-75 Unusual Crew Event

An event of unusual interest involving the crew of the *Cooper* occurs during this week. Roll 1D10 to determine the specific event.

- 1 It is Commodore Masfield's birthday. On a ship of several hundred crewmen, somebody has a birthday almost every day. Nevertheless, when the crew knows that it is the Captain's birthday, it is common to have a large party, often arranged as a surprise. The change in age should be logged.
- 2 It is Commander Buchwalter's birthday.
- 3 A message comes from Star Fleet. After admirably performing his duties for an appropriate amount of time, a member of the crew is granted a deserved promotion. The ceremony is officiated by the Commodore.
[NOTE: In addition to any NPCs considered, Dr. Chu (currently a Lieutenant), and Lcdr Wilkins are eligible for promotions at this time.]
- 4 An enlisted crewman and crewwoman request Commodore Masfield to perform a marriage ceremony. He has the authority to do so.
- 5 Lt. Hall reports a phaser has been stolen from one of the ship's small arms lockers.
- 6 Lt. Hall reports an incident of fighting among the crewmen, with 1D10 - 5 injured persons. The gamemaster should determine the extent of injuries.
- 7 Dr. Chu reports increasing requests by crewmen for tranquilizers, indicating the deteriorating state of crew morale.
- 8 According to Dr. Chu, it is time for the annual physicals for senior officers. The test results show physical and psychological performance are below ideal levels, due to fatigue.
- 9-10 Lt. Smythe reports assorted supplies are missing from the fabricators. Nothing crucial has been taken, but it is odd.

76-85 Unusual Discovery

While the crew performs their regular duties, unusual situations occur. These experiences provide opportunities for crewmembers to learn and improve their skills. Follow the steps listed below.

- 1. The gamemaster selects a player character, either randomly or deliberately.
- 2. Select a skill that the player would use while performing duties or in which he had expressed an interest.
- 3. Provide simple details or an explanation behind the situation.
- 4. Permit the character to make a reverse skill roll against his current skill rating. If the roll is successful, the character receives a permanent, 1D10 - 5 point increase (minimum of 1 point) in that skill level.

Suggested areas for improvement include all skills used in ship travel, such as *Astrogation*, *Starship Helm Operation*, *Warp Drive Technology*, *Starship Sensors*, *Communication Systems Operation*, and many others. Also, characters studying the Four Years War may receive skill points in *Racial Culture/History*, *Federation*, among other possibilities.

86-93 Roll Again

Roll on Transit Table 1 two times. Disregard any additional rolls of 86-100 during this week.

94-98 Roll Again

Roll on Transit Table 1 three times. Disregard any additional rolls of 86-100 during this week.

99-100 Roll Again

Roll on Transit Table 1 four times. Disregard any additional rolls of 86-100 during this week.

USING TRANSIT TABLES 2A AND 2B

Use these tables during the characters' trek to the cave containing the Klingon 'base'. Make the necessary day's rolls at the beginning of the day, and then develop the situation gradually, if possible. For example, if the rolls for one day consist of a blizzard from Table 2A and a major accident from Table 2B, the gamemaster might tell the group that the weather is good as they set out that morning. In the afternoon, however, storm clouds build up and move toward them. Near dusk, they experience blizzard-like conditions. Then, just before they quit to seek shelter for the night, an accident befalls a member of the party. Numerous similar combinations are possible. The skillful use of random or selected results from the two tables can be combined to create interesting, and hazardous, events on a daily basis. If judged appropriate, animal encounters could also occur during the night.

For even more effective play, the gamemaster might determine the weather for the next day, and the group could make educated guesses about it. For example, if the current day's weather was clear, but the next day's weather will be poor with heavy snow, individuals with appropriate experience might recognize certain symptoms of the weather yet to come.

Skill Roll Procedures

The roll needed to make a successful weather prediction equals a player character's Skill Rating in *Planetary Survival*, *Arctic* or *Meteorology* minus 9, then multiplied by 2. If the roll is less than or equal to that number, then the character can accurately predict the next day's weather. If the roll is not successful, however, the gamemaster should provide that character with false information. The greater the failure of the attempt, the less accurate the information should be. For this reason, all weather prediction rolls should be made secretly by the gamemaster.

Every character with a minimum Skill Rating of 10 in either skill can make one prediction attempt per day. Naturally, if some characters make successful rolls while others fail, the group will get conflicting information. Any character with a minimum skill rating of 59 has a target of 100, and so automatically receives the correct information. The gamemaster should not tell this to the group, however.

For example, Ens. Pulver has a *Meteorology* rating of 31. His target number would be: $(31 - 9) \times 2 = 44$. The gamemaster already knows it will be cold for the day in question. If the secret roll is 44 or less, Pulver learns it will be cold tomorrow. If the roll is more than 44 and less than (perhaps) 60, the gamemaster may tell Pulver it will be fair, and a roll of more than 60 may prompt a response of clear and warm.

Other situations call for particular skill or saving rolls, or survival procedures. It is up to the gamemaster to determine the success or failure of these rolls. Survival procedures could include such commonsense tactics as wearing a thermal oversuit, wrapping up in heat-conserving metallic blankets, heating rocks with phasers, and digging into the snow to benefit from its insulating properties. The gamemaster should determine the effect of each procedure.

Also, certain races who are used to hot climactic conditions are even more affected by severely cold climate. Vulcans and Klingons, for example, will suffer greater losses to their CURR OP END values. The gamemaster may roll each specific CURR OP END effect twice, and use the more severe of the two.

Keep in mind that the player characters should be given a reasonable chance for survival, based on their skills in Planetary Survival, Arctic and their efforts to solve a life-threatening situation. For example, if characters realize they are faced with an oncoming blizzard, the gamemaster should take into account their current terrain (according to the Wilderness Map), and give them some opportunity to seek natural shelter.

Regulating Movement

Movement is based in terms of travel time, taking the various terrain into consideration. The group's Base Movement is determined by the least 'enduring' person, equalling the CURR OP END of the player character in the group having the lowest CURR OP END at the beginning of each day. Injuries and climactic conditions may alter the CURR OP END of different group members at different rates. Therefore, the group's Base Movement may change from day to day as the lowest CURR OP END changes.

If the group elects to stop at any time, one day of complete rest (either in natural shelter or aboard the shuttle) will restore everyone's CURR OP END to original (that is, before departing L'Doxvan) levels.

To abstractly represent movement, Transit Table 2A gives the rate of advance in terms of percentages. In all examples involving movement, round the percentage down to the nearest whole number. When the group has travelled 100 percent of the distance, they reach the base.

For example, Ens. Pulver has a CURR OP END of 56 and Ens. Michaels has a CURR OP END of 59. This means the group's Base Movement, the lowest CURR OP END of anyone in the group, is 56. On their first day, the weather is clear. At the end of the day, they have covered (56 divided by 6, rounded down) nine percent of the total distance to the base. On the second day, the weather is fair with light snow. At the end of that day, they have covered an additional (56 divided by 12, rounded down) four percent or a total of 13 percent in two days. Also, each character has his CURR OP END reduced. Ens. Pulver loses one point, and now has a CURR OP END of 55, but Ens. Michaels loses five points, lowering his CURR OP END to 54. The group's new Base Movement for the next day is 54.

The group will have no difficulty returning to L'Doxvan should they decide to do so, and Fexor's services as guide will not be necessary. Of course, the gamemaster still needs to generate weather conditions and encounters for any return trip on land. There should not be any reason for walking back, because the shuttlecraft should be able to pick the group up at any point and return them to the Culture Mission.

TRANSIT TABLE 2A (roll D10)

- 1 **Clear and Warm**
There are few clouds in the sky, and the temperature is several degrees above freezing. The group makes excellent progress. The Movement percentage for the day equals Base Movement divided by 5.

- 2 **Clear**
There are some clouds in the sky, and the temperature is near freezing. The group makes very good progress. Movement for the day equals Base Movement divided by 6.

- 3-5 **Fair and Overcast**
There are numerous high clouds in the sky. There is some wind, an occasional brief snow flurry, and the temperature is just below freezing. The group makes good progress. Movement for the day equals Base Movement divided by 8. Every character loses one point from his CURR OP END, due to overall fatigue.

- 6-7 **Fair with Light Snow**
There are storm clouds in the sky. There is light wind, it is snowing lightly but steadily, and the temperature is just below freezing. The group makes fair progress. Movement for the day equals Base Movement divided by 12. Every character loses 1D10 - 5 points (minimum of 1) from his CURR OP END, due to overall fatigue.

- 8 **Poor with Heavy Snow**
The sky is completely overcast, the wind is variable with occasional strong gusts, the visibility is poor, and the temperature is several degrees below freezing. The group makes poor progress. Movement for the day equals Base Movement divided by 15. Every character loses 1D10 points from his CURR OP END, due to overall fatigue.

- 9 **Clear and Cold**
The sky is absolutely clear, there is no wind, and the temperature is far below freezing. The group makes good progress. Movement for the day equals Base Movement divided by 7. Also, every character wearing a thermal oversuit will lose 1D10 points from his CURR OP END. Every character not wearing a thermal oversuit or taking some other active measures to combat the cold will lose 2D10 points from his CURR OP END, due to fatigue and exposure.

- 10 **Blizzard**
Extreme storm conditions exist, with almost zero visibility, heavy winds and snow, and the temperature is far below freezing. The group makes extremely poor progress. Movement for the day equals Base Movement divided by 25. The CURR OP END losses are similar to Clear and Cold, but the losses are doubled.
 In addition, make a Skill Roll against the rating of someone aboard the shuttlecraft in *Starship Sensors* or *Communication Systems Operation*. If the roll is unsuccessful, the party in the shuttlecraft will lose sensor and communications contact with the group, due to the extreme weather conditions. [Consider the storm to have an inhibiting effect on the ionization properties of Axanar's atmosphere.]
 This means the regular nightly rendezvous with the shuttle is impossible, and the group must institute emergency survival procedures to stay alive. If they take no special measures, each member of the group suffers 6D10 points of damage from frostbite and extreme exposure. [The shuttle can reestablish sensor and communications contact that next morning, but by then, it might be too late.]

TRANSIT TABLE 2B

01-20 No Event

No special event or unusual incident occurs during this day.

21-25 Fexor Is Lost

As the group travels along, Fexor grows more and more confused. After several hours, it is obvious that he is upset about something. When asked, he replies, "We may have taken a wrong turn somewhere, but I think I know where now." The group is lost temporarily, though Fexor will be able to retrace their path. Subtract 2D10 percent from the total distance already travelled, to reflect the time lost and additional distance that must be covered.

26-75 Animal Encounter

An animal encounter occurs, with the specific encounter based on the D100 result. The gamemaster should sketch a small tactical map, if needed, to show the immediate terrain and the location of the animal(s) encountered. Full descriptions and characteristics of all animals are included under **Axanar Library Data**.

26-40 The group encounters a pack of 1D10 wild slushpuppies, and there is a 60 percent chance that the animals will attack. Otherwise, they move near the group, get their scent, and flee.

41-50 A swarm of several hundred heat-seekers move in and nestle against the faces and bodies of the group's members.

51-65 The group encounters 1D10 - 6 (minimum of 1) ice-goats, and there is a 20 percent chance that the animals will attack. Otherwise the ice-goats pass nearby, but do not attack unless cornered.

66-70 A single lunger, achieving surprise, strikes a randomly selected character.

71-75 When the group stops to rest, a snowsnake curls around a randomly selected player character and tries to bite him. The character is permitted two attempts to avoid contact. If the player makes a Saving Roll against his character's STR score, OR a Saving Roll against either his DEX and LUC score (whichever is greater), character will prevent the snake from biting him. If both rolls are unsuccessful, the snowsnake successfully inflicts a venomous bite.

76-85 Minor Accident

One randomly selected member of the group experiences a minor mishap. Possibilities include stumbling or falling while climbing, tripping over snow-covered rocks or vines, or other similar accidents. The character selected must make a Saving Roll against his DEX score. If the roll is unsuccessful, that character loses 2D10 points of damage. The character also suffers a broken limb(s), mild concussion, or other appropriate injury. The injured character will reduce movement, or may require special treatment or an emergency rendezvous with the shuttle. The gamemaster should determine the specific circumstances and effects of each injury as the situation develops.

86-90 Klingon on Ice

While passing through a fragmented glacier field, a player character notices an unusual patch of dark ice in a small ice boulder. Upon closer examination, the characters see that it is actually a body lying on the ground and totally encased in the block of ice. Though difficult to make out, the form appears to be Humanoid. When Fexor notices it, he excitedly says, "That is the iceman I told you of." It requires a total of 500 points of phaser fire on heat to extract the body from the ice. After they expend 250 points, though, the characters see that the frozen being is clearly a white-haired Imperial Klingon, obviously advanced in age at his time of death.

Though there is nothing to identify this individual, any examination with a tricorder shows the Klingon has been dead for no more than three or four years. This means he was living on Axanar long after the Four Years War ended, over two decades ago. [GAMEMASTER'S NOTE: This is Arjtugh, whose diary will be found in the cave, as described in **Private Hideaway**.]

91-95 Major Accident

This accident is similar to Minor Accident, except it is more serious, may involve several characters, and can be easily fatal. Likely possibilities include an avalanche, the collapse of a snow-covered crevasse, a rotten tree falling on the group, and so forth. The gamemaster should roll 1D10 - 5 (minimum of 1) to determine the number of characters affected, and then describe the situation.

Each affected player character should make a Saving Roll against the average of his character's DEX and LUC scores. If the roll is unsuccessful, then that character suffers 9D10 points of damage. Other possibilities are that character is buried alive and immediately smothered, that he suddenly vanishes from view as he falls through a bottomless ice chasm, or that he meets another form of untimely and terrifying end.

[GAMEMASTER'S NOTE: Unlike other situations in which no particular individual receives special 'protection', the gamemaster must deliberately exclude one, Fexor, from suffering a serious or fatal accident. If anything drastic happens to him, the group will not find the base, which this story absolutely requires.]

96-00 Roll Twice on this Table

USING TRANSIT TABLE 3

The gamemaster rolls on Transit Table 3 once per week to determine events. The result of a roll on this table, however, will often refer the gamemaster back to Transit Table 1. If that happens, implement the appropriate event from Transit Table 1, and return to Transit Table 3 for the next week's roll.

TRANSIT TABLE 3

01-10 No Event

Nothing of any interest happens during this week.

11-15 Ship System Breakdown

Refer to Ship System Breakdown on Transit Table 1.

16-25 Incidental Subspace Message

Continue to use the Special Subspace Messages on Transit Table 1, picking up with the last unread message.

[NOTE: Though these messages may have been special at an earlier time, they are of secondary importance now. Remember that Message 11 concerning Commodore Gouthar is considered to be in effect as soon as the *Cooper* begins its pursuit of the Klingon scout. If that message comes up as a result of a roll on this table, treat it as No Event, and resume with Message 12 the next time a Special Message is called for. If all 12 messages are read during the course of play, treat any subsequent rolls calling for such a message as No Event.]

26-45 Sensor Contact

Refer to Sensor Contact on Transit Table 1.

[NOTE: If the Klingon ship is detected, reverse the positions of the two ships (the Klingon is now leading and the *Cooper* is trailing). The *Cooper* will lose contact with the *K'y'suka*, probably when the Klingon ship decelerates suddenly, after 1D10 turns. The 29-week voyage then continues.]

46-65 Unusual Crew Event

Refer to Unusual Crew Event on Transit Table 1.

66-75 Unusual Discovery

Refer to Unusual Discovery on Transit Table 1. 76-85

Message of Pursuit

[NOTE: The first time this is rolled, read Gouthar's message. Up to five warships may then report they are responding to Gouthar's instructions. After that, any subsequent rolls are sensor contacts made by a randomly-selected pursuing warship.]

When first rolled: The Communications Officer picks up a subspace message coming from Commodore Gouthar. The message reads as follows:

FROM: Star Fleet Headquarters Command, Star Base 14

Commodore Gouthar, Base Commandant

TO: Any available Star Fleet warships

Commodore William Masfield, commanding officer aboard the *USS Cooper*, is to be placed under arrest and returned to Star Base 14 for court-martial. Pursue and detain the *Cooper*, using any degree of force required to comply with these instructions. Commodore Masfield, still in effective command of his vessel, is to be considered mentally unstable and extremely dangerous. If necessary, destroy the *USS Cooper*, but if possible, I WANT HIM BACK!

The group should realize they have already come too far to return to Star Base 14. Their only chance for being believed is if they can catch the Klingon ship and force some kind of satisfactory result.

On the second through sixth rolls: A Star Fleet warship, responding to Gouthar's orders, reports it is now pursuing the *USS Cooper*. Select one of the Federation ships referred to in **The Main Event**.

On subsequent rolls: One of the pursuing warships makes sensor contact with the *Cooper*. Refer to the appropriate tactical situation from Sensor Contact on Transit Table 1. The *Cooper* is leading, and the other Federation warship is trailing.

[NOTE: For the *Cooper* to evade its pursuer, Masfield must make a Skill Roll against his rating in *Starship Combat Strategy/Tactics*, and the *Cooper's* Helmsman make a Skill Roll against his rating in *Starship Helm Operation*. Then secretly make a Skill Roll against the pursuing commander's rating in *Starship Combat Strategy/Tactics*. During any combat turn that the pursuer makes an unsuccessful roll, and either Masfield or the Helmsman makes a successful roll, the *Cooper* breaks contact with the other ship. The 29-week voyage then continues.]

86-93 Roll Again

Roll on Transit Table 3 two times. Disregard any additional rolls of 86-100 during this week.

94-98 Roll Again

Roll on Transit Table 3 three times. Disregard any additional rolls of 86-100 during this week.

99-100 Roll Again

Roll on Transit Table 3 four times. Disregard any additional rolls of 86-100 during this week.

MISSION OF THE K'TI'SUKA

A Klingon task force under Adm. Kkorhetza was dispatched to Axanar prior to the start of the Four Years War. Klingon Thought Master Adkrazh was secretly responsible for part of the cargo contained aboard the single T-3A Class assault ship travelling in that force. In it, he included detailed guidelines, equipment, and construction materials needed to establish a Klingon genetics installation.

After Captain Garth attacked and defeated the Klingon forces at Axanar, Federation forces recovered the Klingon transport and most of its contents. However, the documents, teaching machine, and Arjtugh had already been unloaded and were never discovered. For about two decades, Arjtugh has been living off the land in the wilderness of Axanar. Adkrazh did not realize that Arjtugh or any of the special documents had survived the war, and so he promptly began work on another project. He warned his technicians that they were under pain of death not to mention the existence of the project to anyone.

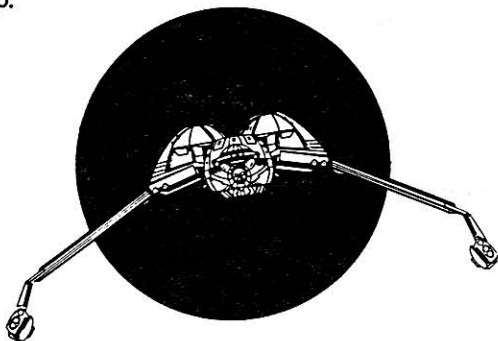
Eight years ago, Adkrazh died from natural causes. A technician, no longer in personal danger, informed Klingon Intelligence officers of the entire project. Those officers decided to check out the situation on Axanar as soon as possible, just to make sure there was no installation, and to retrieve any documents or equipment that might have survived the Four Years War.

Unfortunately, the means to make such an evaluation did not exist until the Klingons began mass-producing the K-22B D'Gavama Class scout with technology acquired from the Romulan Star Empire. As soon as such ships became available, the Klingon officers planned a mission to find out what really happened on Axanar.

As part of the preparations, the Klingons obtained ships' and captains' names for several freighters and transports from an Orion merchant captain. In case the K'ti'suka encountered any Star Fleet vessels, this information could be used to simulate a distress signal, perhaps forcing the Federation ship out of the area.

Finally, to welcome the Klingon scout back, a task force of cruisers and destroyers would be waiting just inside the Organian Neutral Zone, to make a rendezvous in the event the scout was being pursued.

The K'ti'suka, or "Bringer of More Chaos", was named after the Klingon D-7A Class cruiser K't'suka, or "Bringer of Chaos". This cruiser had fought with distinction during the latter part of the Four Years War as a Klingon operations flagship for a squadron of K-23 Class escorts. In a moment of superstitious weakness, the Commander of the K'ti'suka so named his ship, hoping the good fortune of its namesake would also be granted to his ship.



MECHANICS OF PLAY

CHAIN OF COMMAND ABOARD THE USS COOPER

The chain of command is the line of succession if a starship commander is killed, absent, or otherwise unfit for command. Based on rank, position, and time in grade, the chain of command aboard the *Cooper* is as follows: Commodore Masfield (Captain), Commander Buchwalter (First Officer), Commander Markova (Engineering), Lcdr Wilkins (Navigation), Lcdr Fitzmartin (Helm/Weaponry), Lcdr Longfellow (Communications/ Damage Control).

GAMEMASTERING CASUALTIES

Certain situations within the adventure, particularly the surface search on Axanar, might result in injuries or even death. Furthermore, the capture and/or death of some characters by the Klingons probably will occur. The gamemaster should try to discourage the use of player characters in dangerous situations. High-ranking NPC officers could present logical reasons to support the use of expendable (non-player) characters in such situations. If casualties do occur, the gamemaster should not change the result or intervene dramatically to prevent them from happening. Instead, the player whose character was killed or captured should take over the role of his previous character's assistant.

The sole exception to this rule is with Fexor. The gamemaster should not allow this NPC to be killed or seriously wounded before the landing party reaches the Klingon cave, because it will have a detrimental effect on the course of the adventure.

MORALE, FATIGUE, AND EFFICIENCY

The following guidelines show the effects of fatigue on crew morale and efficiency. Serving on a long mission without recreational time affects a starship crew's morale and overall efficiency. The effects, termed Fatigue Levels, become more pronounced as the mission continues. The length of the current patrol indicates the amount of time since the character last went on shore leave involving planet-side recreation time.

The effects described below are temporary only. Though some level of effect may last for the entire course of an adventure, Fatigue Levels do not permanently affect the character's attributes or skill levels (unless, of course, a character is wounded and dies due to his reduced attribute values). One week of shore leave cancels out the effects of three months of current patrol.

Determining Fatigue Effects

To calculate the new values, subtract the appropriate percentage of reduction, rounded down, from the attribute score or skill rating. Then, any other necessary calculations based on the new score of attribute or skill rating should be made. The calculations and effects are based on the original, permanent values, and are not cumulative. A complete example of a character undergoing morale effects is given below.

As Dr. Chu related, the Human contingent of the *Cooper's* crew is currently suffering from Level One Fatigue. To date, the current patrol of the *Cooper* has lasted for 29 weeks. For the purpose of determining Fatigue Levels, a month is considered to have four weeks.

Level Zero

If the current patrol has lasted for less than six months, there are no effects on any character attributes or Skill Ratings.

Level One

If the current patrol has lasted for more than six and less than nine months, reduce all character attributes by 5 points, and modify the MAX OP END, CURR OP END, To-Hit Numbers, Heal Rates, and Bare-Hand Damage.

Level Two

If the current patrol has lasted for more than nine and less than twelve months, reduce all character attributes by 7 points or 10 percent, whichever is more. Reduce by 10 percent all character skills with a rating of 10 or more.

Level Three

If the current patrol has lasted for more than twelve and less than 15 months, reduce INT and CHA by 10 percent, STR and END by 15 percent, DEX by 20 percent, and LUC and PSI by 25 percent. Reduce by 20 percent all character skills with a rating of 10 or more.

Level Four

If the current patrol has lasted for more than 15 and less than 18 months, reduce INT and CHA by 15 percent, STR and END by 20 percent, DEX by 25 percent, and LUC and PSI by 30 percent. Reduce all character skills with a rating of 10 or more by 30 percent.

Level Five

If the current patrol has lasted for more than 18 months, reduce INT and CHA by 20 percent, STR and END by 30 percent, DEX by 40 percent, and LUC and PSI by 50 percent. Reduce all character skills with a rating of 10 or more by 40 percent.

For example, Ens. Pulver has an STR score of 61 and an *Instruction* rating of 37. After serving on patrol for six months, he is suffering from Level One Fatigue, and his STR score is temporarily reduced to 56, incidentally not affecting his Bare-Hand Damage.

After another three months, he is suffering from Level Two Fatigue. His STR score is now 55 (61 minus 10 percent of 61, or 6.1, rounded down to 6), and his *Instruction* rating is now 34 (37 minus 10 percent of 37, or 3.7 rounded down to 3). At the end of a year, Ens. Pulver is undergoing Level Three Fatigue, his STR score is reduced to 52, and his *Instruction* rating is now 30. At this point, four weeks of shore leave will remove all effects of fatigue, returning his STR score to 61 and his *Instruction* rating to 37.

Gamemastering Fatigue

At the gamemaster's discretion, the time of current patrol need not be the same as the length of the mission. For example, if an adventure has been interesting and difficult enough to be a challenge without being unusually strenuous, there would be less fatigue effects. However, if the mission was extremely difficult or extremely repetitive and tedious, weeks may seem like months and the starship crew's morale will suffer more quickly. The gamemaster should use his common sense in deciding the effect of a particular mission on the crew's current Fatigue Level.

Using these guidelines requires a fair amount of additional, and perhaps undesirable, bookkeeping by the gamemaster. The advantage is in added realism. By keeping close track of passing time and pencilling in all modifications to attribute scores and skill ratings, it should demonstrate a crew's need for shore leave and free time.

For the sake of convenience, the gamemaster may elect to have the effects felt only by the player characters, making modifications to all non-player characters unnecessary. This decision probably should not be brought to the attention of the players.

On the other hand, if even more realism is desired, the following changes could be made based on race: Human, Edoan, and Caitian crew members are affected as listed above. Tellarite crew members require more time ashore to be cooperative in close quarters, and so they should be treated as if they have been on current patrol for an additional three months. For example, a single Tellarite has been serving on an Human-crewed ship that has been on current patrol for four months. The Humans are still at Level Zero (no morale effects), but the Tellarite is already at Level One (seven months' equivalent for him), and is getting anxious for leave.

Andorians, Klingons, and Romulans are not as leisure-oriented, and so they require less shore time. They should be treated as if they have been on current patrol for three months less than their fellow Humans. And aside from the time of pon farr, Vulcans require no specific periods of shore leave, having more efficient ways of resting than "running up and down on green grass, using energy instead of saving it".



AXANARIAN CREATURE RECORDS

ALIEN CREATURE RECORD : SLUSHUPUPPY

Life Form:	Mammal
Size:	Small
Feeding Habits:	Omnivore

Average Attributes:

STR - 20	END - 30
DEX - 52	MENT - 5

Tactical Movement and Combat Statistics:

AP:	7
Combat Skill Rating:	63
Damage:	1D10 + 3
Armor:	1

General Description:

The slushpuppy is a white, heavily-furred, four-footed animal about the size of a small cat. It attacks with claws that are also suitable for gripping into snow and ice. Living in a pack, slushpuppies are fairly territorial. Though they are not known for attacking Axanarians and other Humanoids as sources of food, they will try to drive intruders away from their lair.

The slushpuppy is often found in forests and in rough terrain, where they can find wild berries and other assorted fare. The animal will eat almost anything. It is not very intelligent, and the slightest provocation will sometimes scare it away. The slushpuppy tends to travel and hunt in small groups for mutual protection from larger predators.



ALIEN CREATURE RECORD:HEAT-SEEKER

Life Form:	Insect
Size:	Tiny
Feeding Habits:	Special

Average Attributes:

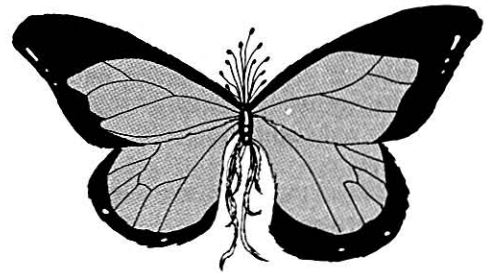
STR - 06	END - 20
DEX - 97	MENT - 3

Tactical Movement and Combat Statistics:

AP:	10
Combat Skill Rating:	20
Damage:	1
Armor:	none

General Description:

The heat-seeker is a very strange life-form, slightly resembling a furry butterfly. Travelling in swarms of hundreds, the heat-seeker has the ability to sense sources of warmth that include Humanoids and some kinds of equipment. Once they locate the source of warmth, the swarm moves tightly against it for several minutes to absorb the infrared emissions. After a few minutes, the insects fly off, having 'fed' on the passive heat-radiation without harming anyone or anything. The only danger is if the swarm got sucked into air intakes on equipment, in which case some damage might be done to the equipment, or if heat-seekers accidentally suffocated someone by blocking respiration through the nose and mouth.



ALIEN CREATURE RECORD : ICE-GOAT

Life Form:	Mammal
Size:	Medium
Feeding Habits:	Omnivore

Average Attributes:

STR - 48	END - 45
DEX - 68	MENT - 7

Tactical Movement and Combat Statistics:

AP:	9
Combat Skill Rating:	64
Damage:	1D10 + 9
Armor:	3

General Description:

The ice-goat is a four-footed, furry mammal, similar in appearance to Terrestrial goats. It has a tough, leathery hide that protects it from small predators (like the slushpuppy). It attacks with its back hooves only, making it a danger to any animal sneaking up from behind. Generally a solitary animal, it is very rare to see more than two together. The hide is prized by Axanarians for its wide variety of uses.

ALIEN CREATURE RECORD : LUNGER

Life Form: Avian
Size: Medium
Feeding Habits: Carnivore

Average Attributes:

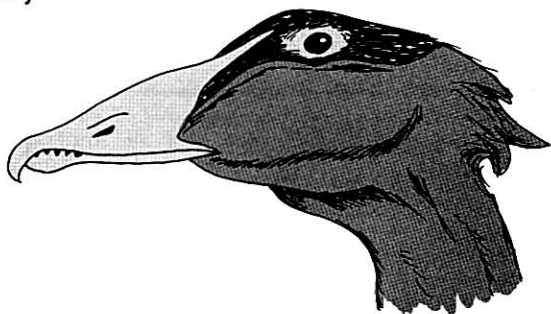
STR -27 END - 25
DEX -75 MENT - 10

Tactical Movement and Combat Statistics:

AP: 8
Combat Skill Rating: 72
Damage: 1D10 + 7
Armor: none

General Description:

One of the great scourges of the Axanarian wilderness, the lunger is a carnivore, striking cunningly against wildlife of any size. It has four sets of powerful wings and can, if desired, travel almost silently through the sky. If surprise is not achieved and its victim becomes aware of the lunger's presence before it strikes, the lunger usually breaks off its attack to find a less formidable form of prey.



ALIEN CREATURE RECORD : SNOWSNAKE

Life Form: Reptile
Size: Large
Feeding Habits: Omnivore

Average Attributes:

STR - 84 END - 69
DEX -36 MENT - 9

Tactical Movement and Combat Statistics:

AP: 5
Combat Skill Rating: 60
Damage: 2D10 + 3
Armor: 6

General Description:

Though physically shaped like a snake, the snowsnake is warm-blooded, with a thick coat of white fur covering an almost armored, scaly skin. Fairly sluggish, it makes up for its lack of speed with a cunning and strength not often found in reptilian life-forms. In addition, the snowsnake has a poisonous, slow-acting venom that causes general physical weakness. This venom lowers a person's CURR OP END and DEX each by 15 points per day until death occurs or an antidote is given. (The antidote can be synthesized aboard most starships, including the *Cooper*. It is also available at L'Doxvan and many other Axanarian villages.)

SKILLS ACQUISITION

After the adventure, all player characters should receive 40 to 70 skill points, distributed by the gamemaster to reflect new knowledge and training in the skills that character used during the adventure. These skill points are in addition to any points acquired by characters through successful reverse skill rolls on the Transit Tables. Remember, the group has been on this mission for almost two years, and so the addition of skill points is not extravagant.

The actual number of points should be based on how much time the player character announced he was spending on studying and on the number of legitimate skill rolls made while performing duties. For example, if the character's only function was to serve on bridge duty, never having to make any skill rolls and never making any efforts to study the Axanarians, the history of the Four Years War, or any other subject, the gamemaster may be hard pressed to award even 40 points. On the other hand, if the Science Officer spends all of his free time studying Federation history or the tricorder recordings of Klingon documents, appropriate skills should reflect this conscientious learning process. Award non-player characters an additional 20 to 40 skill points each, but only if the NPCs would be used at some future time by the gamemaster, either in a campaign or other adventure.

Some appropriate skills that characters may improve include skills used in operating the ship's systems while in deep space. For player characters involved in making repair rolls, award improvements in various *Technology* skills. For characters involved in research projects on Axanar, increase *Administration* and related skills. Every character reading *The Four Years War* should have a minimum of 10 of their skill points applied to *Culture/History*, *Federation* to reflect their additional study in this field. Of course, the gamemaster is the final judge for skill point distribution to appropriate skills.



ADVENTURE OUTCOMES

SCORING THE ADVENTURE

Unlike less structured adventures, Return to Axanar has a predetermined outcome. Though specific characters in the group may die during the course of play, the *Cooper* should survive its two-year mission. Obviously, if the *Cooper* is destroyed, the entire group has failed. There is no reason for that to happen, however, provided the vessel is handled competently during **The Main Event**.

Of course, varying degrees of success are possible. Award or penalize the group victory points according to their success with each phase of this mission. Then judge the group's overall success based on the total number of points obtained.

VICTORY POINT ALLOCATION TABLE

Modifier	Condition
-10	If Commodore Masfield or Commander Buchwalter is killed; if the character on trial (Masfield or Buchwalter) pleads "guilty" to the charges.
-5	For every Department Head player character killed; if the <i>Cooper</i> contacted Fleet Captain Sufik about the Tantrak Nightwalker distress call; if the group leaves the <i>Coopers</i> shuttle on the surface of Axanar when the ship answers the distress call; if the character on trial pleads "no contest" to the charges.
-2	For every <i>Cooper</i> NPC crewmember killed; for every point of superstructure damage the <i>Cooper</i> suffers in the battle.
+5	If the <i>Cooper</i> contacted Star Base 22 or the <i>USS Hawley</i> about the <i>Tantrak Nightwalker</i> distress call; if the group gains Kinnexa's cooperation through diplomacy; if the group discovers the body of Arjtugh; if the group realizes the cave fungus is valuable for making liqueur; if they examine Arjtugh's electronic diary (without erasing it); if the <i>Cooper</i> detects the emission trail of the Klingon ship; if their group checks out the Axanar Culture Mission after the Klingon ship has left the system; if they discover the Klingon boot imprints in the cave; every time the <i>Cooper</i> is able to evade a pursuing Star Fleet warship; for every Klingon warship the <i>Cooper</i> damages in the battle
+10	If they repair Mikil Hartewicce's subspace transmitter; if they solve the requisition error for the Axanar Culture Mission; if the group requests historical information from The Four Years War ; if the group realizes the Klingon equipment and documents are from the time of the Four Years War; if the group discovers the general purpose of the teaching machine; for every packet of documents the group can decipher; if the <i>Cooper</i> learns the Klingon ship, when first detected, is a <i>K-22B</i> Class scout; if the group realizes there may be Star Fleet personnel aboard the Klingon ship; if the group checks out the cave after the Klingon ship has left the system.
+15	If the group recovers the damaged tricorder in the cave; for every Klingon warship the <i>Cooper</i> destroys in the battle.

RESULTS

Strategic Failure

If the *Cooper* is destroyed, or if the victory point total is less than or equal to 0.

Tactical Failure

If the victory point total is more than 0 and less than or equal to 50 points.

Draw

If the victory point total is more than 50 and less than or equal to 100 points.

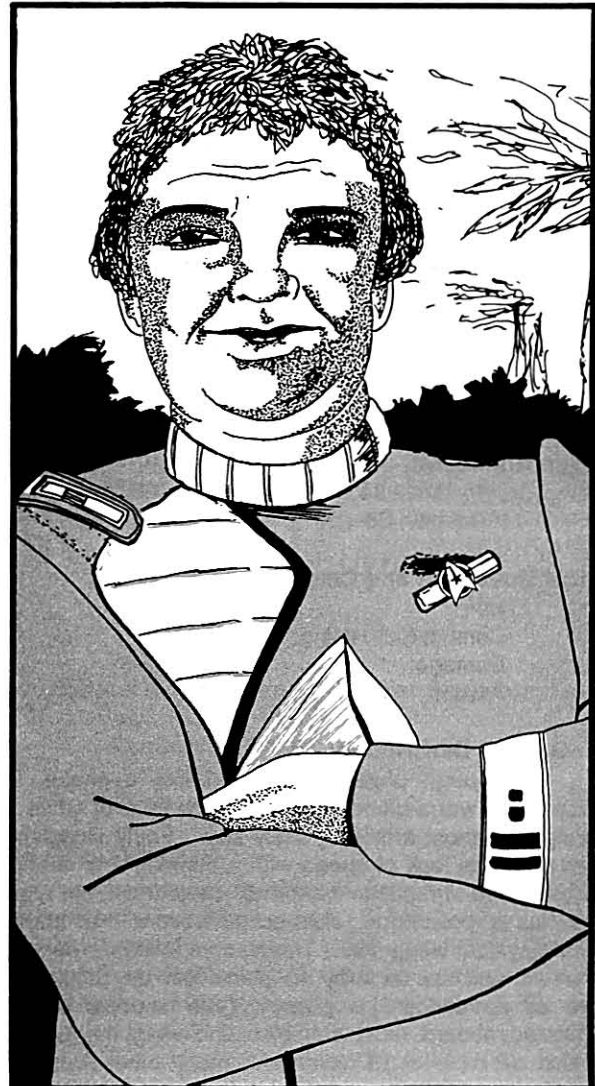
Tactical Success

If the victory point total is more than 100 and less than or equal to 150 points.

Strategic Success

If the victory point total is more than 150 points.

Also, evaluate all individual players on the relative success of their character's actions. This evaluation is separate from the success of the group as a whole. For example, if Lcdr Longfellow was ordered to head the Axanarian landing party and was successful in evaluating the Klingon documents, then the adventure was a personal success for him, even though the character might have died. This might be worth keeping in mind for tournament play, as this adventure is well-suited for such use despite its length.



FURTHER ADVENTURES

CREATING A CAMPAIGN

Return to Axanar would be an excellent adventure to use in beginning a campaign. Enough background material is included to give the player characters a 'feel' for their ship. Because it is a new ship, they can continue to build on its history while carrying out their missions.

Provided the gamemaster is thoroughly familiar with the material, this adventure might be especially good with less experienced players. A patient gamemaster may even be willing to guide a new group through some of the game mechanics' intricacies, which would be helpful for future play. Combined with *The Four Years War*, this adventure has more than enough information to give any newer players a solid grounding in the game system, portions of the Federation's history, and the way things work on long missions.

Unless there are additional players to help him, the gamemaster is going to have his hands full. Just keeping track of everyone's Fatigue Levels will be a tedious (but still worthwhile) task. If the gamemaster does not have help, his only resort is to take things nice and easy, handling each situation as it comes and not letting the adventure overwhelm him.

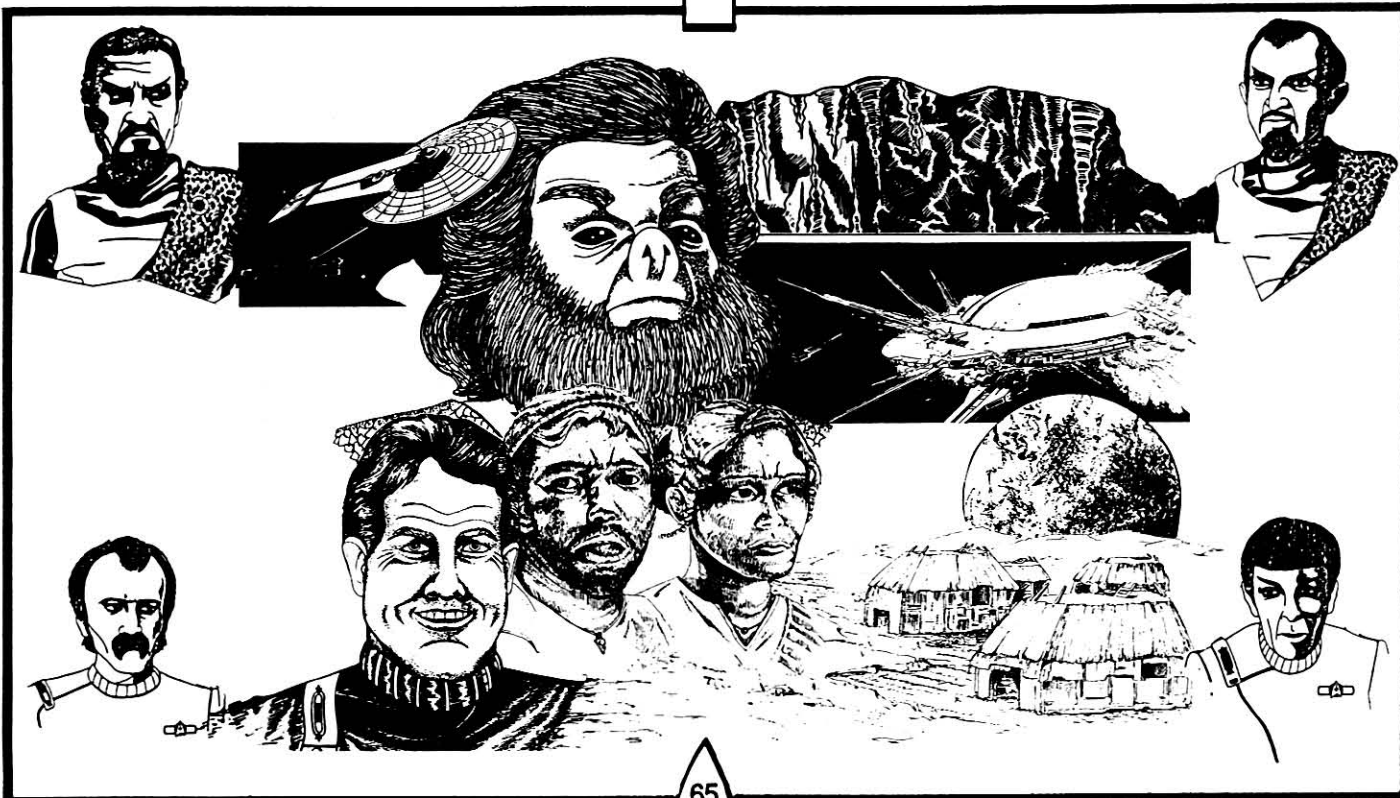
The Special Subspace Message section of Transit Table 1 provides the basis for several adventure possibilities the gamemaster might use to continue the adventures of the *USS Cooper*. There are other missions to perform in this region of space after successfully completing this lengthy mission. One possibility includes travelling to Platonius and following the trail of the stolen warpshuttle. The crew of the *Cooper* might also set course for Memory Alpha to investigate the attempted burglary there, or search for Commander Mathews on Daran V. Finally, who is Achmed Hygroziar, and what illegal mission is the *Tantrak Nightwalker* carrying out now?

ADAPTING TO ONGOING CAMPAIGNS

It is possible for players to use their own characters in this adventure. The only restrictions are that the Commanding Officer of a *Baker Class* destroyer must be at least a Captain and the First Officer at least a Lieutenant Commander. The Department Heads could all be Lieutenants or Lieutenant Commanders. Of course, it might alter some of the relationships between various player characters and NPCs, but that is something for the gamemaster to work out.

It would be more difficult to substitute another starship class for the *Baker Class*. The heart of the adventure, the Transit Tables, were designed for the cruising speed of the *Cooper*, and any class of ship travelling at a different velocity will radically alter the outcome of this mission. For example, if a faster vessel was selected, the *K'i'suka* probably would never reach the edge of Federation space, and so it might be destroyed without *The Main Event* being fought. A slower vessel could never keep track of the *K'i'suka*. If any other ship must be picked, it should conform closely to the *Cooper's* cruising speed of between Warp 6 and Warp 7, or the gamemaster will find himself rewriting the entire adventure.

In any event, the gamemaster needs to consider the players that are playing the game. Every group of people has its own unique, inherent characteristics, limitations, and special skills. If the gamemaster is familiar with their skills and limitations, he can make any necessary adaptations. Every adventure not written by the gamemaster should be similarly modified, to emphasize the elements of the adventure that will work for this group, and to alter or eliminate the portions that would not be effective. This process of 'tailoring' by the gamemaster will ensure that the adventure suits the group as closely as possible. The objective is to make the game interesting and enjoyable (no matter how much the players complain about their characters' lack of skill in *Language*, *Klingonaase*).



An adventure for use with
STAR TREK[®]
THE ROLE PLAYING GAME

RETURN TO AXANAR



The crew of the *USS Cooper* were long overdue for some R&R at Star Base 23. Even the ship needed some work after the long patrol. Then, new orders came in. Now the *Cooper* had to transport some scientist to Axanar, site of the first battle between the Federation and the Klingons in the Four Years War. The trip would take months in travel time alone. No scientific theory could possibly be important enough to tie up a destroyer for so long. Or could it?

This adventure module also includes a separate book that details The Four Years War. Essays by Federation experts on Axanar, the major battles, and the political, social, and economic factors are included.



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THE FOUR YEARS WAR

A Concise Compilation of Library Information

Compiled, edited, and annotated by
Academician Sir Kenneth A.F. Brighton,
Professor of Psycho History,
StarFleet Museum, Memory Alpha.



Klingon D45
Bearing 184



Federation Marklin Class
Bearing 011



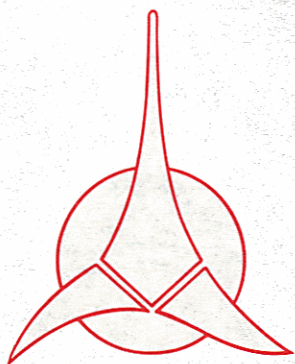
Federation Larson Class
Bearing 347



Federation Loknar Class
Bearing 347

The Planet Awanar

THE FOUR YEARS WAR



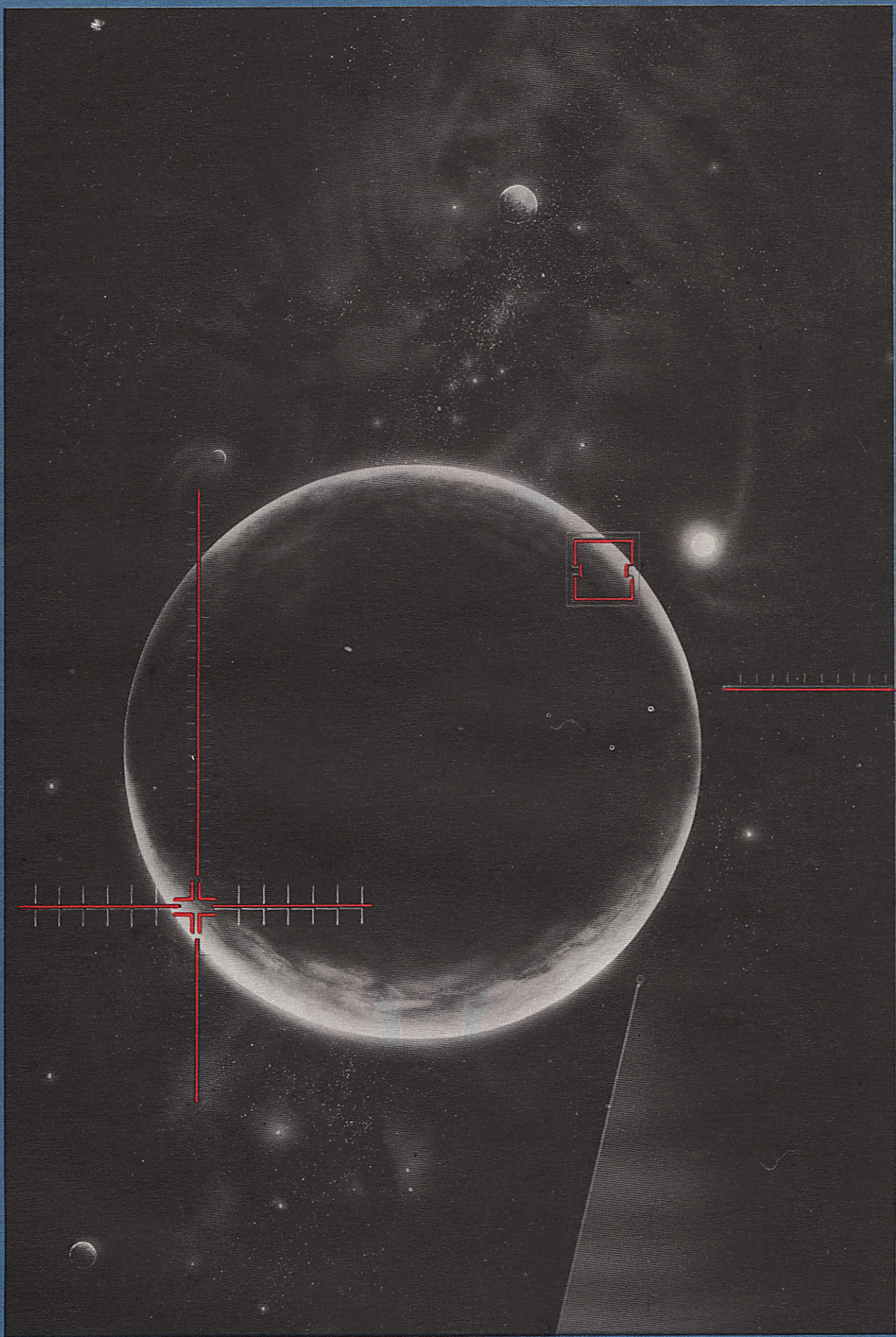


TABLE OF CONTENTS

INTRODUCTION	5
Editor's Note	5
THE PLANET AXANAR	6
First Contact	6
Part I	6
Part II	6
Second Contact	7
"Thlrd" Contact	7
Sociological Evaluation	8
Axanar's Development	8
THE HISTORY	9
UFP/Klingon Background	9
UFP Sociopolitical Background	9
UFP Sociopolitical Background:	
A Criticism	10
UFP Military Background	10
UFP Military Background - A Criticism	11
Klingon Strategy	12
Klingon Strategy - A New Theory	13
THE WAR	14
The Klingon Perspective On Axanar	14
Preliminary Skirmishes	15
The Declaration Of War	16
The Early Months	17
Holding The Line	19
UFP Fleet Deployment - A Criticism	20
From Defense To Offense	21
The Final Phase	22
The Aftermath	24
RELATED ISSUES	25
Trade And Commerce	25
Trade And Commerce - A Criticism	25
The Romulan Factor	26
The Federation Council	26
The Ships Of War	27
The Advance Of Technology	28
THE CONSEQUENCES	29
Advances In Military Technology	29
Consequences For Military Shipbuilding	
Theory	30
Postwar UFP/Klingon Relations	30
The Aaxanarian Missions	31
The Axanarian Perspective	31
TIMELINE CHRONOLOGY	32
STARSHIP TACTICS	38
General Klingon Tactics	38
General Federation Tactics	38
Tactics	38
V- and U-Formations	38
Staggered Formations	39
Straight Line Formations	39
PicketPassing	39
Delta-Z Maneuver	39
Six O'Clock Low	40
Convoy Baiting	40
Cochrane Declaration	40
Scattered Defense	40
Other Formations	40
TASK FORCE COMPOSITIONS	40

THE FOUR YEARS WAR

A Concise Compilation of Library Information on the Conflict Between the United Federation of Planets and the Klingon Empire, Stardates 1/9409 through 1/9806

A supplement for use with *STAR TREK: The Role Playing Game*

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DEDICATION

This book is respectfully dedicated to Robert A. Heinlein and Joe Haldeman for their skillful descriptions of future warfare.

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Thanks to Ross Babcock for providing technical support and assistance, and to Forest G. Brown and Wm. John Wheeler for unknowingly providing additional detail and inspiration.

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INTRODUCTION

The text and timeline chronology contained in this publication should be made available, either as general knowledge or specific library information, to anyone in Star Fleet requesting such material.

This information is derived from diverse sources to provide a balanced, objective, and concise summary of events surrounding the Four Years War. Any annotations made by Academician Brighton will appear as editor's notes in the text. All stardates given are Reference Stardates.

SUMMARY OF CONTENTS

The Planet Axanar, contains log excerpts from officers making the the first and second contacts with the native population. It also contains the historic, final transmission from *USS Gulliver*, a Federation scout destroyed by Klingon ships as a precursor to the Four Years War. This section also includes a brief, comparative sociological profile made with a similar culture on another planet, and a summary of the evolution of Axanar's sociological and technological growth.

The History contains detailed information on the historical events leading up to the Four Years War. Essays on the history of Federation/Klingon relations, existing sociopolitical and military conditions within the Federation, and the official theory of the Klingon Empire's motives for starting the Four Years War are included. There is also a summary of a previously unpublished theory on the origins of the Four Years War. It contradicts the official viewpoint and provides a new perspective on the origins of this war.

The War describes the Four Years War itself, covering the major battles and strategic events occurring during that conflict. Federation policy is examined and a personal log captured from a Klingon flag officer is included. It describes his contact with Axanarians and provides some insight into the mission of the Klingon task force at Axanar.

Related Issues contains information on issues dealing indirectly with the war. A discussion of commerce restrictions, an intelligence report on the Romulan Star Empire, the effectiveness of the Federation Council, information on starships used in combat, and a report on dilithium for starship propulsion are given.

The Consequences examines the lasting effects of the Four Years War on military technology and Federation/Klingon relations, and describes the role of the

Axanar Peace and Culture Missions. Finally, a brief excerpt on Axanar's role in the Four Years War from the Axanarian perspective is provided.

The Timeline Chronology contains a chronology of events relevant to Axanar and the Four Years War. Specific significant events related to Federation technology or sociopolitics are also included.

Finally, **Starship Tactics** provides a brief explanation of Klingon and Federation operational strategies and warship task force compositions, and describes numerous specific warship tactics used by Star Fleet Command and the Klingon Imperial Navy during the Four Years War.

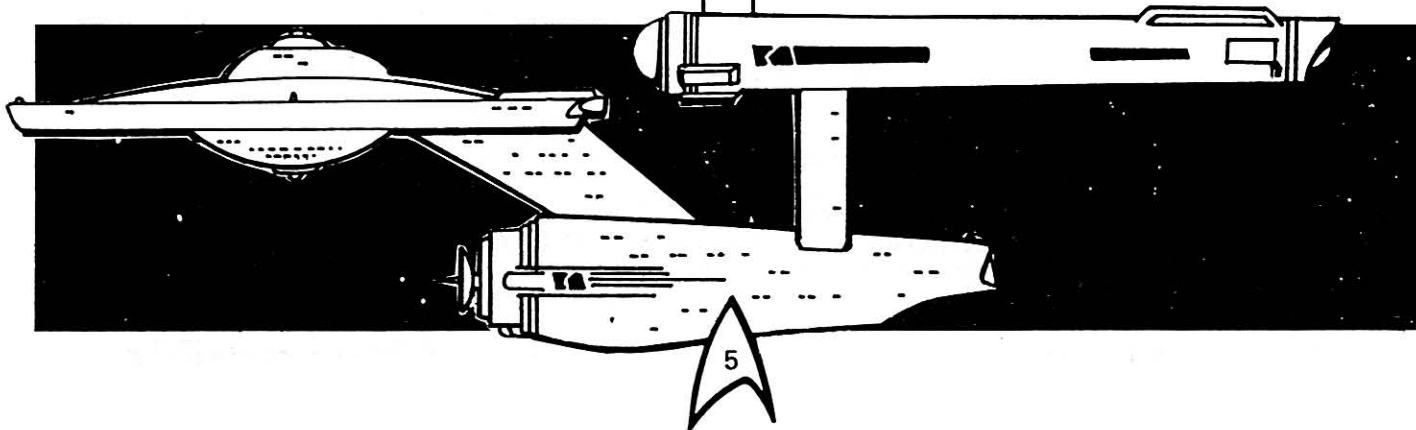
EDITOR'S NOTE

To include every minute detail describing the military, sociological, economic, and political events and ramifications of the Four Years War would require many volumes and prove uninteresting to all but the most devoted. Yet many members of Star Fleet wish to have convenient, detailed, but compact information access to material on this historical event, including the factors that caused it and the effects resulting from it. As a result, this compilation was commissioned by Star Fleet Academy's Office of Historical Studies for Star Fleet personnel on active duty.

The sections contained in this book were written by many authors over a period of many years. This results in some inconsistencies, but also provides a more personal touch. For example, texts written during the Four Years War will refer to the conflict as the "Klingon War". Naturally, no one knew how long the war would last until it was over. Where inconsistencies occur that could prove confusing, an annotation will appear. Otherwise, the text is unaltered from the time it was written.

I hope this information is useful to Star Fleet personnel as they carry out their duties. Remember the lessons of past generations.

Sir Kenneth A.F. Brighton
Professor of Psychohistory
Star Fleet Museum, Memory Alpha



THE PLANET AXANAR

FIRST CONTACT

PART I

Extract from *Captain's Log, UNSS Bonaventure*, Hadrian H. Huckleby, commanding (written Stardate 0/6509.15).

We have just finished our two-month-long first contact with a previously undiscovered and inhabited world. The planet, called Axanar, is the first of three orbiting the type K0 orange dwarf star Delta Orcus. The planet's distance from the star is slightly less than 0.9 au and has less orbital eccentricity and axial tilt than Sol III, or Terra.

According to Ensign Fortine, the star does not produce as much radiant energy as the sun we are used to, making the climactic conditions livable, but harshly cold in comparison to Terra. Also, its tilt and 'flat' orbit make the seasons much more alike than on Terra. They are always cold. The other two planets in the system are gas giants similar to Jupiter (Sol V) or Behemoth (Alpha Centauri II), though Delta Orcus III does have an exceptionally beautiful ring formation.

Everyone on board is tremendously excited by the find. The only thing that could have been better would have been encountering natives as peaceful and friendly as on Alpha Centauri.

After attaining orbit and using the ship's ground radar to check for life, I decided to order the ship down to the surface. Chief Engineer MacGregor reported all systems were operating perfectly, and Fortine was dispatched with a team of crewmen to study and eventually make contact with the natives.

As reported in his own log, Fortine suffered casualties after meeting with the Axanarians. For the record, I do not hold him responsible in any way for the losses. He is an exemplary officer and, so far as I know, acted in complete accordance with both regulations and common sense.

After laboriously learning the Axanarians' fairly simple language, Fortine was inducted into their society and exposed to their culture's religious and philosophical beliefs, which include the sacrifice of natives. When the time came for him to leave, circumstances forced him to promise to return one day. Only by so promising could he guarantee the safety of himself and the others in his party.

I am very excited by the potential wealth in minerals and resources of this newly-discovered world. If I have any reservations at all, they refer to the hostility of the native population. Also, I am slightly uneasy with the ethics of Ensign Fortine making a promise he could not keep. A deliberate falsehood is hardly the ideal foundation for building a cultural relationship.

There is no doubt that we have had a tremendous impact on the culture of Axanar. Whether our effect was beneficial or detrimental will remain for our grandchildren to see. Though I would act again as I have acted here, we may one day have to prohibit interference with recently-discovered planets to protect their proper sociological development.

A final footnote: Starman M.L. Lloyd has been con-

finied to quarters for improper procedure while serving as a member of the contact party. He violated regulations by separating himself from his partner and refusing to answer a communicator call for several hours.

ED. NOTE: Ironically, Captain Huckleby makes reference to the need for a regulation not yet in existence, General Order Number One. If this regulation had been in force, the corresponding effect on the future of Axanar and the Federation as a whole would have been significant.

PART TWO

Extract from *Science Officer's Log, UNSS Bonaventure*, Ensign Colin B. Fortine, (written Stardate 0/6509.14).

Serving as science officer aboard the *United Nations Space Ship Bonaventure* has been a weird experience, but at least I can modestly claim to be the best Axanarian linguist in the Fleet. The people of Axanar are incredibly primitive by Earth standards (though they have a few advanced religious beliefs remarkably inconsistent with their other areas of development). Some of the things to which I was exposed there turned my stomach more than weightlessness ever will.

Axanarians are very much like Humans in appearance, though a little shorter and with a higher mass-to-height ratio. They are most like the Aleutian people on Earth, with their adaptation to a cold climate, including a thicker layer of epithelial tissue and epicanthial folds over the eyes. Their skin color is somewhat pale due to blood vessels being deeper below the skin, the cone and rod eye cells interpret visible light differently, and internal organ arrangements are not like anything I have seen before, but these are minor variations. It appears they evolved from something very similar to anthropoids, adapting accordingly to the harsher environment of their world.

A war-like race organized loosely into tribes, Axanarians are openly hostile to all outsiders, successfully killing half of my eight-man contact team in an ambush. The rest of us were taken prisoner. As we were not searched, we were still armed. In my judgement, they could have killed us all in their surprise attack, and so I surmised that they had a reason to take captives. I only hoped that once we showed ourselves to be intelligent beings, at least by their standards, communication could begin and peaceful relations might follow.

Through a tedious process of hand gestures and one-to-one word-action correspondence, a *lingua franca* evolved. When their chief learned we came from outside their world, he immediately made the connection to outer space, and accorded the survivors of our party a status akin to godhood. He was pleased to have our presence in his village, a loose, medieval conglomeration of vine-and-fur-woven huts.

Several weeks passed as we slowly learned about each other. When it became necessary for us to leave, the chief tried to prevent it by offering up a number of his warriors. Unfortunately, the warriors were to sacrifice themselves by suicidally attacking us. Even as we stood, he ordered members of his tribe to prepare for combat.

Unwilling to see any more of our crew killed, I swore a solemn vow to return one day and told him to cease any killing as it did not please us. Though I had the uneasy feeling we were about to become a major element in Axanarian mythology, the situation developed in such a way that I felt there was no other choice. I spoke too quickly, but how else could I have protected the remainder of my team?

ED. NOTE: Ensign Fortine's Biography, *To Be A God*, described in great depth his personal experiences on Axanar. Although outdated, I understand it is still optional reading at Star Fleet Academy.

SECOND CONTACT

Extract from *Captain's Log (supplemental)*, USS *Yardley*, Marcus Aurelius Johnson, commanding (written Stardate 1/2008.06).

Our mission was to evaluate the long-term impact the *UNSS Bonaventure* had on the society and culture of Delta Orcus I (Axanar), and to determine whether the planet could be opened up for interstellar trade. At the time of the *Bonaventure's* visit, the Prime Directive was not in effect. It is, for us.

First, a seven-man contact team shuttled down, dressed as Axanarian traders. When Sociologist Marqx returned, he reported six casualties. The natives, upon discovering the team was unknown in the area, asked whether they were "of the 14" (apparently, there is some kind of myth regarding that number). When Marqx replied that the team, while possessing many goods for trade and representing many beliefs, was *not* "of the 14", the natives attacked. Presumably, they let him return alive so he could tell "his tribe" of the strength of their belief "in the 14".

While much of what has happened is obscure, one fact is clear. Six of my crewmen were killed in cold blood by the Axanarians over an apparent mythical conflict unknown to us. It is my recommendation that this planet be interdicted as a Federation protectorate, with visitation limited to infrequent evaluations by qualified survey teams. Maybe in 50 or 100 years we can check again.

It is clear this planet is in the process of sociological development, and as far as can safely be determined, the *Bonaventure* had no impact. Frankly, I'm surprised they were even able to make contact. I confess I am very angry at the deaths of my fellow crewmen, and I'm glad these barbarous people will not be a part of our Federation.

ED. NOTE: Commander Johnson did not take advantage of the opportunity to carefully examine the *UNSS Bonaventure* logs. If he had, the events might have been clearer to him.

"THIRD" CONTACT

Final log extract from ship's recorder buoy containing *Captain's Log*, USS *Gulliver*, Sharir Th'saal, commanding (written Stardate 1/9404.01).

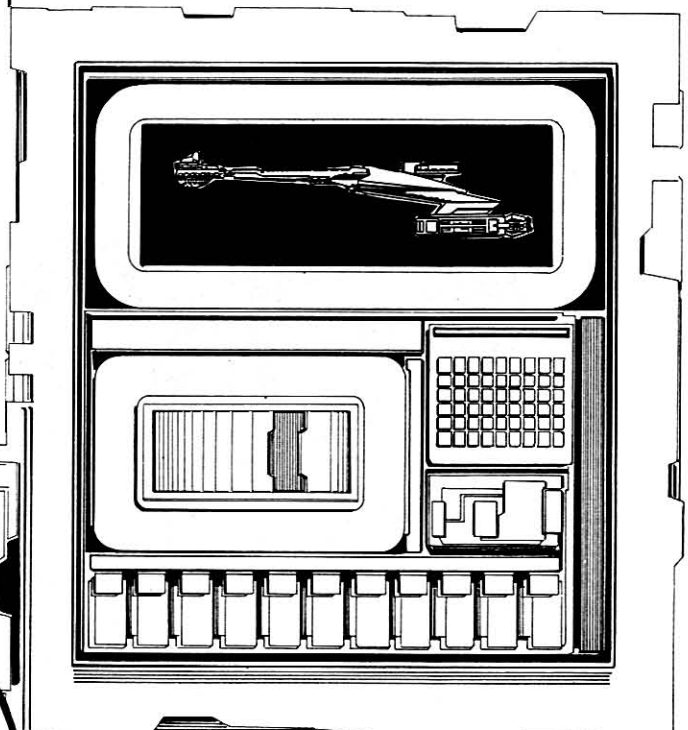
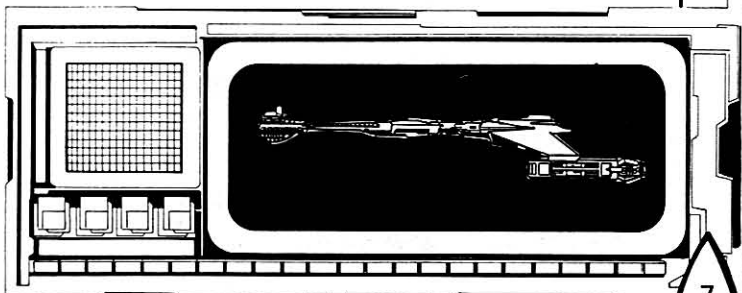
Instructions of current assignment of USS *Gulliver* were to evaluate Axanar culture for lifting of Non-Interference Directive. Instructions not carried out, due to presence of non-Federation forces in Axanarian system.

Made orbital approach to Axanar. Discovered eight alien starships in vicinity. Computer analysis of configurations report five Klingon *D-4* cruisers, two Klingon *D-16* destroyers. Also present is one other vessel not known to computer. Unknown class is: length, 250 meters; width, 150 meters; height, 50 meters; mass, 73,000 metric tons; weaponry, unknown; maneuverability, similar to *D-16*.

The vessels are aware of *Gulliver* and proceeding to engage combat. Forming into three groups, advancing on *Gulliver* forward port, forward starboard, and aft. Shields up, forward lasers armed. Enemy vessels possess good maneuverability and have tactical advantage. *Gulliver* is hit amidships; casualties severe. Exchanging fire, but *Gulliver* having no significant effect. Ship hit again. Enemy vessels equipped with advanced weaponry and propulsion. Battle continues, shields falling.

Message from enemy commander coming in. Claims this planet and alliance with inhabitants of surface. Ejecting recorder buoy and hope information contained will be retrieved and prove useful. I have met *Thasalla Shiithar*.

ED. NOTE: This entry contains the first references to the newly-developed *D-4E* cruiser and the *T-3A* assault ship. *Thasalla Shiithar* is an Andorian term referring to a condition or situation where honor is obtained through combat.



SOCIOLOGICAL EVALUATION

From a lecture entitled *Axanar and Beta III - A Comparative Study in Religious Sociopathology*, Michael Lindstrom, University of Deneb.

There are some interesting comparisons to be drawn between Axanar and Beta III. Of course, I served as a sociologist aboard the *Enterprise* when crewmen from that starship beamed down to Beta III and were mistaken for crewmen of the starship *Archon*, lost many years ago.

On Beta III, the intrinsic, divisive factor for the people was whether an individual was "of the Body" or not. The question asked of strangers was "Are you Archons?". Of course, a powerful computer called Landru ensured the stagnation of society, essentially a feudal theocracy with an advanced machine as its titular leader.

On Axanar, the question asked of strangers was "Are you of the 14?". On the surface, it is a straightforward question regarding the number in the party, and requiring a simple yes-no answer. However, when the connection is made with Ensign Colin of the *Fortune*, the question is placed in an entirely different perspective. The promise Ensign Fortune made to return in the future degenerated enough with the passage of several generations to cause all strangers to be asked if they were "of the 14". A negative response would evoke the demand "But, we want the 14", often with fatal results.

Due to Fortune's promise to return someday, the Axanarians based all hopes, aspirations, and efforts on the return of the deities that once visited them, led by the mighty "14". Under the Prime Directive, this constitutes flagrant interference. To mend this damage, General Order Number One was suspended, and the Axanar Culture Mission was permitted to systematically alter Axanar's culture to create a more productive, progressive, and healthy progress of development. Hopefully, such widespread, sudden dissemination of Federation culture, ethics, and mores will not be necessary in the future.

AXANAR'S DEVELOPMENT

From *Psychohistorical Study of Known Space*, Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha.

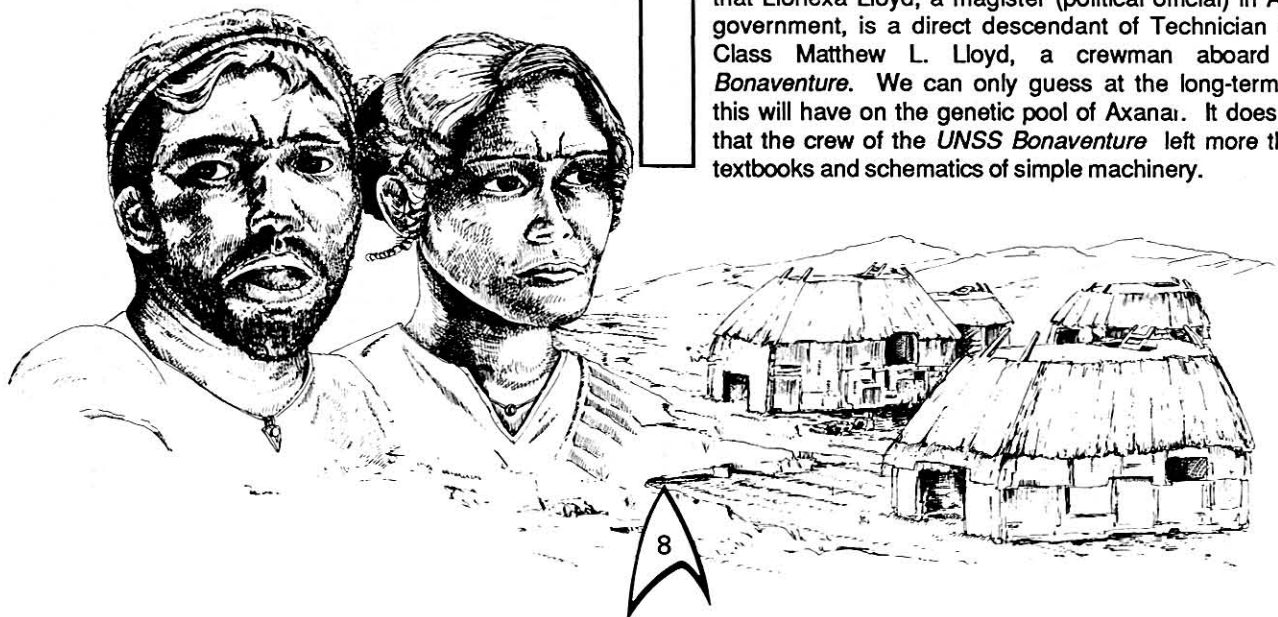
Numerical indices do not possess the psychological impact of harsh reality. Still, it is possible, and admittedly common practice, to use the Federation Science Council's Technological and Sociopolitical Indices to evaluate the level of development attained by the societies of planets populated with intelligent beings. An outgrowth of the earlier *Richter Scale of Comparative Planetary Anthropology*, these indices are now in standard use throughout the Federation. As long as the significance of each value is realized on a conscious and tangible level, I can approve of their use.

At the time of the first contact, Axanar had a Technological Index of 332311 and a Sociopolitical Index of 33. After *UNSS Bonaventure* visited and left a collection of texts containing scientific and engineering information, the indices changed considerably. By the time the *USS Yardley* arrived, the Tech Index had advanced to 344431, with the Soc Index remaining unchanged.

By the end of the Four Years War, after the Klingons had occupied Axanar, additional rapid advances occurred, bringing the Tech Index to 556552 and the Soc Index to 45, with Klingon leaders filling the role of monarchs-in-absentia. Thus, the Axanarians possessed enough understanding of technology to be of some assistance to the Klingons when work on the Klingon bases began.

With the continuing work of the Axanar Culture Mission, technological and sociopolitical advances are still being made. Currently, Axanar has a Tech Index of 677663 and a Soc Index of 46, with Axanarian leaders now in control of their own people. According to the last report filed with the Federation Science Council, the Culture Mission's goal of sociopolitical advancement will be judged complete once the Sociopolitical Index reaches 66. This is expected to take a number of years, but staff scientists are more than satisfied with the progress being made.

One interesting note on Axanar's development: Extensive biochemical and genetic examinations confirm that Llorlexa Lloyd, a magister (political official) in Axanar's government, is a direct descendant of Technician Second Class Matthew L. Lloyd, a crewman aboard *UNSS Bonaventure*. We can only guess at the long-term effects this will have on the genetic pool of Axanar. It does appear that the crew of the *UNSS Bonaventure* left more than just textbooks and schematics of simple machinery.



THE HISTORY

UFP/KLINGON BACKGROUND

From Historical Insights into the Four Years War, Ted Erickson and Loom Aleek-om.

Relations have been strained between the Federation and the Klingon Empire ever since the two powers first learned of each other's existence. On Stardate 1/5105.02, a personal warp-driven shuttle made contact with the *USS Sentry* near Gamma Demetrius. An alien warship calling itself the *Devisor* of the Klingon Empire demanded the return of the shuttle and its passengers. The *Sentry's* commander reluctantly honored the shuttle pilot's request for temporary political asylum, and shots were exchanged briefly between the Federation and Klingon ships. The *Devisor* then departed, promising to return and wreak havoc on the Federation and its citizens. This was the first contact with the hostile government of the Klingons, a race who seemed to enjoy combat sheerly for its own sake. Over the next several stardates, an assortment of contacts and brief skirmishes were reported between individual Federation picket ships and Klingon pirate vessels near the disputed Klingon/Federation border.

The second major encounter occurred on Stardate 1/6003.04, when a Klingon starship, modified to transmit a Federation scout identification signal, seized the *USS Flying Fortress*, a slow but heavily-armed prototype transport. By means of a sneak attack, the Klingons were able to destroy the transport's bridge, killing all command personnel and rendering weapons systems inoperative. The ship also happened to be carrying the first experimental deflector shield, although the Klingons never did discover that fact. Even though the ship was temporarily in Klingon control, a successful interception by a Federation anti-piracy task force forced the Klingons to release their tractor beam, returning the badly-damaged *Flying Fortress* to Star Fleet's control with all its secrets intact.

These increasingly unrestrained acts of piracy and combat by the Klingons greatly concerned Star Fleet Command and resulted in emergency appropriations to construct two new Star Bases near the Klingon Empire. Star Bases 22 and 23, completed in Stardate 1/6401 and 1/6905 respectively, would serve as centers of operation for Star Fleet's task forces protecting Federation space and shipping from further incursions by Klingon vessels. After the attack on the *USS Flying Fortress*, there were no multi-ship confrontations between Klingon and Federation vessels until the Four Years War began. Occasional skirmishes and exchanges of fire between vessels of the two governments, however, would continue.

One notable period of remarkable inactivity lasted from Stardate 1/82 to 1/87. The popular belief is that it was due to a war being fought by the Klingon Empire along another border. Though there is no knowledge of any intelligent race on the Klingon Empire's coreward border, the covert discovery of massive Klingon shipbuilding efforts during this period would seem to reflect some form of open warfare with an enemy other than the Romulans or the UFP.

ED. NOTE: Since the book was written, this last theory has been partially confirmed. The conflict is now referred to by Star Fleet Intelligence as "The Unknown War".

UFP SOCIOPOLITICAL BACKGROUND

From Psychohistorical Study of Known Space, Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha.

The early years of the United Federation of Planets can be characterized by consistent territorial expansion and technological and cultural growth, as warp-driven ships travelled between the inhabited worlds of intelligent beings. Not including the violent contacts taking place between the Vegan Tyranny and other races, the period between Zephram Cochrane's development of the warp drive in Stardate 0/4812 and the loss of the *USS Atlas* to Romulans in Stardate 0/9211 was generally a time for peace. The establishment of the United Federation of Planets on Stardate 0/8706.06, with its charter permitting the creation of a Star Fleet Command, went a long way to ensure safety of lives and property within Federation space.

Still, there were limitations. Technology and the anti-matter warp drive had opened up space, but even warp drive could not do the impossible. Advances in propulsion permitted speeds of up to Warp 3.5, but no higher. Significant breakthroughs in interstellar travel would not be forthcoming until the discovery of dilithium in Stardate 1/7603.

After the inconclusive Romulan War of Stardate 1/0610 to 1/0909, peace again became the watchword within the Federation. After outposts along the Romulan border became operational in Stardate 1/1804, the Federation could expand without significant difficulties, and began to grow complacent. Research continued on the design of a practical materializer beam (later called the transporter), but funding for Star Fleet operations was reduced dramatically.

In Stardate 1/3612, the Federation Council voted against appropriations for a totally new generation of warships. This, coupled with the monumental design failure of a later ship class, resulted in an obsolete, 46-year-old destroyer class serving as the Federation's first line of defense when first contact did finally come with the Klingon Empire on Stardate 1/5105.02.

In Stardate 1/5708, a political body calling itself the Terra-Return League was formed on Benecia colony. The goal, as described in their Proclamation, was to end the Federation's policy of expansion and have all Humans return to the Sol system from the most outlying regions of space. Observing that mankind had gone deep into space and still had not solved many of Humanity's basic problems, the League felt resources were being exploited and abused on an interstellar level. They said room enough existed on the now-habitable worlds of Mars, Venus, Ceres,

Ganymede, and Titan, and so the Federation should be disbanded, and Terra observe a strictly isolationist view of extra-solar activities. The recent contact with the war-like Klingons only added to the League's argument.

This viewpoint, along with the Scandal of Archimedes in Stardate 1/7201, resulted in growing dissatisfaction with the Federation Council. The scandal involved a request made to the Federation for specific economic trade protections. Th'allt, a small Andorian colony world very close to numerous Tellarite trading worlds, claimed harassment by particularly exploitive Tellarite traders.

The situation, code-named "Archimedes" by Star Fleet, was ignored at first and later badly mismanaged by the Bureau of Interstellar Commerce. The situation became critical when a substantial task force of Star Fleet warships under Andorian Admiral Hathari effectively disregarded regulations and encircled the system with a protective blockade. Warning shots were actually fired at Tellar-registered merchant ships, forcing the situation to come to the attention of the Federation Council itself.

Though all parties were eventually mollified and corrective measures were taken, this momentary crisis vividly pointed out the shortcomings of the Federation's complex and occasionally ineffective bureaucracy. The event also heightened the small but growing popularity of the Terra-Return League. Numerous planets even declared embargoes on goods from planets disagreeing with their stand on the controversial issue.

The final challenge came at the Babel Conference of Stardate 1/7701. The Terra-Return League, now representing a respectable and vocal minority, officially raised the question of dissolving the Federation. After strenuous debate and impassioned speeches by the participants, the decision to maintain the Federation passed by an acceptable margin.

Some of the factors leading to the decision included the recent development of the transporter, the willingness of Star Fleet to offer more patrols and protection, and the very recent discovery of dilithium crystals and its subsequent effects on interstellar travel.

Between the time of the Babel conference and the Four Years War, the new advances in technology and increased speed of interstellar travel encouraged a second period of economic growth and territorial consolidation. Alternating between placid complacency and the raw edge of crisis, the Federation stood ready for the open warfare that was to come.



UFP SOCIOPOLITICAL BACKGROUND: A CRITICISM

From On the Brink of Disaster, Federation Assistant Commissioner (now High Commissioner) Mitchell Ferris.

It is easy to say that the United Federation of Planets has successfully maintained peace within its sphere ever since the bloodbath of the Romulan War. The truth is that after the Romulan War, we grew as fat and complacent as a Sirian bandersnatch after feeding. The Federation was unbeatable, its military forces were all-powerful. Or so we told ourselves in closed chamber meetings and from the speaking balconies of a dozen-score worlds.

And yet, at the same time, the people complained of the Federation council's impersonality. Only the gravest complaints were handled at the highest levels of the enormous bureaucracy now controlling the Federation. The Archimedes debacle was example enough. "It is time to draw back," some said. "Let us return to an imperialistic form of government, with Terra as its capitol, of course." Others, specifically the Terra-Return League, sought a strictly isolationist policy.

Only the narrow vote of the Babel Conference of Stardate 1/7701 permitted the Federation to continue in its current form. I, for one, recognize that the UFP has the unenviable job of being "all things to all beings". Nevertheless, these petty differences of opinion should not have been allowed to develop into world-shaking calamities. The only way order can be maintained is through increased use of Star Fleet personnel and equipment to ensure cooperation. If people in desolate outposts think the Federation is impersonal, wait until a large Klingon warship comes bearing down on them. It should make a very personal impression.

UFP MILITARY BACKGROUND

From Massed Fleets, Admiral Samuel Shepherd, Chief, Star Fleet Command (prior to the Four Years War).

After the Romulan War, high officials in the Federation felt certain another war would not occur quickly. Once installations were complete along the Romulan border, the future role of Star Fleet Command seemed limited to navigational and simple law enforcement duties. As a result, appropriations for Star Fleet Operations were cut sharply. Funds for research and development permitted only modest technological improvements. Funds for new construction allowed only for the replacement of vessels no longer safe for use. At one point, plans for an entirely new generation of combat vessels were submitted to Star Fleet, but the Council rejected any further expenditures.

This went on until Stardate 1/4802.20, when the first of a new class of cruiser was commissioned. The *USS Tritium* was the first starship designed with three warp nacelles. According to Zephram Cochrane's original warp theories, no more than two warp nacelles could be used on a single ship, because imbalances in the warp fields generated by the nacelles would nullify the drive's effect.

Several flag-rank officers in Star Fleet Engineering Command disagreed. They believed the third nacelle would stabilize and harmonize with the performance of the other two, dramatically increasing maximum operating performance. Many billions of credits were put into the project, and a total of six *Tritium* Class ships were constructed before the project was terminated. Simply put, Cochrane was right, and the theoretical engineers were terribly wrong. Many officers had staked their careers on the decision and later found themselves out of a job.

On Terra, the ships in the ancient nautical fleets were built around the size of the guns or the thickness of the armor. However, the overriding limitation on the efficiency of a starship is not the hull material or the size of its turrets. With these ships-of-the-line, it is the warp drive that serves to power all other systems. After the failure of three warp nacelles on a single ship, efforts continued to increase the efficiency of the warp drives themselves. These efforts resulted in steady progress, as the maximum ship-speed crept slowly upward to Warp 4.8. The *Mann*, *Rickenbacker*, and *Baton Rouge* Classes, among others, contained improvements over earlier designs, but additional substantial progress would be limited until dilithium became a component in warp drives.

Tactics continued to develop as well, with Star Fleet ships usually working in groups of three or four similar ships, allowing convenience in repair throughout the growing Federation sphere of influence. In many ways, the situation near the Klingon Empire was ideal for starship crews. There was enough excitement was possible to keep officers alert, and the brief conflicts gave numerous commanders at least some combat experience. Many of the lessons learned in minor confrontations served to train them better than any simulation at the Academy could. (Of course, the historical simulations at Star Fleet Academy were second to none, but no amount of simulation can substitute for actual field experience.)

Another source of pride for Star Fleet was the newly-established Marine Academy, opened in Stardate 1/9009. This new institution would provide Marine Corps Command personnel with the specialized training needed for their particular duties. And now that they had their own educational and training facilities, a special sense of *esprit de corps* could be imparted to them as well. This enhanced their overall efficiency and unintentionally maintained an inter-service rivalry dating back at least to 18th-century Terra.

With both Star Fleet and Marine Academies supplying highly skilled personnel, and with the establishment of regular duty patrols for the majority of our territory, we were as ready for open warfare as we could be without violating the Prime Directive or actively initiating interstellar war on our own.

UFP MILITARY BACKGROUND: A CRITICISM

A Policy of Pacifism: The UFP Before the Four Years War, Greeunt, Tellarite Ambassador to Orion.

Humans and the Human-dominated Federation always find someone to blame other than selves. When they have war with Romulans, they blame them for hostile and aggressive actions. When they make hostile contact with the Klingon Empire and later learn the Orions knew of the Klingons, they blame Orions for not telling. When things nearly go sour at Babel Conference and even other Humans want to return to home, they blame poor economy. For Archimedes Crisis, they blame ethics of truly honorable Tellarite merchants. When dilithium crystals are found in Orion system, they seize all they can for lowest possible pay, then again blame Orions for wanting to share their mineral wealth with Klingons. One would think all troubles in large galaxy are combined fault of Orions and Tellarites.



Truth is: Federation as a whole is just not ready to face all there is. Too often, they disagree amongst themselves, then show indecisive attitude when forced to make decision. If they might take lessons from a diplomat of Tellar, they should look to selves for answer, not blame all others. A strong military is important, yes, but also are principles of economic war. Orions were true winners of Four Years War, for they learned needed lessons and sold valued goods to both sides, making much money. We have much to learn from skilled Orion leadership, and it is not yet too late.

ED. NOTE: Judging from Greeunt's remarks, it is easy to see why he has his current title and position.

KLINGON STRATEGY

Intelligence Analysis of the Klingon Empire, Volume X, Star Fleet Intelligence Command, Klingon Sector.

Based on all available information, the Four Years War started when the Emperor and some Imperial Court members of the Klingon Empire were pressured by more militant factions to initiate open hostilities against the Federation. This pressure, combined with the need for territorial expansion and conquest of additional resources, led to combat. To fully understand the implications of this, it is necessary to know something of Klingon politics.

Members of specific, powerful lines of ancestry serve as the rulers in the Klingon Empire. If the ruling position on policy is opposed vehemently enough by other lines, important members of the ruling family are assassinated, and the assassins become the new ruling line. This ensures that political and military power remains in control of the most aggressive, and thus best, leaders possible. Unless the Empire's immediate future would be damaged by multiple assassinations, Klingons would continue to employ tactics of this nature to change policy, even during wartime.

ED. NOTE: More recent information, contained in *An Informal Guide to the Klingon Empire* by J. Ford and E. Tagore, seems to contradict the Star Fleet Intelligence reports completed immediately after the Four Years War. According to Ford and Tagore, Klingon lines do *not* normally conduct feuds, as the above report indicates.

Instead, they vie for 'position' using acceptable Klingon techniques of deception, deceit, and trickery. If this is the case, any political Klingon assassinations during a war would be exceptional events. This puts into question the accuracy of the entire Intelligence report. More information can be obtained from *The Klingons*, available from FASA.

More than four decades passed between the time of the initial encounter between the Klingon ship *Devisor* and the *USS Sentry* and the beginning of the Four Years War. During that time, the Klingons knew of the Federation, a potentially hostile government, yet did not declare open warfare against the UFP, as might have been expected.

Indeed, a war involving the Federation was postponed by a policy of aggressive expansion in areas of the Klingon Empire not near the Federation. As a result, the Klingon Imperial Forces turned coreward, apparently seeking an inexpensive but meaningful gain in territory there. Presumably, from what little information we have, their efforts were sharply thwarted by another race or races occupying that region of space. As casualties mounted in "The Unknown War", the High Command was forced to reconsider their strategy. There was also pressure on Klingon leaders to launch a full-scale attack against the Federation, in hopes of a fast and inexpensive conquest there.

For a number of years after the conclusion of The Unknown War, other family lines began to show extreme

displeasure at the Emperor's apparent cowardice, and threatened open warfare against the High Council itself. It is believed the abortive sneak attack against the Federation transport *USS Flying Fortress* resulted in extreme embarrassment for high-level officials of the Klingon Empire. They began to search elsewhere for glory and conquest until enough time had passed and their failure forgotten. The lack of success on the coreward front refocused Klingon attention on the adversary judged to be less dangerous; i.e., the Federation.

The High Council planned an unexpectedly bold and rash plan of offense against the Federation, in the hopes of mollifying their enemies and remaining in control. Their goal was to seize and annex a large region of space currently under Federation control. Once that was accomplished, they could then turn their energies to the Romulan Star Empire and a region of space known as the Triangle. Assuming the Federation would relinquish control over the disputed area rather than enter a prolonged conflict, the war could be over in a few months with minimal casualties.

Though there apparently was concern among the High Command over the Klingon Empire's ability to wage a prolonged war, it was not deemed likely that such a war would last for more than two years. The Klingons believed that a massive ship construction program begun about five years prior to the commencement of hostilities would give them a quick victory through overwhelming fleet superiority.

Another faction, however, had other plans that would have added considerably to the overall success of the primary goal. Their intention was to send a Klingon squadron secretly into the Federation, occupy a planet, construct a surface naval installation and complex fortifications, and operate within Federation space as long as possible. This would serve as a diversion, provide an installation with some limited repair facilities, and add to Star Fleet's confusion. After enough time passed for the first Klingon squadron to reach Axanar (their chosen planet), a second squadron would be dispatched immediately, provided no word came from Star Fleet of the first squadron's detection or destruction.

Apparently, they received information from non-Klingon sources regarding the location and nature of Axanar. An interdicted world under the protection of General Order Number One, Axanar was unusual in having such a status so close to the center of Federation space. The Klingon High Council must have judged this planet to be an excellent site for their military installation, provided the ships could successfully reach the planet without being detected. Using enormous fleet maneuvers and the unprovoked massacre at the Arcanis Four Research Outpost as strategic diversions, the Klingon Imperial Navy task force was able to secretly reach Axanar. Only after the discovery by (and subsequent destruction of) the *USS Gulliver* was their presence known there, and the Four Years War actually declared.

KLINGON STRATEGY: A NEW THEORY

Introduction to a recently published dissertation by Kraftzmann Mikil Hartewicce, M.D., Ed.D., Ph.D., L.A.D.

I happen to think the Klingons are not as simple or foolish as Star Fleet's official theory of the Four Years War would have us believe. The idea of using Axanar, a planet very deep within Federation space, as the site for a Klingon naval base must have some logical basis in fact. Even Klingons generally tend to think in logical terms when the subject is strategic military policy.

There are hundreds of planets closer to the Klingon border that would have been more suitable for purposes of supply, defense, and general operations. For an advance base, a planet a few parsecs distant would have been more logical than having it 40 or 50 parsecs behind enemy lines. Such great distances would change the most routine of supply missions into the greatest of undertakings and be terribly wasteful of resources.

I have compiled a new theory that is based on an analysis of the genetic structure and the primary personality characteristics of every major Humanoid race living in the area of Federation space between the Klingon Empire and the planet Axanar. The statistical analysis and subservient processes took a little over 17 years (and consumed just under 33,000 tablecloths, at last count).

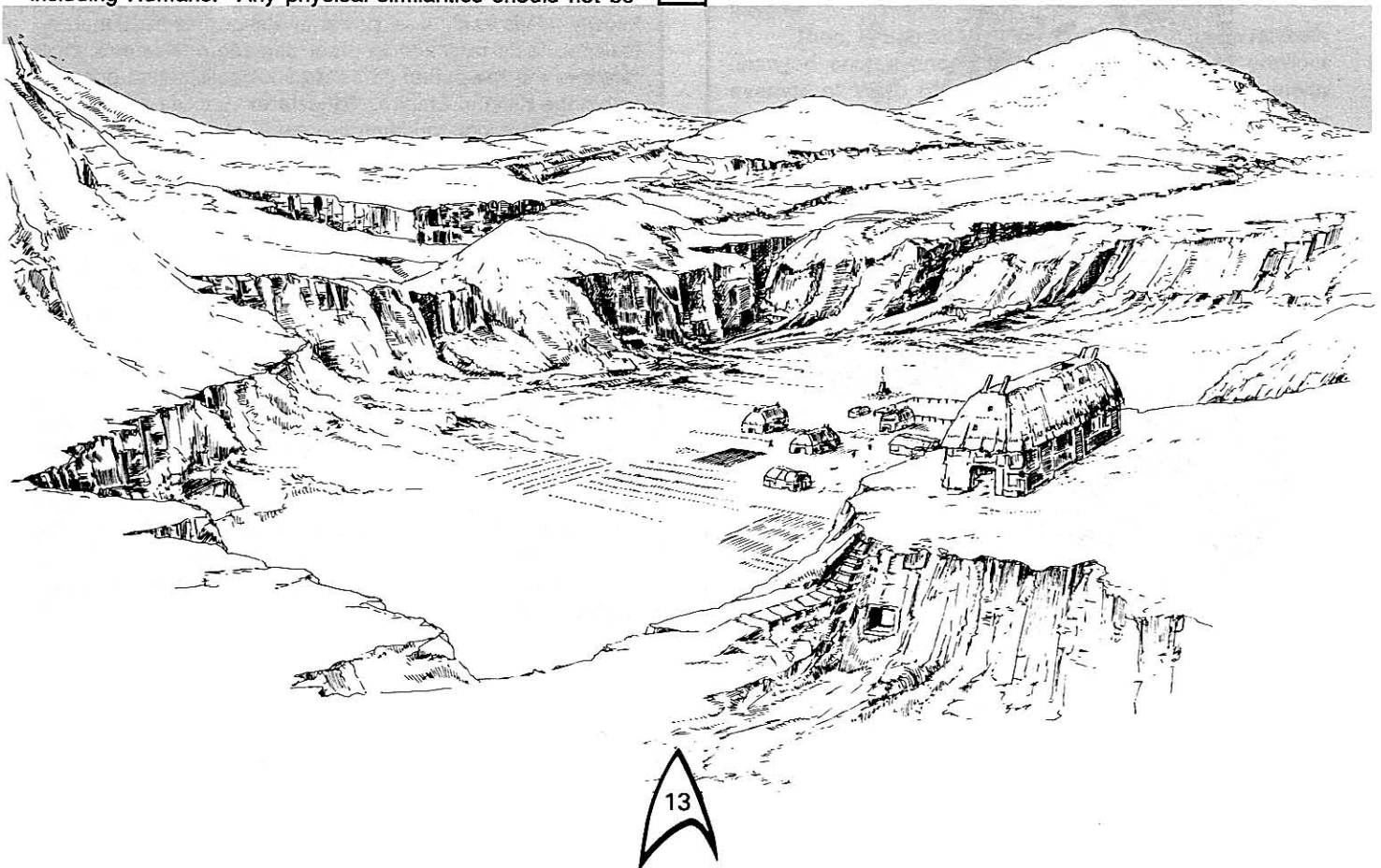
After carefully evaluating the general personality of the Axanarian race and the available genetic data on both Klingons and Axanarians, it appears they may be slightly more alike in their DNA structure than any other Humanoid, including Humans. Any physical similarities should not be

considered disparaging toward the loyalties of Axanarians in general. On the other hand, they did ally themselves to the Klingons, though that too may have been obtained through chemical or biological coercion.

If this is the case, it is possible the primary purpose of taking Axanar was to establish some sort of complex biogenetic installation there. Its purpose might have been to flood surrounding Federation territory with a Klingon/Axanarian genetic hybrid. Such a half-breed would probably have the general appearance of Humans but the motivation, training, and resources of Klingons.

With the secondary motive of building and maintaining a large spaceship base on the surface of Axanar, the Klingons could proceed to fight the war while successfully establishing a covert hospital/research facility on the surface for future use. Now is, of course, the future when viewed from the time of that war. I believe there are still some areas of Axanar not fully explored, and the base might be fully operational at this time, without anyone in Star Fleet taking necessary precautions. Indeed, it may already be too late.

(ED. NOTE: An obscure, somewhat brilliant, and extremely eccentric scientist, Dr. Hartewicce has spent the last 20 years studying the events leading up to the Four Years War, and he obviously disagrees with the official view. I find his statistical models, invariably sketched on cloth table coverings, to be often erroneous. I suppose it is possible that the errors I have observed are due to grease stains on his diagrams and not to mistakes in his theory.)



The War

THE KLINGON PERSPECTIVE ON AXANAR

Translated excerpts from the structa aggam of Klingon Admiral Kkorhetza zantai-Riskal (captured by Fleet Captain Garth of Izar shortly after the Battle of Axanar).

After this most dangerous of journeys lasting many klani, I have arrived safely at the interdicted world the ICB was told of, a planet Federation weaklings call Axanar. Rations of *vis'kah* have been ordered for all crewmen save members of the landing party.

(section omitted)

I have transported down with a customary exploration team consisting of myself, my lieutenant, and twelve marines. As much as I enjoy having the naked stars ever-watchful, it is good to be on the surface of a planet again, no matter how alien, after so long in space.

Immediately upon landing, I killed several small fur-covered life-forms and stood over the bodies. It has been too long since I held the gratifying scent of death in my nostrils. Several months, in fact, since I ordered the death of the incompetent senior engineer aboard the *Klarmath*, when it could not continue at the necessary pace.



(section omitted)

This world has the chilling cold of a thousand demons of space, and I have never been more uncomfortable anywhere outside an agonizer booth. Still, I am not here for my health, but to gain esteem within *Komerex Zha*. As Emperor Kagga said before meeting his proximate end: "To avoid the fate of *khesterex*, one must take the risk of *komerex*. The act of personal death is not of consequence, as long as the game is played with force and skill."

(section omitted)

We have made contact with the natives. The translator chip provided by our dim allies worked correctly, fortunately for them. After announcing our presence, I informed them of their choice to cooperate or die. When their tribal leaders asked our numbers, they immediately showed the proper humility of a *kuve*. Perhaps this plan will work, after all.

ED. NOTE: From the best postwar intelligence estimates, this task force departed from the Klingon naval installation at Ruwan around Stardate 1/9209, reaching the edge of Federation space on Stardate 1/9301, and arriving at Axanar by Stardate 1/9309. This assumes that the two diversionary fleets were launched to coincide closely with the task force's entrance into the UFP. It would also mean Admiral Kkorhetza was at his destination for about seven months when the *USS Gulliver* entered the system.

The Klingon term for "personal log" is "structa aggam", which translates loosely to "teaching pains". "Klani" appears to be a unit of time, though its exact duration is not known. "Vis'kah" is a powerful Klingon recreational intoxicant, fairly rare and in great demand. "Komerex zha" refers to the "perpetual game" of sociopolitics that goes on within the Klingon Empire. "Khesterex" implies a dead culture that does not continue to grow or strive. A "kuve" is a servitor race, beings destined to work honorably for the good of the Klingon race.

The ICB is the Klingon Imperial Contacts Branch, a division of the Imperial Klingon Forces responsible for coordinating non-military activities aimed at expanding the size or influence of the Klingon Empire. The reference to "dim allies" is obscure, though several possibilities include the Romulans or the Orions. It may also signify several specific, unpopular individuals inside the Klingon Empire or agents who provide information to the Klingons.

It was mere coincidence that the Klingons landed with a party of 14 crewmen. Of course, this number had a special significance to the native Axanarians, but its import was totally lost upon the Klingons. What mattered to them was discovering that his race would be willing to work for Klingon goals. Had another number beamed down, history might have been different. Speculations on that are certainly moot at this point.

PRELIMINARY SKIRMISHES

From An Informal History of the Four Years War, Captain (now Admiral, Retired) Sebastian Westervliet.

Peace was nice, and the United Federation of Planets had had its share of it. Unfortunately, it could not be taken for granted. Federation borders were not sacrosanct, as the Klingons painfully reminded us.

Having had few violent encounters with ships of the Klingon Imperial Navy until Stardate 1/9212, we did not expect such barbarism from a space-faring race. Nothing since the time of the Romulan War could compare to it. Once again, we should have taken heed of the past. Our first lesson this time would come at Arcanis.

Star Fleet Command maintained a medium-sized research outpost on Arcanis IV, an otherwise uninhabited Class K planet. The station was manned by a mixture of military and civilian technicians working on a wide assortment of low-priority projects. There were no extensive offensive or defensive weapons systems at the base aside from assorted personal side-arms, and patrols in the area were generally limited to an occasional *Hale* or *Bode* Class scout.

On Stardate 1/9212.21, the *USS Bohr*, while on standard patrol, reported observing a three-ship Klingon task force in the area of unclaimed space between the UFP and the Klingon Empire. The ships were identified as cruisers of the fairly new *D-7A* Class. The commander had some prior experience with Klingon forces moving into the neutral zone from a region informally called "the Hook", but previous Klingon movements were generally brief and of a reconnaissance nature. Not expecting deliberate hostilities, the *Bohr* left station and proceeded to intercept and track the enemy group. As it turned out, the Federation vessel's area of patrol happened to include the Arcanis system.

Using a tactic known as picket passing, the Klingon task force effectively lured the *USS Bohr* from its normal route. As the scout intercepted the *D-7As*, a second task group of about 20 ships moved into the Arcanis system and attacked the research station. The Klingons knocked out the station's only deflector shield with disruptor fire, and two companies of Klingon marines transported down to the base with astonishing speed, cold-bloodedly killing with hand weapons every man and woman there. The last message recorded on the base's log was from a Klingon marine Captain named Muthar who remarked that the base would not be destroyed, "because it might someday be useful to His Excellency, Emperor Karhummur." The cost in Federation lives was 112 in all. They were the first to die, but they would not be the last.

And this attack was only the beginning. On Stardate 1/9301.25, the *USS Rutherford* detected a Klingon battle fleet of over 100 ships within the neutral area. They were moving just spinward of the Rigel system, apparently heading into Federation space. Star Fleet Intelligence quickly learned the fleet, code-named "R", was under the overall command of Klingon Admiral epetai Kazu, an officer with some reputation for making quick, violent decisions. On Stardate 1/9302.24, the *USS Irwin* detected an almost identical force under Admiral zantai Kone. Code-named

group "U", the ships were moving spinward of Star Base 22 with the same apparent intention of violating Federation territory *en masse*.

These discoveries had a devastating effect on Star Fleet Command. Although most scouts nearest the Klingon border maintained their proper surveillance positions and promptly reported their findings, we had no effective way to deal with the situation once we did know about it. Star Fleet Intelligence, Klingon Sector, had kept track of general activities and trends, and they knew about many Klingon shipbuilding programs, including a massive construction project involving several hundred *D-7* cruisers. They did not, however, expect these new forces to be used against the UFP, but instead anticipated their deployment elsewhere. The Klingons had constructed large fleets between Stardate 1/82 and 1/87, and our best guess was that they would use these new ships in the Unknown War.

It appeared that the Klingons had massed their enormous battle fleets for a frontal attack on the Federation. In defense, all UFP vessels capable of combat were transferred from Star Bases 21, 14, and 15 toward the border sectors. Meanwhile, Federation and civilian crews rushed to finish the new ship-building docks and assembly plants on Star Base 15, should the unthinkable actually happen and open hostilities be declared.

It was some time before we learned there was a second purpose for the attack on Arcanis and the two-fleet thrust against the Federation. As Fleet Captain Garth proved, these actions were to cover a nine-ship task force leaving the Klingon base at Ruwan, moving past Star Base 14 through the heart of Federation space to reach the interdicted world of Axanar. Preoccupied with mobilizing our forces against the Klingon Fleets, we suspected nothing at the time.

Then, in Stardate 1/9305, both Klingon fleets radically changed course and reduced speed from their previous average of Warp 6 to Warp 3. By this time, the enemy armadas were just outside Federation territory in the no-man's-space between the Klingon and Federation borders. This action admittedly left Star Fleet in a real quandary, as squadrons continued to form in support of any necessary defense.

Star Fleet was not the only confused group of leaders. The Federation Council had only the single atrocity of Arcanis on which to base the declaration. After closely comparing the relative strength of the Federation against the Klingon's current force, the Council sorrowfully wrote off the lives of the destroyed research outpost in closed chamber decisions. Not having an adequate motive for starting a full-scale war, the Federation elected to ignore the losses suffered, and hoped they would be the last.

Nothing further happened for a number of months. Eventually splitting up into a number of smaller squadrons, the Klingon fleets continued to travel in unclaimed space, sending shivers up the spine of Federation task group commanders facing the treacherous enemy. Our hands would remain tied until Stardate 1/9406.15.

Fortunately, the Klingon fleets did not force a major action until late in 1/94. By that time, Star Base 15's huge new shipbuilding docks were ready to go into immediate, full-scale production, with other bases equally torqued up to handle conflict.

THE DECLARATION OF WAR

From Star Fleet Command Official Campaign History of the Four Years War, John Gill and the Star Fleet Office of Public Affairs and Information.

In Stardate 1/9403, the *USS Gulliver*, a *Sawyer* Class scout, received instructions to make a routine evaluation of Axanar's sociological development as follow-up to an earlier evaluation conducted by the *USS Yardley*. Extracts from the destroyed ship's recorder log showed that it reached the Axanar System on Stardate 1/9404.01.

On Stardate 1/9405.29, a single *D-4E* cruiser travelling at Warp 5 was spotted eight parsecs from Axanar by the *USS Xenophon*, a *Marklin* Class destroyer. The commander of the *Xenophon*, Captain Garth of Izar, prudently maintained observation for a matter of days, exactly plotting the Klingon ship's course. The vessel's only possible destination was the interdicted world of Axanar.

Since receiving their new orders, the crew of the *USS Gulliver* had not been heard from. Though it was a little unusual for so much time to pass between transmissions, the scout was not yet officially listed as missing in action. Captain Garth, however, knew that the ship was supposed to be at Axanar. By combining both pieces of data, Garth concluded that something had somehow gone wrong, and that this Klingon ship might be involved.

Realizing the tactical situation as well as the distance of this unfriendly vessel within Federation space, Garth engaged the *D-4*, ordering its commander to surrender. When the vessel attempted to activate shields and initiate combat with the *Xenophon*, Garth used superior tactics to disable the Klingon's warp engines with skillful laser fire. This action left the enemy ship on impulse power alone, rendering it effectively harmless.

On Stardate 1/9406.05, the *USS Bonhomme Richard* detected a homing signal coming from a ship's recorder buoy. Moving in, the crew retrieved the device and learned it was from the *USS Gulliver*. The cruiser immediately set course for Axanar, transmitting its log and the log of the *Gulliver* to Star Fleet Command, who in turn contacted the Federation Council. By this time, Garth and the *Xenophon* were already on their way to Axanar at Warp 6.2.

As soon as word of the *Gulliver's* fate reached the Federation Council, a declaration was prepared and transmitted on all major hailing frequencies to the commanding officer of the Klingon task force at Axanar. He was given a choice between withdrawing his entire force to the Klingon border while under Star Fleet escort and outright surrender. Aware of the considerable distances involved, the Council gave the Klingon four months to contact the Empire and receive their instructions.

While waiting, Star Fleet began production of the new, inexpensive *Portsmith* Class destroyer, a small, maneuverable ship that would see extensive use throughout the war. Shortly after, the generally unsuccessful *Siva* Class destroyer was withdrawn from service.

Arriving at Axanar on Stardate 1/9407.09, several hours before the *USS Bonhomme Richard*, Captain Garth was given overall command of a squadron ordered to maintain a complete surveillance of the Axanar system. Should the Klingons try to break out, Garth's scouts would

be in a position to detect the action and disable the unfriendly warships. He complained good-naturedly about the duty, considering it to be "just another scouting mission", but on Stardate 1/9408.29, Garth got much more than he had bargained for. Though the Klingons bottled up within the Axanarian system had made no attempt to leave their current position, a second Klingon task force containing two squadrons of *D-4E* cruisers as well as numerous cargo freighters and assault ships, was reported by one of Garth's scouts. This squadron was moving in toward Axanar, apparently intending to reinforce and resupply the existing Klingon naval garrison.

Badly outnumbered, outgunned, and unprepared for a full-scale fleet action, Garth proved his resourcefulness. He gave very detailed instructions to all starship commanders, and quickly split up his small command into three. One group of ships formed a trailing U-formation to conduct a fixed defense, and the other forces maneuvered away at high warp speed.

The Klingon task force moved in, pinning the first group and crippling several Federation scouts. Meanwhile, Garth's second group conducted a massive, subspace communications counterintelligence operation, simulating the subspace radio traffic of several large Federation fleets moving in to encircle the Klingons. The Klingons, closely monitoring Star Fleet communications were fooled. They immediately broke off their attacks against the first group and reformed for a second attack.

As the ruse progressed, the Klingons believed the 'fleets' were closing in on them. The third task force now moved into covert attack positions. Once there, they successfully directed laser and accelerator cannon fire against the unshielded aft sections of more than half the Klingon force, quickly knocking out a majority of the affected ships' propulsion systems.

Three of the lightly-armed and shielded Federation scouts were destroyed and four destroyers (including the *Xenophon*) and the cruiser *USS Bonhomme Richard* were badly damaged. Six *D-4E* cruisers were destroyed and almost all the other Klingon warships were damaged before the Klingon task force commander surrendered to Captain Garth, himself wounded when his ship was hit. Because of this fleet action, the Klingon reinforcements did not reach Axanar and no line of supply between the Klingon Empire and the interdicted world was established.

As a result of Garth's tactical skill in achieving a victory against extreme odds, combined with his deliberate efforts to minimize casualties on both sides, Garth of Izar received the Federation Medal of Valor and the title of Fleet Captain.

ED. NOTE: "Fleet Captain", not a conventional Star Fleet rank, was given on rare occasions to especially worthy officers. That title made its possessor senior to other officers holding the same rank, regardless of service time at that rank. Thus, Fleet Captain Garth outranked all other captains for purposes of multiple-ship operations.

Individuals seeking a more detailed account of the Battle of Axanar should read *The Liberation of Axanar: Strategy for Peace*, by Fleet Captain Garth of Izar. It is an excellent account of his role during the Four Years War, though it does tend to dwell more on the first and last few months of the conflict.

Finally, on Stardate 1/9409.29, word came back from Klingon Admiral Kkorhetza, unaware of the destruction of his reinforcing squadron. He declared, "An alliance now exists between the powerful Klingon Empire and its honorable servitor, the natives of the world of Axanar. By the insulting condition in the terms of your own weakness-infested Council's 'ultimatum', a state of war is now in effect between the Klingon Empire and the United Federation of Planets."

THE EARLY MONTHS

From a lecture in Contemporary Federation Military History FEH-313/2J, taught by Commodore Sven van Anling (given to Star Fleet Academy graduate students shortly after the war ended).

During the first few months of the war, from its declared beginning on Stardate 1/9409 until Stardate 1/9509, conditions were grave for the forces of Star Fleet. After Captain Garth's overwhelming victory at the Battle of Axanar, he received additional reinforcements and moved into the Axanar system itself. By executing a flawless Delta-Z maneuver against the Klingon force in what is now known as the Second Battle of Axanar, Garth soundly defeated their seven-warship invasion fleet and accepted the surrender of Klingon Admiral Kkorhetza. Though it was touch and go for a while, the eighth ship, a T-3A assault transport, was located on the surface of the planet. Its crew was recovered, and a tractor beam placed on the vessel. This same ship now rests in the Star Fleet Spaceflight Museum on Luna.

From Stardate 1/9410 through 1/9504, several Klingon squadrons, containing 50 or more D-7A cruisers each, entered the unclaimed region of space between the Federation and the Klingon Empire. Passing into Federation space, they viciously attacked any Star Fleet forces encountered. During this time, the decisive Battles of Andromeda, Genmarx, Lea, and Lyclydun were fought, and Janni IV was subjugated by regiments of Klingon soldiers in the first ground action of the war. The Klingons showed some weakness in tactical skill, but tended to make up for it in numbers, often forcing a three- or four-to-one numerical superiority over defending UFP cruisers and destroyers. The encounter at Lea was a prime example. The Klingon D-4Es of the 127th Cruiser Squadron caught the *USS Constitution* and a pair of *Larson* destroyers in a quick but vicious swarming attack. The Federation cruiser was raked amidships, suffering extensive damage, and one destroyer exploded, as the Klingon forces bypassed the defending task force in search of even greater kills. Star Fleet tacticians were gratified to see the Cochrane Deceleration maneuver prove its worth in helping to prevent the destruction of the entire force.

Our forces did slow the Klingons' progress, but losses were high. Certain classes of starships from both sides proved their general unworthiness for warfare of this magnitude. The Klingons replaced their G-4 transport with a new model, the G-8A, a much improved version. Captain Yale Hathaway's successful raid of a convoy near Xamdab II destroyed several dozen Klingon G-4 transports, and

provided additional proof that the ship was no longer effective. Meanwhile, the *Hale* class scout became known as a deathtrap for its crews, too slow to run and too weak to fight Klingon front-line warships. It was soon withdrawn.

As the war along the front continued, on Stardate 1/9501, one of Star Fleet's most respected captains, Robert April, Commander of the *USS Enterprise*, retired. Quietly unhappy with Star Fleet's handling of the Arcanis incident and unsatisfied with the strategic withdrawal of Federation forces in the Klingon onslaught, he felt a more aggressive approach could, and should, have been taken to repulse forces of the Klingon Imperial Navy. Though not a troublemaker by nature, he found the current situation disturbing enough to realize it was beginning to alter his performance as a commander. While I disagree with April's position, I respect him for having had the personal honor and respect for duty to resign from Star Fleet when he knew he was not serving at peak efficiency. Of course, he is still serving as ambassador-at-large, a position he has filled with the same degree of skill he showed as a starship Commander. Anyone interested in his viewpoint, should read his book, *View from the Center Seat: An Autobiography*.

During this busy time, the disappearance rate of transport ships and freighters suddenly increased. We now suspect that small groups of Klingon raiders working with the Orions were responsible. During the war, no clear-cut cause was known. The problem would continue to grow over the next months.

On Stardate 1/9502.10, a zone-intrusion detection satellite along the Romulan Neutral Zone tracked a *Graceful Flyer* Class scout ship. Senior Star Fleet officers felt sure this was a prelude to military intervention by the Romulan

Star Empire in favor of one side or the other. We could only hope their old animosity toward the Klingons would be enough to get them on our side. Until we were sure, forces had to be stationed on that front as a precaution. This seriously hindered any chances we might have had of stopping the Klingons.

Combat continued between Stardates 1/9504 and 1/9507, as the Klingon fleets continued to advance into UFP territory. The Battle of GR-1 and the Assault of Nozseca VIII were two significant setbacks for Federation forces, though marines on Nozseca under Andorian General Shruth put up a valiant defense as they attempted to engage orbiting spacecraft with limited surface-based, anti-space weapons. The defending Federation squadron of *Portsmith* and *Nelson* destroyers and scouts had been destroyed, damaged, or chased off, giving the Klingons uncontested ground attack capability from orbiting gunships. After the defending forces were eliminated through ship-based disruptor attacks, Klingon soldiers landed. Although Klingons did garrison the planet, no Federation ground forces survived to defend, and so this is not considered a genuine marine action against enemy ground units.

Meanwhile, one significant surprise awaited the Klingons, one of the few bright spots at this point in the war. On Stardate 1/9504, a convoy of Orion merchant ships heading for the Federation manufacturing facility on Alphosa was intercepted by a Klingon destroyer task force near Laxala. The convoy, carrying supplies of partially-refined dilithium, was vital to the Federation's war efforts. The

Klingon group leader apparently knew it, and demanded the cargo be turned over. As one merchant ship closed in to make a cargo transfer, the Orion captain deliberately overloaded his warp drive. This totally destroyed his ship and one Klingon destroyer and severely damaged a second destroyer, thus ending the attack.

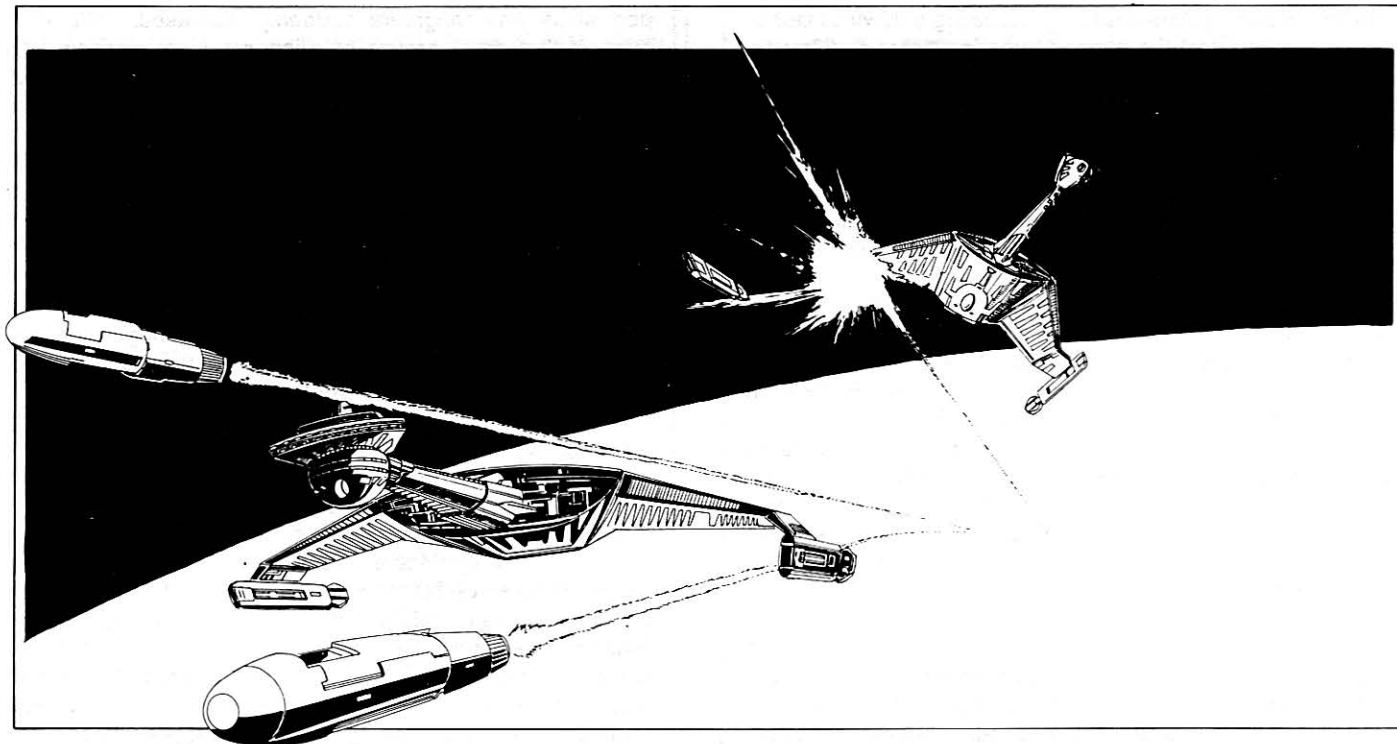
A formal pronouncement came from the Orion government shortly afterwards, stating that all shipments of dilithium to any government would be treated as "sacred cargo, not to be captured, diverted, or destroyed by any government until after reaching its declared destination." The Orion official also announced that the Rigel XII dilithium mining complex had been equipped with enough anti-matter to vaporize the planet, which is what they would do if anyone tampered with any future dilithium shipments, anywhere. As no one was willing to call their bluff, and because dilithium was the one essential element for modern warp engines, the Orions' conditions were unanimously accepted.

availability of plentiful unrefined metals and its central location within Federation space.

At this time, Star Fleet also began production on two new classes of starships: the *Achernar*, and *Tikopai*. These ships would be superior to their Klingon counterparts, and production rates were high enough to give some hope of combat parity against them.

It is unfortunate the *Achernar* and *Tikopai* Classes were not modified to use the newer phaser and photon torpedoes after their development. Though technologically feasible, such improvements were not possible, due to the vessels' unusual hull designs. This was too bad as I served as the executive officer aboard the *USS Vega*, and it was one sweet ship.

The Attack of Convoy Y-16Z near the Rebonet system was the first genuine Federation fleet victory. A large UFP convoy under the command of Commodore Jarv Maxwil was en route from Deuteronomy III to a front-line repair outpost, when a small task force of Klingon cruisers and



Both sides continued gearing up their ship constructions during this phase. The docks at Star Base 15 were now fully operational, and other major shipyards were quickly adding to the Federation's available forces. Plans were already in the works for the future construction of new shipyards, especially one within the asteroid belts of the Thranstor system. Because Thranstor had two belts, both composed of iron-nickel asteroids, it was selected for its

and gunboats on piracy duty discovered the convoy. Not observing any close escort, they moved in for the kill, only to discover the convoy was being baited. The *USS Defiant* and a Federation cover squadron of *Baton Rouge* Class cruisers destroyed or captured all eight Klingon vessels, once again proving the general superiority of Federation tactics in any situation where numerical odds did not overwhelmingly favor the enemy.

HOLDING THE LINE

From Star Fleet Command Campaign History of the Four Years War, John Gill and the Star Fleet Office of Public Affairs and Information.

On Stardate 1/9509.07, after experiencing an increasing number of starship disappearances, Star Fleet ordered the establishment of a Zone of Transport Escort. The movement of private and commercial starships was restricted and certain mandatory requirements placed on all flights. The Zone covered the area from New Paris to Daran V, and would be in effect until the war's end. Though this action was unpopular with many, it had the immediate effect of reducing the number of lost starships.

During Stardate 1/9511, the Nostveg Engagement took place, marking the first time substantial numbers of *Loknar* and *Tikopai* Class warships fought in a single battle, and proving the worth of these new ships. Successfully executing a multiple-tier, straight-line assault against a horde of disorganized trailing V-formations, Star Fleet's Eleventh, Twenty-Eighth, and Thirty-Second Strike Squadrons defeated five Klingon squadrons. This was the first strategic defeat for the Klingons, and a number of enemy ships were captured intact.

At this time, the *USS Landover*, a marine transport in orbit around Joia V was tragically destroyed. Supposedly in a secure area, the *Landover* was proceeding to unload its last group of marines on the planet's surface. The Fourth Marine Regiment, affectionately referred to by its men as "the Fighting Fourth", were being garrisoned on the world in a precautionary measure against any possible Klingon incursion.

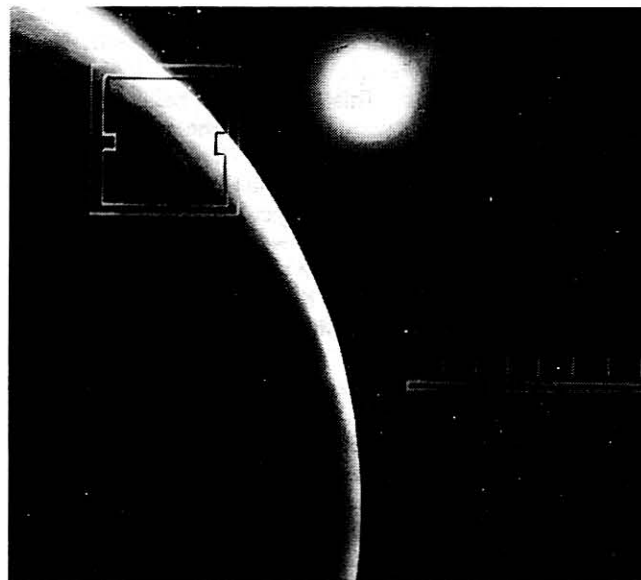
USS Landover's frigate escort was successfully lured from the system by a Klingon-executed picket passing tactic, leaving the transport alone and essentially undefended. Shortly thereafter, the Ninety-First Klingon Cruiser Squadron, accompanied by the Eighty-First Transport Group, warped in-system and destroyed the *Landover*, killing its entire crew. Unfortunately, the officers of the Fourth Regiment were in a reconvened strategy session aboard the ship, after having seen to the safe transport of the unit's enlisted personnel to the planet's surface. As a result of this sneak attack, command of the Fourth Marine Regiment was thrust upon Master Sergeant Randall Robor-Wheeler, its senior non-commissioned officer.

Only hours later, the Klingon transports landed soldiers, leaving Robor-Wheeler to face their attacks without any superiors or assistance in strategy. The battle did not go well for the Fourth Marine Regiment, whose members split up to continue fighting a subversive, indirect-tactics war until relieved months later. Master Sergeant Robor-Wheeler survived the conflict and was instrumental in tying down several crack units of the Klingon armed forces throughout much of the war. Because of his fine effort in an almost impossible situation, he was later promoted to Lieutenant, First Class, and officially given command of a company in the Fourth Regiment.

As ships improved, older vessels were taken out of duty for the safety of their crews. In Stardate 1/9512, the *Sawyer* Class scout ended its operational life and was removed from active service. The scout had proved ineffective for all wartime assignments save convoy escort

duties deep within safe Federation space. New ships, especially destroyers, were being continuously manufactured.

With dozens of planets suitable for occupation and a very limited number of fully-trained combat ground troops on each side, there were comparatively few confrontations between soldiers of the Klingon Empire and Federation marines. Stardate 1/9601 saw the first major confrontation between opposing ground forces in the Battle of Sinbad IV,



a planet within Federation space. When Star Fleet Intelligence learned of the Klingons' intentions to seize that world's resources, the Second, Eighth, and Thirteenth Marine regiments were rushed to its defense. As the Klingon transport escort entered the area, one local support squadron of Federation frigates intercepted. Even though the Klingons were using a variation of convoy baiting techniques, the second defensive squadron was in a Delta-Z mode, waiting for the Klingons to close in. Seeing no starship opposition, the Klingons unloaded their soldiers and started to provide ground support. At that point, the Federation squadron jumped the transports, causing the entire Klingon task force to execute a scattered defense. Not pursuing as the Klingons expected, the Federation retained sole possession of the Sinbad system. With orbital support, UFP marines killed, wounded, or captured a total of 30,000 highly-skilled Klingon ground troops, including a crack Klingon Imperial Guards battalion, in a stunning victory.

As strategic initiative fluctuated briefly between the UFP and the Klingon Empire, the Battle of Delgon-R saw the first use of gravitic mines. Using a small number of modified *D-16* destroyers as minelaying ships, the Klingons established a thin line of these devices in an area of open space where they expected a Federation counter-attack. Star Fleet commanders were caught by surprise, and several *Achemar* Class cruisers from the Forty-Seventh Assault Squadron were obliterated before a tactical withdrawal could be accomplished.

With the introduction of this new weapon, the Klingon forces were having some difficulty in completely securing the extensive inroads made into Federation territory. This defensive maneuver was unusual for the Klingons, who prefer the military offensive. Possibly it was indicative of

their overextension within hostile space. Still, Klingon progress to date had been undeniably impressive, as units of their Imperial Navy penetrated nearly 15 parsecs into certain sectors of the UFP.

On Stardate 1/9602 and 1/9603, several head-to-head fleet encounters took place, the largest of which was the Battle of Sector 23-H. There, strategic squadrons numbering over 100 ships per side met in the largest fleet engagement yet. Federation forces, under the command of Admiral Brakux, split up as part of a prearranged withdrawal and regrouping maneuver. At Falgor, a three-ship task force encountered a single Klingon *L-6B* frigate and suffered severe damage. This served as a painful reminder that not all Klingon ships were inferior in one-on-one combat situations.

Vulcan Captain Sogon, commanding a squadron of *Loknar* frigates, proved that logical, normally peaceful beings could successfully wage war, if necessary. The Battle of Lasur Funop was fought with frightening efficiency as the *Loknars* caught two Klingon battle cruisers by surprise, demolishing them with a perfectly-executed six o'clock low maneuver.

The confrontation at Falgor had a profound effect on high-ranking Star Fleet officials. Observing the fighting prowess of the *L-6*, they were concerned over the possible defeat and capture of certain classes of Federation warships. After due consideration, they decided on Stardate 1/9603 to withdraw the *Constitution* Class cruiser from front-line combat, thus preventing its military and technological secrets from being unduly risked in combat. To prevent a propaganda victory for the Klingons, the official story at that time indicated that the *Constitution* Class needed additional trial time. The official story was not widely accepted as factual, to the Public Relations Office's chagrin. Several new Klingon designs especially built to counter the *Constitution* entered service within the next several months, but never actually faced their intended rival.

The Encounter at Videtu, and the Battles of Jevo, Klaf, and Ogolo took place during the next few months, as Klingon and Federation forces continued to vie for strategic position deep within Federation space.

UFP FLEET DEPLOYMENT: A CRITICISM

From Champions of the Stars: The Constitution Class Cruiser, Franz Josef IV and Lawrence Marvick.

Let it be understood that we recognize our place as starship designers, the creators and architects of sleek, powerful spaceships. We do not pretend to be designers, creators, or architects of military strategy or political policy. There are others in the United Federation of Planets far better suited to these diverse and undeniably complex duties.

Still, the question deserves to be raised. With the initial design, and subsequent successful construction program of the new *Constitution* Class cruisers, it is curious that these ships were specifically excluded from combat duty during the latter months of the Four Years War.

Although designed primarily for exploration and containing the most sophisticated scientific and research laboratories of any ship in service, the *Constitution* Class cruisers were the most powerful individual ships in all of Star Fleet at that time. They were freely permitted in combat during the first year of the war, but after Stardate 1/9603, they only served in their prewar roles of survey, exploration, and planetary contact. In fact, after that date, several of the *Constitutions* were actually reassigned from their previous duty stations near the Klingon border to more distant, ostensibly safer sectors of operation.

In our opinion, their high-warp capacity, mission endurance, and respectable firepower would have been very useful in engaging the Klingon vessels assaulting Federation space. If nothing else, they could have been organized into three- or four-ship battle groups to serve as reserve formations in especially strategic regions of space. The excuses sometimes given regarding the need for more shakedown time, and being an insufficiently-proven class, do not lend themselves to accuracy. Official ships' logs by officers commanding those vessels substantiate the basic functional soundness of the ship's design. There must be another, yet unknown reason.

Also, we admit there is the issue of personal ego. Having designed the vessel, it would have been gratifying to see the *Constitution* challenging the newer Klingon *L-6* and *D-10* classes in combat.



FROM DEFENSE TO OFFENSE

From An Informal History of the Four Years War, Captain (now Admiral, Ret.) Sebastian Westervliet.

As if things had not been bad enough, the Debacle at Giso in Stardate 1/9608 really disheartened the Federation forces. Several squadrons of new Klingon *D-10As* and *D-20As* met Federation ships for the first time. With the Klingons faking identification signals to mimic the less effective *D-7As*, Federation commanders found themselves visually identifying powerful starships not seen before, equipped with more effective offensive and defensive weaponry. Only half of The Federation's fleet remained to retreat, and even then, the valiant diversion of Andorian Admiral Shegai was needed. Of course, Shegai was posthumously decorated for his heroic delaying tactic.

As a direct result of these new Klingon cruisers, flash-priority research projects began throughout the Federation to develop new shipboard weapons. Many of the best minds in Star Fleet's Engineering Command and the Andorian Clan of Combat were engaged in developing replacements for the growing ineffectiveness of the laser and the accelerator cannon.

Then came the defense of Rudgur III, a planet on the edge of Klingon space. Federation marines landed there in a surprise attempt to capture Klingon territory and make inroads into their Empire as part of a psychological tactic. This marked the first time Federation forces actually landed on Klingon soil, but the landing was "not entirely successful", to quote the official briefings of the time.

The Klingon High Command, learning Rudgur had been taken, sent in large numbers of ground troops and equipment. Not satisfied with their ground forces' rate of progress (or possibly remembering Sinbad IV), the Klingons used chlortheragen for the first time. This chemical, a lethal nerve gas especially designed to inflict agony on its victims before killing them, demonstrated a new level of brutality in Klingon tactics.

A Federation recovery ship eventually moved in to retrieve the very few survivors. Many marines were killed, and most of the survivors were captured and later killed by their Klingon captors. Colonel Wilhelm Mann'dela, commanding officer of the Fifth Marine regiment and one of the few high-ranking officers to survive Rudgur, summed up the conflict with a grim pun on the planet's name when he called this battle "The Ruddy, Gore War."

General Order Seven, the only Star Fleet order ever to carry the penalty of death, came through at this time. It prohibited anyone from travelling to Talos IV, and went into effect after its recommendation by Captain Christopher Pike of the *USS Enterprise*. Oddly, no reasons were given.

In Stardate 1/9610, one major setback for the Klingon Empire took place at Kesse, when the Federation's fast-moving Eighty-Fourth Special Task Force of *Baton Rouge* Class cruisers got behind enemy supply lines and ambushed a vital Klingon convoy headed for a forward supply installation. The escort, consisting of one *D-10* and six *D-4E* cruisers, was overwhelmed when Federation flanking attacks demolished several dozen *G-8* cargo freighters and four of the *D-4Es*. The *D-10*, the *Klugh'tal*, was severely damaged when its engines were hit, forcing the Commander to separate the command pod from the rest of the hull. Remarkably, this pod was recovered 16 months later by another Star Fleet ship. Some Klingon survivors were still aboard, in predictably poor condition.

Though Klingon forces were still advancing toward Thranstor on one front and Argelius on another, the Battle of Webirty in Stardate 1/9612, and the attack against the planet Zal Vhros in Stardate 1/9702 showed that the Klingons were becoming desperate. When the frustrated commander of a Klingon *K3A* gunboat attempted to crash into a surface reconnaissance installation on Zal Vhros, it surprised starship commanders on both sides. Though an isolated incident, it foreshadowed the logistical and morale problems that defeated the Klingons.

As the Klingons continued to push deeper into Federation space, their lines of supply grew longer and more tenuous. As a result, they began a major diversionary tactic in Stardate 1/9703. A new class of ship entered front-line action at this time, and Klingon High Command claimed to have a new ally in their conquest of the inferiors hiding under the collective Federation banner. Monitored communications coming from these ships showed their crews did not speak understandable Klingonaase, and the ships would not surrender under any circumstances, preferring self-destruction, if necessary.

Star Fleet Intelligence took the Klingons seriously. Efforts to locate the origin of these unknown allies resulted in Operation Blackbeard, which used agents in the Romulan Star Empire to investigate the Klingon claim from that perspective.

It was later learned that this ship was a Klingon *K-23A* escort, especially designed to appear non-Klingon in origin and having specially-trained crews. No secret allies were discovered, and operatives of Operation Blackbeard confirmed that the Romulans were not cooperating with the Klingons. Still, the new ship was a very effective convoy escort vessel and light-duty combat ship, and it replaced the aging *K-3* gunboats. The *K-23A* proved its worth time and again when confronted by Federation *Portsmith* and *Larson* Class destroyers. And until the true nature of the ship was determined, it did create a period of enormous chaos for Federation forces, particularly the Intelligence Command.



THE FINAL PHASE

From *An Informal History of the Four Years War*, Captain (now Admiral, Ret.), Sebastian Westervliet.

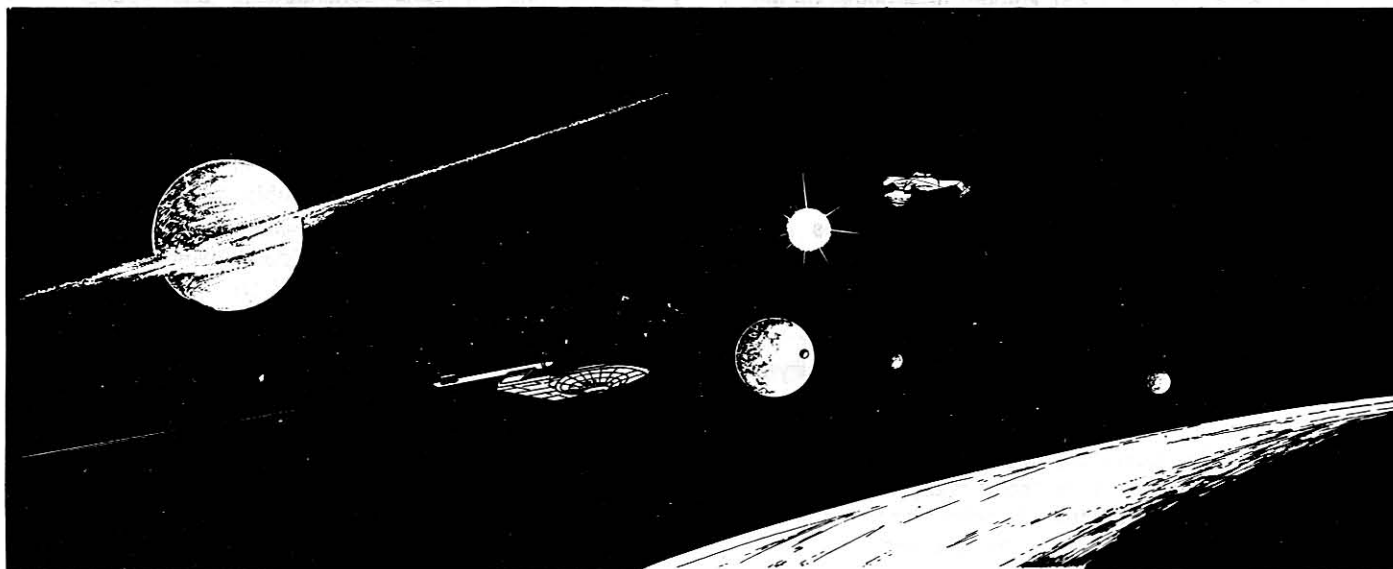
Stardates 1/9704 and 1/9705 marked the deepest penetration of Klingon naval forces into Federation space. But shortages of supplies, combined with lack of reinforcements and chaotic organization, eliminated any Klingon hopes for additional widespread advancement. In addition, new Star Fleet ships, skillfully commanded by battle-tested officers, were now available in sufficient numbers to permit the Federation numerical superiority in certain vital sectors.

At this point, senior Klingon officers saw their worst logistical fears confirmed, as supplies and a need for front-line repair facilities became more important than sheer numbers of combat vessels. Seeing their chances dwindle, officials of the Klingon Imperial Navy ordered two final military thrusts. Their goals were to move quickly and attack Adhara, believed by the Klingons to be a major Federation military center, and Star Base 15, already a confirmed Star Fleet base and source of numerous problems for Klingon forces. All available forces would be regrouped for these last thrusts.

This scattering led to dozens of smaller encounters between opposing forces. UFP and Klingon ships alike were reduced to sublight velocities and search-identify-and-destroy tactics as they weaved through areas strewn with asteroids. With most of these asteroids containing high percentages of metals, the "fog of war" grew thick. It became difficult for either side to detect enemy starships among the metallic debris that impeded lines of fire and generated false sensor readings.

When the Battle of Thranstor was finally over, more than 100 warships were permanently disabled, and nearly as many more were seriously damaged. More importantly, the thoroughly disorganized Klingon survivors were forced to run back toward their own borders. It would take several days before ships fighting in that battle regrouped and prepared for the next battle.

During the next few days, but about 40 parsecs away, a similar battle was fought between Federation and Klingon forces near Argelius. Though not quite as harrowing as its counterpart, this battle was an uncomplicated, head-to-head confrontation between fleets from both sides.



The Klingon thrust toward Adhara met Federation ships at Thranstor, which was selected as a major Federation shipbuilding facility for the future. The Battle of Thranstor involved the use of six full battle forces of Klingon cruisers, including the greatly-respected *K-10* and *K-20*. The Federation, however, was also well represented, with over 170 *Tikopai*, *Loknar*, and *Larson* Class cruisers, frigates, and destroyers. In a rare instance, our side actually had a larger available force.

By this time, the Klingons had replaced all sophisticated tactics with the single-minded goal of reaching their destination. This only heightened Star Fleet's advantage, as the *Loknar* Class frigates ably used their aft accelerator cannons against tired and unprepared Klingon ship commanders. As the Klingon forces maneuvered in their V-formations, entire squadrons of Federation warships turned in formation and flanked the enemy cruisers, wreaking havoc and causing the Klingons to scatter among the asteroids of Thranstor.

The Engagement for Argelian Approaches was not won by the Federation as much as it was lost by Klingon forces. The Klingon fleet that was travelling toward Star Base 15 was in a sorry state. Aside from the new, mysterious *K-23s*, many of the enemy ships, including older *D-7s* and *D-4s* pressed into service, had not been repaired from previous conflicts. Numerous odd formations were the result of attempts to protect the damaged shield generator or weapons system areas of individual ships. One entire squadron of Klingon *D-7A* cruisers went into battle *in reverse*, because their damaged front deflector shields had not yet been repaired.

Needless to say, the Klingons were defeated. Federation losses were light, and Argelius never saw hostile combat or heard the sound of disruptors. The planet did, however, serve as a much-needed recreational stop and medical facility for Federation forces involved in neighboring battles.

During the time between Stardates 1/9703 and 1/9711, a total of twelve other major fleet actions took place involving more than one squadron per side. Federation forces won the majority, inflicting casualties greater than those suffered. As starship production of the *Portsmith*, the new *Chariot* Class transport, and other major classes continued, the tide of the war definitely shifted in the Federation's favor, with numerous Klingon task forces retreating.

This was confirmed by the totally unexpected capture of Klingon Admiral Komex. Travelling in a *K-17D* scout from the rapidly changing front to the Klingon fleet forming at Grank, Komex' unescorted ship was intercepted by the *USS Aramis*, a Federation destroyer on picket duty. Komex opened hailing frequencies and asked to speak with "the highest-ranking available official with Star Fleet". Unsure of whether it might be a trick, the *Aramis* boarded the smaller ship and took it in tow before contacting Admiral Devon aboard the *USS Aquila*, one of the *Cygnus* Class command couriers used by Star Fleet as mobile operations centers.

Komex announced that the Klingon Empire could not win this war. He realized the war must end as soon as possible to allow his government's armed forces to rebuild and fight again at another time. Through a convoluted chain of logic not easily understood (even by Vulcans), he swore he was acting in the best interests of the Klingon Empire as he described the location and defenses around Kolm-an, the main center of Klingon operations. After confirming as many of Komex' facts as possible, Star Fleet decided to take him seriously and made preparations for Operation Argus Redoubt, a full-scale attack against the Klingon stronghold.

Meanwhile, in Stardates 1/9711 and 1/9712, the efforts to develop new weapons finally paid off. Engineers at Loraxial Ltd. and HiBeam Energies, Ltd. developed the photon torpedo and phaser, respectively. Both weapons were rushed into production, with warships being removed temporarily from duty to have the new systems installed. Though this filled all operational Star Bases and space docks to overflowing, the effort proved well worth it.

Plans had already been made to conduct a marine assault against the Klingon planet Karag. After learning of the Klingon fleet's presence at Grank, a second plan designed for concerted attacks against both targets was prepared.

On Stardate 1/9802.05, UFP Marines landed at Karag, where enormous numbers of Klingons and vast quantities of supplies were stored for the conflict. In the largest marine operation of the war, five full regiments were transported to the battlefields of Karag. By this time, the Vulcan Science Academy had developed a hypospray antidote to chlortheragen, giving Federation forces protection from that noxious, uncivilized poison. Once there, however, difficult atmospheric conditions prevented orbiting Federation support squadrons from providing assistance. The marines were left to fend for themselves.

Because of this, the battle went badly. Karag produced more than its share of UFP heroes, as Marine Corps Command personnel took on Klingon soldiers in numerous engagements. The marines were forced to scrounge for weapons power packs and, at some points, even conducted hand-to-hand combat with the dreaded enemy. The actions

of one man, Colonel Anchar Ahab of the Twelfth Marine Regiment (commonly called "the Yellow Demons") stood out among the rest. While trying to open a pass through a strongly-held range of mountains, Ahab's entire force became trapped between the difficult terrain and the intense Klingon small-arms fire blocking his approach. On the other side of the mountains, a force of 10,000 marines faced hundreds of thousands of Klingon natives. Retreat through the mountain pass was their only hope of evacuation.

After locating an *S-3A* shuttlecraft, a portable laser cannon, and a photon mortar, Ahab asked for a single volunteer to pilot the small ship while he conducted a fire support mission from the shuttle's open door. Once he had his pilot, Ahab strapped himself inside the shuttle. While holding the very heavy and awkward cannon, he successfully directed the pilot toward their target and, despite numerous evasive maneuvers, knocked out the Klingons' mountain defense post. This freed up the pass, and the marines were evacuated without casualty. Weather conditions finally improved, giving Star Fleet's orbiting ships a chance to provide overwhelming superiority to their comrades on the surface, culminating in a hard-fought but successful victory. Star Fleet later named a medal after the series of ground battles fought on this planet. Colonel Ahab was the first to receive this new medal, called the Karagite Order of Heroism.

On Stardate 1/9802.28, Star Fleet moved into the vicinity of Grank where the Klingon fleet was reforming. A task force of previously-captured Klingon ships, now manned by volunteer crews from Federation worlds, was the first squadron to move in. The Klingons mistook them for reinforcements and remained at a low state of alert. Using a diverse combination of tactics, more than 200 Federation ships (some already re-equipped with the new photon torpedoes) executed an enormous multiple-flank attack against a quiescent and unprepared Klingon fleet of almost equal size.

Surprise was almost total, and the new torpedoes proved their superiority over the older accelerator cannon. Klingon ships were destroyed or disabled before they could fire a shot. Kugor, the senior Klingon Admiral present, attempted to rally his forces, personally berating many of his subordinate commanders via subspace radio. Most of them, however, had had enough, and elements from several squadrons surrendered. Many Klingon ships fled, executing a ragged starburst defense. It took Star Fleet several months to finally track down all the escaping vessels. A few Klingon ships responded with unbounded ferocity, often conducting suicidal attacks. Some of the most deadly ship-to-ship combats fought during the war occurred in this battle. As with the Battle of Karag, this conflict resulted in the creation of another Star Fleet combat award, the Grankite Order of Tactics commendation.

The last battle of the war, Operation Argus Redoubt, was fought in Stardate 1/9803 at Kolm-an, using the detailed information provided by Admiral Komex. When several squadrons of Star Fleet's cruisers, frigates, destroyers, and transports arrived, however, there were no major Klingon warships left in-system. What did remain were five of the Klingons' *Z-4B* defense outposts, two full squadrons of *K-30A* monitors, and almost 100 *K-3B* gunboats.

Left with few attack strategies, the Klingon gunboats swarmed very effectively, overwhelming the shields of the Federation ships. Forced into a modified Cochrane Deceleration maneuver, the cruisers and frigates fought for their lives, finally defeating the individually inferior Klingon ships with concerted phaser and photon torpedo attacks.

Kolm-an's Final Defense was fought on the surface of the world, as well as aboard several of the orbiting Z-4s, as Federation forces attempted to capture vital intelligence information before hostilities ceased. Deck by deck, squads of marines engaged Klingons with small-arms and hand-to-hand tactics, frequently in a zero-gravity environment, as they searched for records, weapons, and other transportable Klingon-manufactured goods that would later yield secrets about the Klingons and their way of life.

The marines did not leave the mobile weapons platforms until an activated self-destruct device was discovered first on one platform, and then on all of them. The devices were set to explode after a few hours. No Z-4 was captured intact, but marines recovered Klingon goods from most of the platforms. On one of them, three companies of the Thirteenth Marine Regiment were killed when the platform they were on detonated prematurely.

ED. NOTE: Lieutenant John Rich's account of Kolm-an's Final Defense, entitled *Leatherneck in Space*, is a classic text presented from the viewpoint of the average marine. As he received a Distinguished Service Medal for his actions in that battle, his description may be colored by his particular success. Not all of his cohorts were as skillful or fortunate.

Also, this battle marked the first widespread use of newly-graduated officers from the Marine Academy. These officers, even more highly-skilled than their predecessors in specialized areas of training, such as zero-gravity combat and the use of environmental suits, proved the value of the new Academy.

As Admiral Komex had predicted, the Klingons sued for peace after this battle.

THE AFTERMATH

From Star Fleet Command Official Campaign History of the Four Years War, John Gill and the Star Fleet Office of Public Affairs and Information.

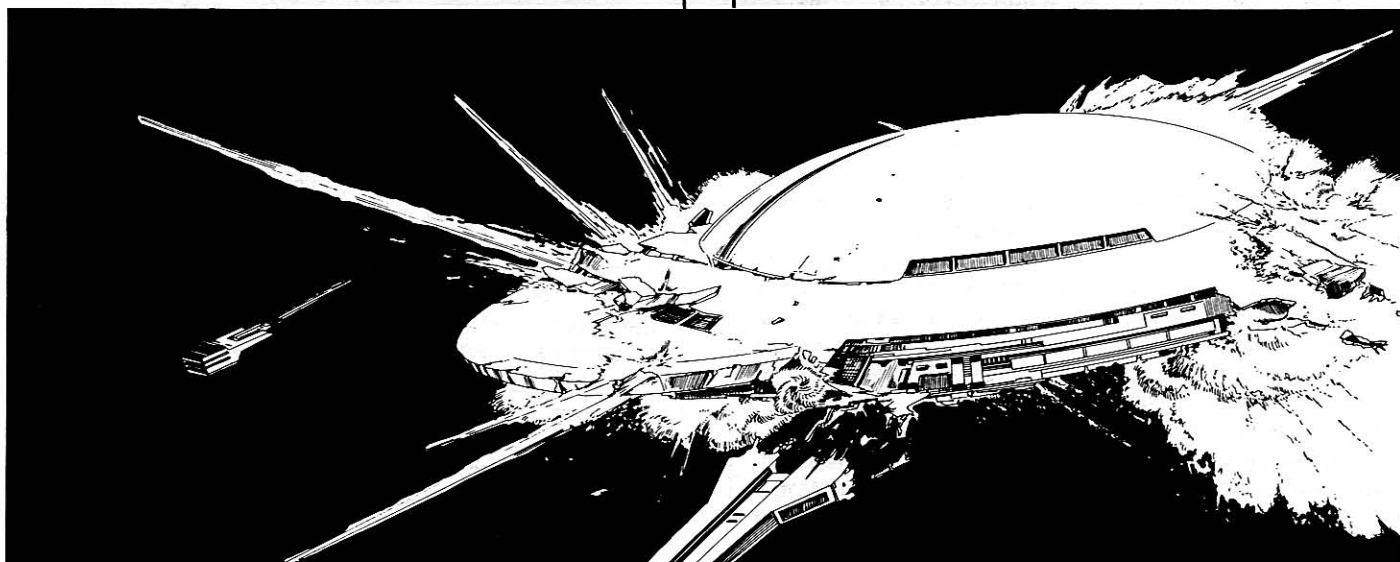
The Axanar Peace Mission convened on Stardate 1/9805.12, after a number of Klingon delegates were rushed via high-speed courier ships to the planet where the war began. The Treaty of Axanar was signed on Stardate 1/9806.13, and its terms carried out from Stardate 1/9807 through 1/9904, including the escorted mass evacuations of several Klingon worlds in what was now declared neutral space.

Several classes of ships, no longer needed by Star Fleet, were decommissioned or destroyed at the Centauri and Arcturus Test Ranges. Other ships, chosen to continue their service with Star Fleet, were re-equipped with phasers and photon torpedoes, now standard equipment on all postwar starships.

Axanar became a UFP protectorate, and the Zone of Transport Escort was finally lifted, restoring free trade movement throughout the Federation. The Federation Council appropriated funds to construct Star Bases 12 and 27 in the newest region of space to come under Federation jurisdiction as a result of the treaty's terms. Much larger because of gains made during the Four Years War, the Klingon Empire established a new base at Mastocal, and proceeded to consolidate their territorial acquisitions.

One major result of the Four Years War was to close the gap between the declared borders of the Klingon Empire and the UFP. The neutral zone was now much smaller. Though both sides profited from the gains in territory, their new proximity would make any future conflicts all the more convenient.

For the time being, however, after much loss of life, equipment, and property, peace reigned for the peoples of the United Federation of Planets.



RELATED ISSUES

TRADE AND COMMERCE

*From **Memoirs of a Merchant: An Autobiography**, Carter Winston.*

Word finally came down today from Star Fleet's Office of Public Information. From this Stardate (1/9509.07) on, all privately-operated starships are banned from travelling within the newly-created Zone of Transport Escort unless travelling in convoys. These convoys will be escorted by Star Fleet vessels to assure the safe transportation of goods, especially materials vital to the war effort. Violations of this new mandate will be punished by confiscation of the vessel and imprisonment of the registered owner or merchant who failed to comply.

I confess to having mixed feelings about all this. I have to resent military authority intervening in the essentially non-military job of interstellar commerce. I do, however, recognize the need for protection of some kind. My merchant line has already lost three ships operating near the Klingon Empire's border, including a brand-new *Eagle* Class starliner. I certainly cannot afford to sustain any more losses without being crippled financially.

This enormous Zone roughly divides the Federation in two, using New Paris and Daran V as a baseline. Every starship travelling on the Klingon side of that demarcation line (which affects more than half of my shipping) must be escorted. This effectively limits ship destinations and departure times to the whim of local Star Fleet squadron commanders or availability of escorting vessels. Profits will be drastically cut and speculation becomes impractical, due to the uncertainty of ships reaching their desired destinations.

Still, one has to give high-ranking Federation officials credit for their willingness to shoulder the enormous extra burden. And they were clever when they named the Zone of Transport Escort, which is less politically explosive than calling it a "Free Trade Interdict". Many private traders specializing in smuggling and illegal trade will naturally find these new constrictions most confining, but it should greatly decrease the likelihood of Federation merchants being used as enemy agents. I do wonder how much Star Fleet's action in establishing this Zone was motivated by military common sense and how much by political concerns.

TRADE AND COMMERCE: A CRITICISM

Death of Free Enterprise, Leo Francis Walsh.

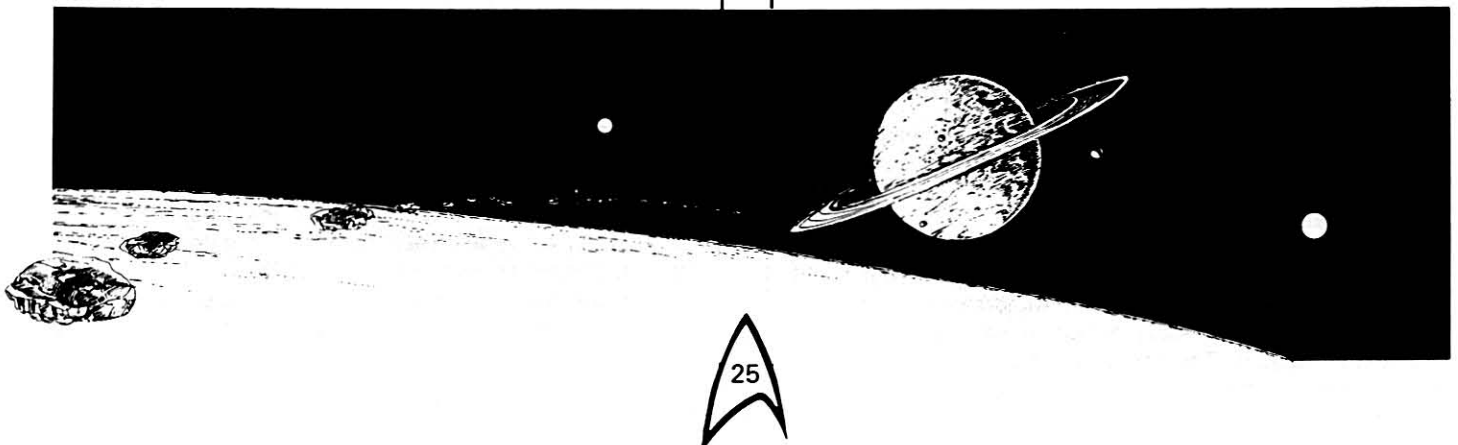
When war broke out with the Klingon Empire, independent merchants hoped there would be less harassment by Federation ships concerning the enforcement of petty rules and regulations. (After all, anyone studying history learns quickly that governments do more to stifle the principles of free trade and mercantilism than any other single force, competition included.)

Too bad that is not what happened. Things were fine for the first few months of the war when starships manned by customs officers were totally occupied with protecting Federation space. This left them no time to pester simple and honest merchants like me with such tedious and easily forgettable details as flight plan documents and navigational space-lane clearances. Even trade with the Orions increased dramatically, and all private ships were pressed into service to transport crucial war materials throughout Federation space.

When shipping losses from private and commercial vessels began to rise dramatically, none of the Star Fleet bigwigs could understand what was happening. Official statistics were not forthcoming, but I was told ships were failing to reach their destinations at a rate of 0.37% per month. To Star Fleet, this was an unacceptably high rate. For every 1,000 starships, 37 would never reach their destination.

Although this information was not public knowledge, resourceful traders like yours truly often hear rumors that others might miss. How the vessels were being destroyed or by whom was unknown. I happen to think it was the Orions. They are sneaky enough to try and eliminate their competition.

Anyway, once this started happening, the Federation slapped down an arbitrary and almost unprecedented quarantine on private ships operating in the vicinity of either the Klingon or Romulan borders. Not that I would ever approach the Romulan border, anyway. They are not terribly friendly, even to likable fellows like me, and have less sense of humor than a Vulcan kivas trader.



This "Zone of Transport Escort", as they so humorously called it, resulted in the severest repression of traders' rights in the history of the United Federation of Planets. All private ships had to carry armed space marines aboard, had to have flight plans filed with the nearest Star Base, had to coordinate their flights with Federation warships, and finally, all non-Star Fleet flights to the Rigel system were off-limits, period.

To put it mildly, I found the situation alternately enraging and frustrating. Quite naturally, a common port of call for my ship was Rigel VIII, where I conducted many profitable exchanges. Now, with this oppressive new regulation, I would not be able to exercise my rights to free trade in my area of expertise: small, exotic luxury goods. I mean, does anyone realize how unpopular a merchant with a squad of marines as escort would be in certain sections of Rralrark?

Lodging a formal protest was useless, and one particular starship commander even had the audacity to threaten confiscation of my ship when certain illegal goods were mysteriously found in my cabin. I, of course, was innocent, but try telling that to one of those thick-skulled Star Fleet customs officers. The last years of the Four Years War were perhaps the most boring I have ever spent. With a war on, you'd think they would have had something better to do than keep watch over me. I would have been willing to take my chances with the Klingons or anyone who might be pirating private merchantmen. If I could survive our side, I could probably have survived *anything*.

THE ROMULAN FACTOR

Intelligence Analysis of the Romulan Star Empire, Volume XXII, Star Fleet Intelligence Command, Romulan Sector.

To date (Stardate 1/9508.27), activity along the Romulan border has been reasonably quiet, with no Romulan ships detected in the Neutral Zone for a number of weeks. Though losses are reaching critical levels in other areas of space, particularly near Rigel, losses of shipping near the Romulan Neutral Zone have been customarily light, generally attributable to non-combatant accidents or mishaps.

From Stardate 1/9502.10 to the present time, there have been frequent, fleeting contacts with Romulan ships. In that time, a Romulan scout entered the Neutral Zone and was picked up by an automated, zone-intrusion detection satellite. Of a previously unknown design, it was confirmed as Romulan after a warp-train spectroanalysis. Later analyses identified the vessel as a *Graceful Flyer* Class scout, apparently checking up on Federation activities near their border. Aside from these intermittent encounters, the status on this front has been appreciatively quiet.

Nevertheless, the situation can only be described as uneasy and tense. Many Star Fleet vessels normally on Romulan patrol duties have been redeployed to active service against units of the Klingon fleet. That means the area of space each Federation patrol ship must now cover along the Romulan border has increased by more than 60 percent. If any additional ships are withdrawn for combat, it will be impossible to assure adequate warning against any Romulan incursion. The border outposts are not heavily defended, and so they can not be considered sufficient as a warning system alone.

Fortunately, there has been no evidence of aggressive Romulan ship movements against the Federation, at least, not so far. Nor has there been any evidence to indicate a Romulan attack against the Klingon Empire, another old rival. There is no doubt the senior officers of the Romulan Imperial Navy are aware of the current war between the UFP and the Klingon Empire.

It seems likely that the Romulans will elect to enter into hostilities with either the Federation or the Klingons before the war is over. Such an act might be construed as implying an alliance with one power over another, but it is more likely the Romulans would be motivated by the desire to test new ships or equipment, or to make territorial advances against their opposition. With the primary attention and resources of the two powers pitted against each other, a powerful effort on the Romulans' part in the area closest to the "enemy of their choice" could result in a series of localized, convenient, and comparatively inexpensive victories for them.

Of course, if they feel it more politic to avoid showing favoritism to one or the other, their decision not to intervene may best serve their purposes. Also, the Romulans have already conducted open warfare against both the Federation and the Klingon Empire. It is possible any involvement in current hostilities may adversely affect existing long-range plans for combat against either, or both, governments.

THE FEDERATION COUNCIL

From Axanar Campaign Diary, Captain (later Admiral) Bernhard Kovack, Star Fleet Operating Forces/Federation Council Military Adjutant.

The prestige of the Federation suffered a severe shock during the time of the Second Babel Conference (Stardate 1/7701), with many individual member systems regarding the ruling Council with less than high esteem. The unexpected popularity of the Terra-Return League, coming shortly after the first contact with the Klingon Empire, taught high-level officials much about the strength of their government. Though the Terra-Return League was not popular enough to threaten the Federation's existence, its influence indicated a growing unrest with the complex and sometimes impersonal nature of the Federation's highest echelons. Still, we survived the Conference to continue forward.

With fewer members, the UFP would have had less difficulty addressing individual issues. But the vast and still-growing size of the Federation generated its own problems. We were too successful for our own good.

The Klingon War, coming less than two decades after the Conference, proved to be the Federation's next major test of political assertion. The question of the moment was: Would factions again rise to voice their positions against the Federation during this critical time, with the first declared state of war since the Romulan Era?

I am proud to state that it did not happen. At no time during the war were there any significant demonstrations against our active and resolute efforts to defend ourselves from the Klingon hordes. All major contributing members performed admirably, providing personnel, ships, and materiel for the war effort. Even the Vulcan Science Academy placed the use of its extensive research facilities at Star Fleet's disposal for manufacturing antidotes to Klingon biochemical agents, including chlortheragen.

Even when the Council authorized Star Fleet to institute a Zone of Transport Escort, the first of its kind since the Romulan War, there were few complaints from major shipping lines. Some corporate officials of Sirian Starways, LIC, even spoke out in support of the action, though having marines aboard their luxury passenger liners must have been an all-too-obvious reminder of the events taking place elsewhere in the Federation.

Simply put, I am very pleased with the overwhelming acceptance of Federation policy during a period that called for unusually strict measures. The Klingon threat provided all beings on all inhabited UFP planets with a single, unifying objective of survival. Though war is always a traumatic and unpleasant occurrence, I do feel confident that the United Federation of Planets is stronger, at least sociopolitically, as a result of this war. Hopefully, additional advances in cohesiveness will be made during the years of peace that we pray will follow.

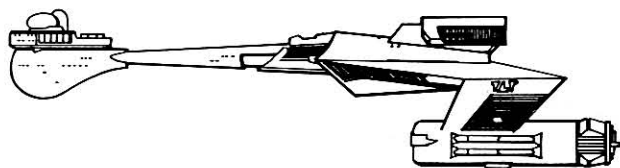
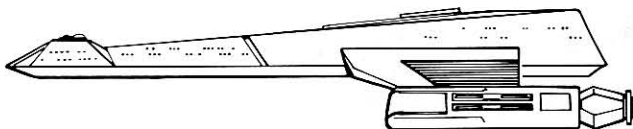
THE SHIPS OF WAR

From *United Federation of Planets Spaceflight Chronology*, edited by Commandant Brigham Wu and the Star Fleet Academy Training Command Staff (School of Technical Studies).

Of the many starships seeing duty during the 45-month period of the Four Years War, the most notable classes of combat and auxiliary support vessels are listed here. Not all classes listed actually participated in combat, but all were on active duty at that time.

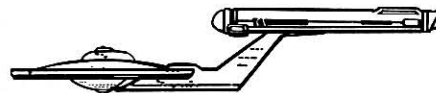
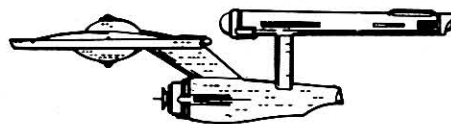
Individuals wishing detailed information, including illustrations and ship specifications, may wish to refer to their **Klingon Ship Recognition Manual** or **Federation Ship Recognition Manual**, both available to authorized personnel through Star Fleet Intelligence Command, or direct from FASA.

Most of the ships listed will appear in the current edition of the appropriate manual. Certain vessels, no longer in service and possibly no longer in existence, will not be included there. Requests for information on those older vessels may only be granted by contacting Sir Kenneth A.F. Brighton directly.



SHIPS SERVING WITH THE IMPERIAL KLINGON NAVY:

T-3A "d'aka" (Mover) Class VI assault ship
L-6B "t'h'lar" (Defender) Class VIII frigate
D-4A and -E "d'ama" (Predator) Class VII cruisers
D-7A "K't'agga" (Painbringer) Class VIII cruiser
D-9B "z'gal" (Seeker) Class VIII cruiser
D-10A (Riskadh) Class VIII cruiser
D-16A "kl'sarza" (Swiftwind) Class VI destroyer
D-20A (Death Rite) Class VII cruiser
K-3A and -B (Kalath) Class II gunboats
K-17A and -D "z'mortama" (Death Stalker) Class III scouts
K-23A "talat kh'exesta" (Little Killer) Class VI escort
K-30A and -E "K'nei" (Luckless) Class IV monitors
G-8A "plen zha" (Trader's Game) Class IV cargo freighter
W-2A (Koreba) Class II warpshuttle
Z-4B "zha mortas" (Deathgame) defense outpost



SHIPS SERVING WITH STAR FLEET COMMAND:

Achernar Class cruiser
Baton Rouge Class cruiser
Constitution Class cruiser
Heston Class cruiser
Tikopai Class cruiser
Anton Class research cruiser
Canopus Class research cruiser
Apache Class destroyer
Larson Class destroyer
Marklin Class destroyer
Monoceros Class destroyer
Portsmouth Class destroyer
Siva Class destroyer
Loknar Class frigate
Fenlon Class monitor
Bode Class scout
Hale Class scout
Hermes Class scout
Nelson Class scout
Sawyer Class scout
Chariot Class transport
Dollond Class transport
Kepler Class transport
Ptolemy Class transport
Cochrane Class colonial transport
Aakenn Class freighter
Liberty Class freighter
Eagle Class starliner
Cygnus Class courier/command ship

THE ADVANCE OF TECHNOLOGY

From introduction of monograph entitled Preliminary Applications and Ramifications of Dilithium-Focused Matter/Anti-matter Reactions in Warp Drive Propulsion Systems, Franz Josef IV (written in Stardate 1/7611).

I have just received a report and a small quantity of dilithium crystals from Wendell Herzog, a geophysicist currently stationed at the mining complex on Rigel XII. Wend and I have been friends for a long time, and I am deeply indebted to him for sending the information and samples directly to me, without adhering to proper protocol or administrative procedures.

Having been involved in starship design for a number of years, I have seen numerous advances made, including the remarkable materializer that entered widespread service just weeks ago. Nevertheless, the potential of these dilithium crystals exceeds anything I have ever seen before. Without exaggeration, there is no doubt they will revolutionize interstellar travel as much as Cochrane's original theory on warp travel.

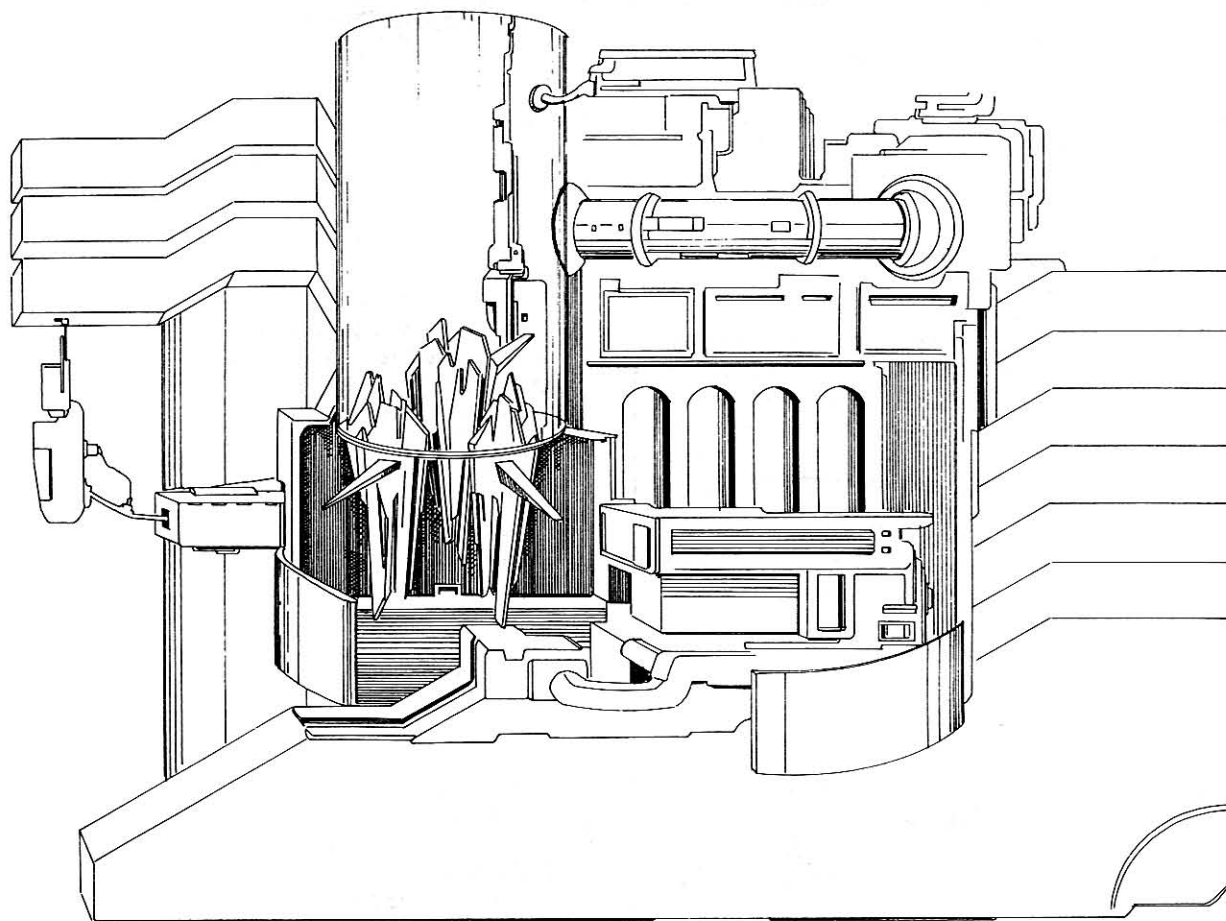
These stones, with their peculiar and unique crystalline structure, can store energy from matter/anti-matter reactions to be released after a critical level of charge is reached. By focusing and storing this energy until

the moment of discharge, higher levels of reaction can be maintained, and the overall efficiency of the warp engine be doubled or more.

The importance of this is simple. Without these crystals, the maximum speed attainable with conventional warp powerplants has already been reached, approximately Warp 4.8. With them, it will be possible to reach Warp 7 or greater. There will be comparable effects on all other ship-board systems as well. Dilithium will provide more efficient use of anti-matter, increasing the available power for the ship's entire operation. In essence, it will accomplish what the *Tritium* with its three warp nacelles tried and failed to do.

Larger starships designed for higher energy consumption can and will be built. These new vessels will be equipped with more powerful deflector shields, weaponry, and sensors, easily able to outperform any starship not so equipped. In fact, it may even be possible to improve on ship's lasers by boosting the photic qualities of the beam through heterodyning across selected bands of the electromagnetic spectrum.

These estimates may seem over-optimistic, but I will stand by them until there is reason to believe otherwise. Incidentally, I cannot wait to get back to my architectural computer. I can only hope, for the sake of peace, that the Federation is the first to utilize these new crystals for use as power rectifiers aboard interstellar craft.



THE CONSEQUENCES

ADVANCES IN MILITARY TECHNOLOGY

From *Encyclopedia of Spaceflight*, R. April and S. April, editors.

Periods of warfare have always been the most significant periods for technological advancement in Terran history. This was no less true on a Federation-wide level as a result of the Four Years War.

Almost all UFP warships had been equipped with dilithium-moderated warp drive nacelles before the Four Years war started. By the war's end, all warships, almost all commercial transports, passenger liners, and freighters, and many private warp-driven ships were thus equipped. This increased the overall speed and efficiency of interstellar commerce. The overall efficiency of impulse and deflector shields was improved as well, with much of the credit going indirectly to the new, enhanced warp drive.

In addition, Star Fleet began developing some of the basic theory needed for the vastly superior transwarp drive during the Four Years War. Facts such as load/stress capabilities, maximum engine operating temperatures, and other scientific information invaluable for designing the new propulsion system were gathered from test stations operating at the Arcturus and Centauri Test Ranges and from starships returning from battle-stressed conditions. Based on findings from interstellar probes and theoretical research, a complete report was concluded one year after the war ended. It confirmed the validity of the transwarp theory and opened the way for the design of the *Excelsior* and other ships like it.

The transporter, developed almost two decades before the war, entered widespread use as a weapon for the first time during the Four Years War. Star Fleet needed a rapid method for the transportation of large numbers of marines to planetary surfaces and other ships. Until the time of the Four Years War, only the standard six-man transporter was in wide use within the Federation. The greater effectiveness of the larger transporter systems on Klingon assault ships led to an intensive research project. Federation engineers made necessary modifications, resulting in the development of the now-common 22-cell transporter. This new transporter unit permitted debarkation of marine personnel with unprecedented speed,

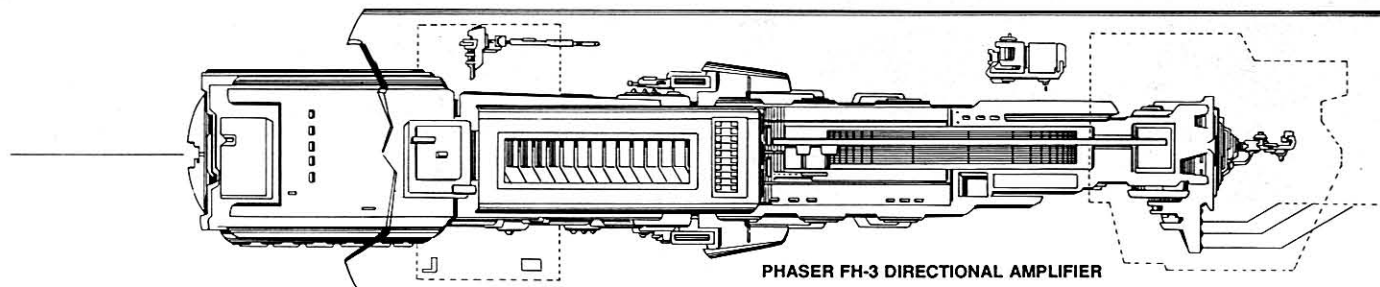
greatly enhancing their shock potential for rapid strike missions.

The photon torpedo was designed expressly to replace the aging, and increasingly ineffective, accelerator cannon. The accelerator cannon, essentially a high-powered mass driver, was the primary Federation shipboard missile system through the first half of the Four Years War. The introduction of Klingon ships such as the *D-9*, *D-10*, and *D-20* cruisers, equipped with KSF and KSJ deflector shields, demonstrated the need for a more powerful weapon.

Star Fleet's Engineering Command placed top priority on designing a more effective shipboard missile system, powerful enough to defeat the newer Klingon shields, yet not requiring large amounts of operating energy like the laser. They made slow progress until a research team from Loraxial Ltd. headed by Priscilla Feddic provided the means to magnetically contain small amounts of antimatter. This breakthrough provided the means to construct small torpedoes or missiles of tremendous power. A launch system was quickly developed and tested at the Arcturus Test Range. Using the M-2 computer as the guidance system for the weapon, extended range and accuracy were finally obtained. The system was finally pronounced ready for operation in Stardate 1/9711. It went immediately into production, and the new system reached front-line ships before hostilities ended.

The last major technological development was the invention of the phaser. At the outbreak of the War, scientists involved in laser research had been on the verge of a new discovery. In experimenting with all types of energy beams, Warren Shilling of HiBeam Energies, Ltd. had discovered a way to "phase energy pulses", as he described the technique. The process, now named phaser, was vigorously explored at HiBeam. Further secret research developed heat, disintegrate, disrupt, and stun settings for the new weapon system. Early models were placed into production in 1/94, but these at times did more damage to Star Fleet ships than to the Klingons.

Further development and use of the M-1 computer as a guidance and control system produced the FH-3. Use of this weapon turned the tide of war in favor of the Federation. In early 1/97, the FH-3 became part of most fleet inventories, a major contribution to Star Fleet victories of that time.



PHASER FH-3 DIRECTIONAL AMPLIFIER

CONSEQUENCES FOR MILITARY SHIPBUILDING THEORY

From *Encyclopedia of Spaceflight*, R. April and S. April, editors.

The Four Years War also had an impact on future starship construction. Having learned what to expect from Federation armament, Klingon tactics often focused on attacking the generally-unarmed aft sections of Federation vessels. Ironically, these tactics were similar to atmospheric craft tactics of the Terran 20th-century, in which aircraft would maneuver to obtain a position behind their target to increase their chances of destroying it.

Though a number of *Loknar* Class ships served during the Four Years War, few other vessels equipped with aft-firing weapons systems saw combat at that time. This lesson, however, was incorporated into later designs. The Federation/Klingon conflict was directly responsible for the recently-designed *Brenton* Class cruiser and *Chandley* Class frigate.

Aside from a dramatic increase in scout ship construction between Stardate 1/80 and 1/92, the Federation advocated the use of fewer, more powerful vessels for its Military Operations Command. The Klingons, apparently not as concerned for individual crew safety, constructed large numbers of ships. Although these were inferior in one-on-one situations, their quantity provided numerical superiority and tactical advantage.

The Federation's theory of having a smaller number of larger ships met head-on with the Klingons' theory of having a larger quantity of weaker ships. The Klingons significant advances into UFP territory were a direct result of their numerical superiority, combined with then-inadequate Federation laser armaments. As the war continued, however, the Klingons began building fewer, larger ships, while the Federation adopted the opposite policy. Before the Four Years War was finished, both sides had compromised their shipbuilding policies until they were basically the same.

To this day, the question of which composition of force is superior has not been satisfactorily resolved. Apparently, certain combat conditions exist that show the inherent advantage of large, powerful ships in small numbers, while other conditions demonstrate the advantage of weaker ships in large numbers.



POSTWAR UFP/KLINGON RELATIONS

Non-mathematical summary from The Sociological Impact of the Four Years War and Axanar Peace and Culture Missions on Federation/Klingon Diplomacy, Ambassador Sarek of Vulcan.

A number of factors crucial to Federation/Klingon diplomatic relations must be examined in light of the Four Years War. First, the Klingon motives for the war must be carefully evaluated. It is probable that the Klingon Empire will attempt to initiate a state of war again. Careful monitoring of diplomatic relations could provide an early warning system.

The position of Orion as a theoretically neutral party may need to be reexamined, in view of their role during the Four Years War. Evidence indicates they were actively supplying dilithium to the Klingons before they began shipments, at illogically high rates of payment, to the Federation.

The effect of contact with developing races is seen in the history of Axanar, clearly showing the theoretical and practical benefits of the Non-Interference Directive. The logic in further cultural modification of Axanar, however, remains to be proven. I personally felt grave concern over the ethics of any interference, though I recognize the general competence of the Federation Science Council.

Without enumerating the various military ramifications of the Four Years War, one obvious effect was the establishment of another Star Base (Star Base 27) in the area where Klingon forces successfully passed into Federation space without being detected. If the Klingons ever attempted such a blatant violation of Federation territory again, the adroit placement of this new installation should greatly decrease their chances of success. This base also provides for observation of Orion activities, in addition to more peaceful duties.

ED. NOTE: Since Sarek wrote this, Star Base 12 has also become operational, along with two new Klingon bases.

Finally, we must address the question of the Romulan Star Empire. Romulan ships were neither involved in, nor known ever to be directly monitoring the numerous tactical engagements between Federation and Klingon forces. Though curiosity may not be as dominant in Romulans as in other space-faring races, it is unlikely they had no interest in the events of the war. They had to obtain information somehow.

Because the Romulans would have an interest in the results of the Four Years War, a degree of improved diplomatic relations between the Romulan Star Empire and one of the primary combatants is probable. It is difficult to evaluate the nature of that improvement without resorting to random selection of factors, but the highest probabilities indicate some form of trade relations, possibly including mutual exchange of technology. It is difficult to visualize a genuine Romulan/ Federation alliance. The significance of any form of Romulan/Klingon alliance on the Federation must never be underestimated.

THE AXANARIAN MISSIONS

From Psychohistorical Study of Known Space, Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha.

The Axanar Peace Mission originally consisted of a team of about 30 skilled diplomats and negotiators, mostly from Vulcan, Terra, and Andor. Their purpose was to meet with Klingon officials to formulate and ratify the terms and conditions for peace concluding the Four Years War.

It was believed to be the first time Klingons had ever entered into legitimate diplomatic negotiations. For a number of years, the Federation modeled diplomatic policies and documents after the political success at Axanar. Many Star Fleet officers spent short instructional tours on the planet, meeting with the various Federation delegates.

After the establishment of an uneasy peace with the Klingon Empire, the long, gradual process of working with the Axanarians began. Caught inexorably in the myth created by the crew of the *UNSS Bonaventure*, the natives refused to accept peace until they were allowed to have a role in the Federation. After long deliberation, the Federation Science Council decided to consider Axanar as an experimental site for sociological studies. Although the issue raised heated debates, the Federation Supreme Assembly unanimously voted to suspend General Order Number One for Axanar.

A team of sociologists, philologists, and linguists was dispatched to Axanar to correct the cultural damage done by previous Federation visits to the world. Chartered under the provisions in Chapter XII, Articles 76 and 77 of the Articles of the Federation, this group worked loosely under the jurisdiction of Star Fleet's Office of Colonization. It became known as the Axanar Culture Mission.

Their goal was to modify Axanar's current culture and governmental structure enough to make possible conventional relations with the Federation. The plan was to teach the natives about Federation law, culture, and history, and to encourage the development of more sophisticated forms of self-government. Through sociological group behavior modification, the people of Axanar would begin to modify many of their less desirable cultural and social characteristics, making them more acceptable.

The group's work, while successful, has been predictably slow. Some estimates state the Mission will be needed for another 20 to 30 years. Even so, progress has been satisfactory, and many Star Fleet sociologists in the Colonization Division have served on Axanar at some point during their career.

Some criticism has been levelled at their presence, stating it is a blatant and wanton violation of General Order Number One. Others have defended their actions, saying the interference had already happened many years ago, and this is merely an effort to simulate normal cultural growth. The official current opinion is that the work of the Mission is too far along to permit it to end at this time, though it is certain to be a topic of debate at any Galactic Conference.

Another criticism concerns the bureaucracy surrounding operation of the Axanar Culture Mission. It is responsible to Star Fleet Command, The Federation Science Council Special Projects Office, and the Federation Council Trusteeship Council, having to file official documents with all three governing agencies. This has resulted in a predictable number of administrative complications. As yet, there has been no effective solution. Such an interlocking relationship of regulations no doubt decreases effectiveness of the Mission, thus diluting the "violations" of the Prime Directive.



THE AXANARIAN PERSPECTIVE

From Reaching for the Sky, Llorlexa Lloyd, Magister of Axanar.

We, as a people, wanted little and offered much. As a race we were embittered by the failure of Fortine to return as promised. When the Klingon captain arrived and said he was "of the Fortine", we were pleased to know our race would finally attain the place of prominence to which we were entitled. Through our sufferings and oppression under the Klingons, we realized they were even more aggressive than our own warriors. But at least we now had a sense of unity, a feeling of belonging never before experienced.

Once the War For Liberation was finished, we elected to take our rightful place as vital members of the Federation. This made sense after we saw what the Federation was willing to offer us. It is appropriate that the only major conflict taking place between the United Federation of Planets and the Klingon Empire should have been over our planet and its resources. I look forward to the next few years as the Federation High Council comes to see the benefit from our cooperation. In fact, I am certain it is only a matter of time before the value of our beliefs, customs, and skills are appreciated throughout all inhabited space.

ED. NOTE: In Magister Lloyd's book, as in everything Axanarian, a feeling of bald egotism and arrogance shows through. The "War For Liberation" is what the Axanarians call the Four Years War, reflecting their obstinate, unswerving, and incorrect belief about the true causes of the conflict.

TIMELINE

This section contains a timeline of all major events dealing directly or indirectly with the history of Axanar and the Four Years War. Other select events are also included to give additional information on the history of the United Federation of Planets, as well as show the chronological relationship between events. All stardates are Reference Stardates.

Stardate 0/4806.23

The first manned Terran space expedition makes contact with a humanoid culture on Alpha Centauri.

Stardate 0/4812

Alpha Centauri scientist Zephram Cochrane formulates the initial warp drive calculations that make faster-than-light travel possible and, eventually, practical.

Stardate 0/5507

UNSS Bonaventure, the first experimental warp-drive ship, is commissioned.

Stardate 0/6507 through 6509

UNSS Bonaventure discovers Axanar. Led by Ensign Colin Fortine, a contact party meets with its inhabitants.

Stardate 0/8706.06

Articles of Federation are signed at the First Babel Conference, establishing the United Federation of Planets. Shortly thereafter, General Order Number One is adopted as the most important regulation in the newly-established Star Fleet Command.

Stardate 0/8806

Star Fleet Command, with the permission of the Alpha Centauri Concordium of Planets, establishes the Centauri Test Range, a weaponry and propulsion test facility and research center.

Stardate 0/9211.17

Federation cargo vessel *Atlas* is listed as missing after failing to arrive when scheduled. Later discoveries indicate the ship was destroyed by Romulan warships.

Stardate 1/0610 through 1/0909

The war between the United Federation of Planets and the Romulan Star Empire takes place.

Stardate 1/1804

Star Fleet's initial network of manned and automated border outposts becomes operational along the Romulan Neutral Zone.

Stardate 1/2008

The *USS Yardley* travels to Axanar and suffers several casualties among its contact party. As a result of the Captain's report, the planet is interdicted under the Non-Interference Directive.

Stardate 1/3612

The Federation Council refuses a funding request from Star Fleet for the development of new starships. All funds previously assigned to completing construction of Star Base 12 are also "indefinitely postponed", to Star Fleet's enormous surprise. Because construction had already begun, the installation retained its name, but remained uncompleted and inoperative until after the Four Years War.

Stardate 1/3804

The interplanetary war of Beta Cersus within the Romulan Neutral Zone does not involve Federation ships, but causes the Federation Council to reverse its position on new starship construction. The ruling on Star Base 12, however, is not altered. Construction of other Star Bases in more strategically crucial locations is authorized instead.

Stardate 1/4802.20

The expensive and ill-fated *USS Tritium* Class cruiser enters service, never meeting any design specifications. Numerous high-level Star Fleet personnel are discharged as a result, and all six *Tritium* Class ships are decommissioned within seven years.

Stardate 1/5105.02

First contact with the Klingon Empire occurs when the *USS Sentry* confronts the Klingon cruiser *Devisor* near Gamma Demetrius.

Stardate 1/5201

The Arcturus Test Range begins operations, serving as Star Fleet's newest propulsion and weaponry test facility.

Stardate 1/5708

The Terra-Return League is formed on Benecia Colony. Their goal is to dissolve the Federation and have all Humans return to the Sol system.

Stardate 1/6003.04

The *USS Flying Fortress*, carrying a prototype deflector shield, is crippled and spacejacked by a Klingon pirate vessel, which then tows it toward Klingon space. A Federation task force intercepts the Klingon ship, aborting their action.

Stardate 1/6401

Star Base 22, constructed near the Klingon border, assumes operational status.

Stardate 1/6905

Star Base 23, also constructed near the Klingon border, assumes operational status.

Stardate 1/7008

Star Fleet's *USS Baton Rouge* Class cruiser becomes operational. It is capable of Warp 4.8, the fastest speed possible in any starship not equipped with dilithium. A total of 220 were built before the class ceased production.

Stardate 1/7009

Th'allt, an Andorian colony world, appeals to the Federation Council for economic protection from Tellarite merchants. The Bureau of Interstellar Commerce fails to take timely and effective action to resolve the situation.

Stardate 1/7201

Andorian Admiral Hathari conducts "fleet maneuvers" near Th'allt as part of Operation Archimedes, firing on Tellar-registered trading ships. This reveals the Scandal of Archimedes, which emphasizes the unwieldy bureaucracy of the Federation and adds to the popularity of the Terra-Return League.

Stardate 1/7206

Richard Daystrom's revolutionary theory on computer information processing, combined with William E. Abramson's transtator physics, results in the design of the first practical, portable universal translator.

Stardate 1/7407

The materializer (later called the transporter) is invented.

Stardate 1/7603

Extensive dilithium deposits are discovered at the Rigel XII Mining Complex. They are mined and sold by the Orion Colonies to the UFP and Klingon Empire alike, for use as power rectifiers in starship warp drives. Dilithium revolutionizes interstellar travel and military weapon technology.

**Stardate 1/7701**

The Second Babel Conference meets to address a number of questions, including the volatile issues raised by the Terra-Return League. After lengthy speeches, a vote to dissolve the United Federation of Planets fails, and so the Federation remains intact. Immediately after the Conference, the Terra-Return League is disbanded, ending any further political influence by the organization.

Stardate 1/7703

Star Fleet's *Hale* Class scout becomes operational, but is not equipped with the newer, more powerful, dilithium-moderated warp drive. With the commissioning of this class, Star Fleet begins an extensive construction program oriented toward building ships designed to investigate unexplored space. An unusually small ship, the *Hale* is cheap to produce. A total of 130 were manufactured.

Stardate 1/8008

Star Fleet's *Bode* Class scout becomes operational, the last major warship to lack dilithium-moderated warp drive. A total of 51 are built.

Stardate 1/8203 through 8703

Klingon activities near the Federation border decrease drastically during this period, with few Klingon warships seen and the number of routine confrontations dropping by more than 70 percent. Star Fleet Intelligence learns from Operation Dixie that the Klingons are fighting a war with an unknown race along their coreward border.

Stardate 1/8209

Construction begins at Star Fleet's San Francisco Naval Shipyard on *USS Constitution*.

Stardate 1/8400

Star Fleet begins a large-scale construction program aimed at greatly expanding the fleet.

Stardate 1/8407

Star Fleet Intelligence later learns that the Klingon *D-4A* cruiser entered service at this time. Early mass production of this ship provided circumstantial evidence that the Klingon Empire was fighting another war.

Stardate 1/8410

Star Fleet's *Marklin* Class destroyer becomes operational. The ship's performance does not meet with high expectations, and so only 20 are built.

Stardate 1/8510

Star Fleet's *Ptolemy* Class transport enters service, but limited appropriations permit the construction of only 15.

Stardate 1/8512

Star Fleet's *Hermes* Class scout becomes operational, but Star Fleet's increasing emphasis on larger survey vessels, combined with manufacturing delays, results in curtailed production. A total of 15 are built.

Stardate 1/8606

Star Fleet's *Sawyer* Class scout becomes operational, with wide use in non-combat areas of the Federation. A total of 69 are constructed.

Stardate 1/8611

The Klingon *D-7A* cruiser enters service at this time. Though the *D-7C* Class does not enter production soon enough to see combat during the Four Years War, the *D-7* Class, with its variants, becomes the mainstay of the Klingon fleet for nearly four decades.

Stardate 1/8703

Star Fleet's *Siva* Class destroyer enters service, but enormous design flaws result in a sharply-reduced production schedule. Only 10 are constructed.

Stardate 1/8708 through 9308

Star Fleet's *Baton Rouge* Class cruisers are re-equipped with dilithium-moderated warp engines. This timely improvement allows the ship to continue to serve effectively as a light cruiser throughout the Four Years War.

Stardate 1/8700

The Great Awakening begins.

Stardate 1/8704

Star Fleet's *Anton* Class research cruiser becomes operational, with over 120 built. As The Great Awakening continues, this vessel serves in the forefront of the UFP's boundary expansion efforts.

Stardate 1/8801

Star Fleet's *Larson* Class destroyer becomes operational. With nearly 200 built, the *Larson* serves as a major combatant vessel throughout the Four Years War. Peacetime production averaged 10 per year.

Stardate 1/8801.04

Star Fleet's *Constitution* Class cruiser becomes operational, and Star Fleet allocates funds for 13 construction contracts.

Stardate 1/8804

Star Fleet's *Nelson* Class scout becomes operational, and proves to possess an exceptional design. When production ceased, over 400 had been completed. Peacetime production of this class averaged 18 per year.

Stardate 1/8805

The Klingon *D-16A* destroyer enters service at this time, seeing action during the Four Years War as the Klingon Navy's primary destroyer class.

Stardate 1/8806

The *Liberty* Class Freighter is commissioned and put into service. This ship proves to be the cargo workhorse for the Federation during the Four Years War.

Stardate 1/8808

The Klingon *K-17A* scout enters service at this time, often used along the Federation border prior to the Four Years War. This ship, and the later *-B* variant, served as their primary scout vessel during the Four Years War.

Stardate 1/8812

Star Fleet's *Kepler* Class transport becomes operational. A total of 15 are built.

Stardate 1/8901

Star Fleet's *Apache* Class destroyer becomes operational, and 26 are built.

Stardate 1/8902

Star Fleet Intelligence later learns the Klingon *Z-4B* defense outpost has entered service at this time. The construction of a powerful, yet somewhat mobile, defensive installation signalled the beginning of a shipbuilding program in preparation for war against the Federation.

The *Eagle* Class starliner enters service in the Federation, with a total of 255 constructed. During the Four Years War, a number of these ships were temporarily converted into assault ships and freighters.

Stardate 1/8906

Star Fleet's *Monoceros* Class scout becomes operational, with 16 built.

Stardate 1/8909

Star Fleet Intelligence later learns that the Klingon *K-3A* gunboat entered service at this time. This ship, and the later *-B* variant, served as system defense and convoy escort ships throughout the Four Years War.

Stardate 1/9001

Star Fleet Intelligence later learns that the Klingon *K-30A* monitor entered service at this time. A generally unsuccessful design, this vessel (and the later *-E* variant) nevertheless saw considerable service during the Four Years War as a component of Klingon planetary defensive systems.

Stardate 1/9009

Star Fleet Intelligence later learns that the Klingon *T-3A* assault ship became operational at this time. It became the primary ground force transport used during the Four Years War.

The Marine Academy is established.

Stardate 1/9010

Star Fleet's *Loknar* Class frigate becomes operational, serving admirably throughout the Four Years War. A total of 218 are built.

The *Cochrane* Class colonial transport becomes operational, with over 360 built. This lightly-armed vessel is used by Star Fleet Colonial Operations Command for emergency evacuations during the Four Years War.

Stardate 1/9102

Star Fleet's *Dollond* and *Doppler* Class transports enter service, becoming a mainstay of Star Fleet's Materiel Command during the Four Years War. A total of 110 are constructed.

Stardate 1/9105

Star Fleet's *Heston* Class cruiser becomes operational, with 16 manufactured.

Stardate 1/9107

A study completed for the Federation Council's Office of Public Information reports that the new dilithium-powered starships will eventually permit a thorough exploration of all sectors within the United Federation of Planets' sphere of influence. This finding supports Star Fleet's recent emphasis placed on the Galaxy Exploration Command.

Stardate 1/9203

The Klingon *D-4E* variant, used in the Axanar task force as well as throughout the Four Years War, enters service at this time.

Star Fleet's *Cygnus* Class courier/command operations ship becomes operational, with nine built. These vessels served as battle fleet operations centers throughout the Four Years War.

Stardate 1/9204

Star Fleet Intelligence later learns that the Klingon *L-6B* frigate entered service at this time. Though not seeing extensive action during the Four Years War, it was a powerful and effective warship, often successfully attacking and defeating two or three Federation destroyers and frigates at a time.

Stardate 1/9206

Star Fleet's *Canopus* Class research cruiser becomes operational, providing extensive scientific facilities in support of exploratory missions in the Federation's Sagittarian arm. A total of 22 are built.

Stardate 1/9209

Star Fleet Intelligence later learns that the first Axanarian task force under command of Klingon Admiral Kkorhetza left the Klingon naval base of Ruwan.

Stardate 1/9210

Star Fleet Intelligence later learns that the Klingon forces left a region of Klingon space known as "the Hook" to attack Arcanis.

Stardate 1/9211

Star Fleet Intelligence later learns that Klingon Group "R" under Admiral Kazu left the Klingon naval base at Veska.

Stardate 1/9212

Star Fleet Intelligence later learns that Klingon Group "U" under Admiral Kone left Klingon space near the base at H'rez.

Stardate 1/9212.21

The *USS Bohr* is diverted from picket duty, permitting a Klingon battle force to reach the Federation-manned Arcanis Four Research Outpost. The entire crew of this base is massacred by Klingon marines.

Stardate 1/9301

Star Fleet Intelligence later learns that the first Axanarian task force entered Federation space at this time.

Stardate 1/9301.25

The *USS Rutherford* detects Group "R" in the unclaimed space between the two powers.

Stardate 1/9302.24

The *USS Irwin* detects Group "U" in the unclaimed space between the two powers. Star Fleet transfers all available warships from neighboring sectors to organize a defense.

Stardate 1/9305

Both Klingon forces reduce speed and remain outside Federation-declared boundaries. This act confuses the Federation Council and they do not formally declare war.

Stardate 1/9309

Star Fleet Intelligence later learns the first Axanarian task force arrived at Axanar at this time. They also discover that the second, reinforcing task force departed for Axanar at this time.

Stardate 1/9403

The *USS Gulliver*, a *Sawyer* Class scout, is instructed to travel to Axanar. Its mission is to evaluate Axanar's sociological development.

Stardate 1/9404.01

The log later recovered from the *USS Gulliver's* ship recorder buoy will indicate the *Gulliver* entered the

Axanarian system at this time, being met and destroyed by the Klingon task force already there.

Stardate 1/9405.29

The *USS Xenophon*, a *Marklin* Class destroyer, encounters a Klingon *D-4E* cruiser eight parsecs from Axanar, and disables it. The commander of the *USS Xenophon* is Captain Garth of Izar.

Stardate 1/9406.05

The *USS Bonhomme Richard*, on routine patrol, locates and retrieves the *USS Gulliver's* recorder buoy, which reveals the vessel's fate. In light of the recent Arcanis massacre, the Federation Council demands that Klingon forces at Axanar withdraw to their border under Star Fleet escort. The Klingon Admiral Kkorhetza at Axanar is permitted four months to receive instructions from his Empire. The *USS Xenophon* is already on its way to Axanar.

Stardate 1/9407.09

Garth reaches Axanar several hours before the *USS Bonhomme Richard*, and so is given command of a scout squadron assigned to monitor the Klingon task force.

Stardate 1/9408

Star Fleet's *Portsmouth* Class destroyer becomes operational at a crucial time. Though not a powerful ship, it is constructed in large numbers, serving a multitude of escort and light combat assignments throughout the Four Years War. A total of 660 are built.

Stardate 1/9408.29

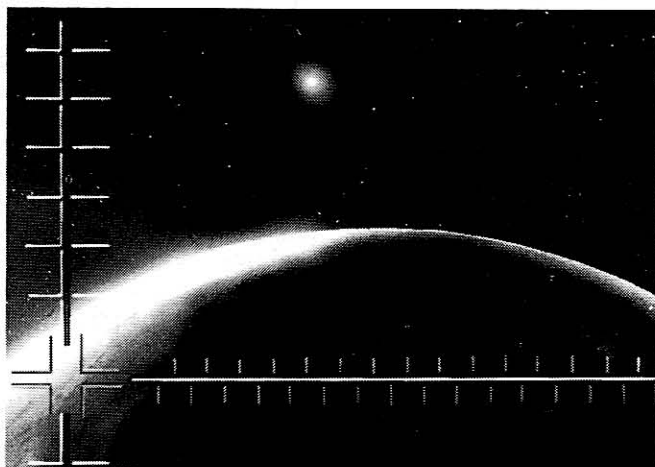
One of the scouts near Axanar picks up the second, incoming Klingon task force. Garth, despite being outnumbered, quickly implements a tactical plan that results in his victory at the Battle of Axanar.

Stardate 1/9409

Star Fleet's *Siva* Class is withdrawn from service.

Stardate 1/9409.29

In response to the Federation Council, Admiral Kkorhetza refuses to withdraw his ships from Federation territory, issuing a formal declaration of alliance with the natives in the Axanar system. This results in a state of war between the UFP and the Klingon Empire, and the Four Years War begins.



Stardate 1/9409.30

Captain Garth wins at the Second Battle of Axanar, and accepts the surrender of Admiral Kkorhetza.

Stardate 1/9410

Star Fleet Intelligence later learns several strategic groups of Klingon cruisers left Klingon space and entered unclaimed space as they headed for UFP territory.

The Battle of Andromeda is fought. This battle proves there were small numbers of Klingon ships on the Federation border even before hostilities were officially declared.

The shipbuilding facilities at Star Base 15 are completed, and they quickly go into full production.

Stardate 1/9411

The Battle of Genmarx and the Encounter at Lea are fought.

Stardate 1/9501

The convoy raid near Xamdab II takes place.

The Klingon *G-8A* cargo freighter enters service, replacing the obsolete *G-4* transport. This ship will supply Klingon ground forces and forward installations throughout the Four Years War.

Captain Robert April retires from Star Fleet after quietly speaking out against certain Federation policies. He continues to serve as ambassador-at-large.

Star Fleet's *Hale* Class scout is removed from service after performing unsatisfactorily in combat. *Bode* Class scouts are reequipped with more powerful warp engines to continue service as a stop-gap measure.

The frequency of piracy and ship disappearances begins to increase dramatically. Star Fleet Intelligence initially suspects Orion privateers and small Klingon task groups of conducting the raids. Many years later, Star Fleet Intelligence learns that the source of many attacks was actually Romulan ships, equipped with cloaking devices and self-destruct orders, carrying out covert raids during most of the Four Years War.

Stardate 1/9502.10

A Federation-operated, automated, zone-intrusion detection satellite briefly tracked the presence of a Romulan *Graceful Flyer* Class scout in the Romulan Neutral Zone. This observation greatly increased Star Fleet Command's concern regarding the possibility of Romulan intervention in the Four Years War. To the Federation's pleasant surprise, the Romulan Star Empire never actively participated in open hostilities during the conflict.

Over the next several months, many Federation ships on Romulan Neutral Zone duty are gradually removed to fight against the Klingon fleets.

Stardate 1/9504

The Battle of Lyclydun is fought. Janni IV is invaded by Klingon troops. The Laxala Incident takes place.

Stardate 1/9505

As a result of the Laxala Incident, the Orion Colonies threaten to destroy all dilithium deposits if any further dilithium cargo convoys are attacked by either side.

The Battle of GR-1 and the Assault of Nozseca VIII are fought. Both end in Federation defeat.

Stardate 1/9507

The Attack of Convoy Y-16Z near Rebonet is fought. This is the first significant Federation fleet victory.

Stardate 1/9509

Star Fleet's *Achernar* and *Tikopai* Class cruisers become operational. Very successful designs, 68 *Achernar* and 44 *Tikopai* will be built, each class seeing extensive combat. Unfortunately, almost all these ships are destroyed in weapons tests as a result of cost-cutting measures and Star Fleet's postwar demilitarization.

Stardate 1/9509.07

As a result of numerous ship disappearances, Star Fleet Command orders the Zone of Transport Escort for a large region of Federation space. This order restricts

movement of private and commercial starships, requires naval escort for vessels travelling in the restricted area, and places armed marines aboard all escorted ships. These new regulations remain in effect until after the war. The Zone order significantly reduces the frequency of pirating attempts and unexplained starship disappearances.

Stardate 1/9511

The Nostveg I Engagement is fought, and the Klingons suffer a strategic defeat. The Landover tragedy takes place prior to the Battle of Joia V.

Stardate 1/9512

Star Fleet's *Sawyer* Class Scout is withdrawn from service.

Stardate 1/9601

The Battle of Sinbad IV is fought, marking the first major confrontation between ground troops of opposing forces. The Battle of Delgon-R is fought, marking the first use of gravitic mines and the first defensive action by the Klingons.

Stardate 1/9602

The Battle of Sector 23-H between large forces of Klingon and Federation vessels results in a temporary Federation withdrawal. The Battle of Falgor occurs as part of the covering action. Star Fleet's *Bode* Class scout is withdrawn from service.

Stardate 1/9603

The Battle of Lasur Funop and the Encounter at Videtu are fought. Though the reasons given are not satisfactory to many, the *Constitution* Class cruiser is withdrawn from front-line combat duty against Klingon forces. It will continue to serve on other fronts in its prewar capacities.

Stardate 1/9605

The Battles of JevoI, Klaf, and Ogolo are fought. Upon graduation, the first class of officers trained in the Marine Academy receive assignments with marine combat formations.

Stardate 1/9606

The Klingon *D-10A* cruiser enters service and is immediately sent into combat. It becomes the most respected ship in the Klingon Imperial Navy. The Klingon *D-20A* cruiser also enters service at this time, filling a role similar to that of the *D-7A* Class. These new ships are a landmark in Klingon ship technology, both incorporating the first binary transformer deflector shields ever used on Klingon warships.

Stardate 1/9608

The Debacle at Giso is fought. The Defense of Rudgur III takes place, marking the first use of chlortheragen, a Klingon-manufactured nerve gas. Talos IV is quarantined under General Order Number Seven. No explanation is given by Captain Christopher Pike.

Stardate 1/9610

The Battle of Kesse takes place. A fast-moving Federation task force travelling within Klingon-held space catches a vital Klingon convoy by surprise. A number of escorts and freighters are destroyed, and a *D-10* cruiser is severely damaged.

The *Aakenn* Class freighter is commissioned and put into service.

Stardate 1/9612

The Battle of Webirly is fought.

Stardate 1/9701

Star Fleet's *Fenlon* Class monitor becomes

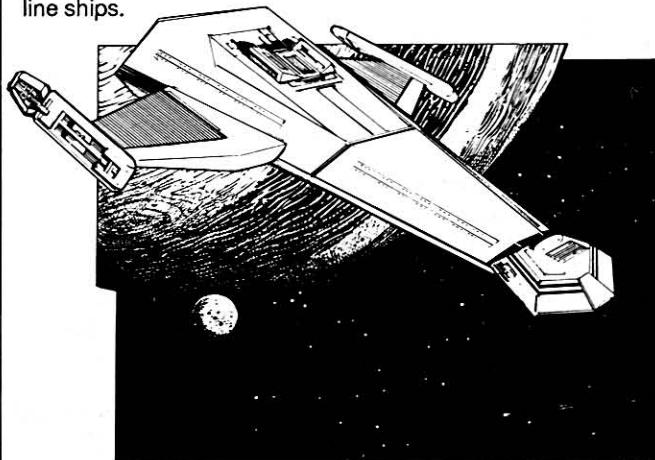
operational, with over 1200 manufactured. Ironically, this purely defensive sub-light powered craft enters widespread service only after the Federation gains strategic control over invading Klingon forces.

Stardate 1/9702

The Attack on Zal Vhros takes place. This engagement shows increasing Klingon frustration in fighting the Four Years War.

Star Fleet Intelligence later learns the Klingon *K-23* escort entered service at this time. This vessel, of a non-Klingon configuration, was responsible for a period of extreme confusion among Intelligence operatives.

The first phaser weapon systems are installed in front-line ships.



Stardate 1/9703

The Battle of Suit II is fought.

Stardate 1/9704

The Elek Engagement is fought. The Battle of Thranstor is fought, marking the deepest penetration by Klingon forces into Federation space. This intensely-fought battle ends with Federation forces routing the Klingons.

Star Fleet Intelligence later learns that the Klingon *D-9B* research cruiser entered service at this time. It did not see combat during the Four Years War, and its purpose loses importance with the war's end.

Stardate 1/9705

The Battle of Sire Yopot is fought. Federation forces win a decisive victory in the Engagement for Argelian Approaches.

Stardate 1/9707

The Battles of Sector 12-J, Rex Dacut, and Tirehe, and the Defense of Topax are fought.

Stardate 1/9708

The Assault of T'vam takes place.

Stardate 1/9710

Star Fleet's *Chariot* Class cargo transport becomes operational.

Stardate 1/9711

The Battles of Sector 23-D, Pen's, Oco, and Biwywb are fought.

After extensive research and development, Star Fleet's Engineering Command reports the photon torpedo is operational and ready for limited mass production.

Stardate 1/9712.06

The *USS Aramis* intercepts a Klingon scout carrying Admiral Komex. Though claiming he is acting for the Klingon Empire's best interests, Komex voluntarily provides Star Fleet with information to end the war more quickly.

Stardate 1/9801

Researchers at the Vulcan Science Academy develop a hypospray antidote to the Klingon nerve gas, chlor-theragen.

Stardate 1/9802

A command pod jettisoned by a Klingon *D-10A* cruiser during the Battle of Kesse is captured intact by the *USS Uthe*, with some survivors of the battle still aboard.

Stardate 1/9802.05

Federation marines assault Karag in the largest operation of its kind during the war. Colonel Anchar Ahab receives the Karagite Order of Heroism.

Stardate 1/9802.28

Star Fleet, initially using captured Klingon ships, attacks the Klingon fleet at Grank in the largest fleet action of the war.

Stardate 1/9803.20

The final defense of Kolm-an is fought in the last major operation of the war. The first widespread use of Marine Academy graduates in this battle proves the worth of the new institution. Several senior Klingon officers surrender and are transported as official representatives of their government to Axanar.

Stardate 1/9805

Star Fleet's *Solar* Class cutter becomes operational, with almost 1300 built. The first starship class of its size in modern times, it arrives too late to see action, but will serve on post-war picket duty along the new UFP/Klingon border.

Stardate 1/9805.12

The Axanar Peace Mission convenes.

Stardate 1/9806.13

The Four Years War ends, as the Treaty of Axanar is signed by dignitaries of the United Federation of Planets and the Klingon Empire. Limited diplomatic channels are established, and concessions are made on both sides as the Axanar Peace Mission negotiates details of the settlement and establishes new boundaries.

The phaser and photon torpedo have finally been manufactured in sufficient quantities to replace the laser and accelerator cannon as the Federation's primary ship-board weapons systems.

Stardate 1/9807

Star Fleet's *Derf* Class tender becomes operational, with over 500 constructed. Though not seeing combat, the *Derf* Class will be responsible for repairing and maintaining navigational beacons along the new border.

Stardate 1/9807 through 9904

Klingon citizens required to relocate in compliance with the terms of the Treaty of Axanar are transported to planets on their side of the newly-redefined Federation/Klingon border.

Stardate 1/9808

Star Fleet's *Baton Rouge* Class is withdrawn from

service, having performed admirably throughout the Four Years War.

Stardate 1/9901 through 9905

Star Fleet, no longer requiring the services of many older starships, decommissions or destroys large quantities of cruisers, destroyers, and scouts. All *Constitution*, *Loknar*, *Larson*, and *Nelson* Class starships, refitted with phasers and photon torpedoes, continue to serve as the Federation's first line of defense.

Stardate 1/9903

General Order Number One is specifically suspended for Axanar, and the planet is established as a UFP protectorate for sociological study. Based on the anticipated success of the Axanar Culture Mission, the government of Axanar has the right to petition for full membership to the Federation in Stardate 2/4903.

The Klingon Empire begins construction of a naval installation in its newly-acquired territory. This base, at Mastocal, is completed less than three years later.

Stardate 1/9905

A full-scale research project under the Office of Star Fleet Research and Exploration confirms the underlying accuracy of the transwarp theory, later leading to the transwarp drive. The Zone of Transport Escort is lifted, with all private and commercial starships allowed to return to normal operations.

Stardate 2/0003

Star Base 27, constructed near the Klingon border, assumes operational status.

Stardate 2/0109

The Klingon naval base at Mastocal is completed.

Stardate 2/0608

Kraftzmann Mikil Hartewicce, a research scientist, requests and receives permission to move into the abandoned Arcanis Four Research Outpost to begin his study of the Four Years War.

Stardate 2/0705

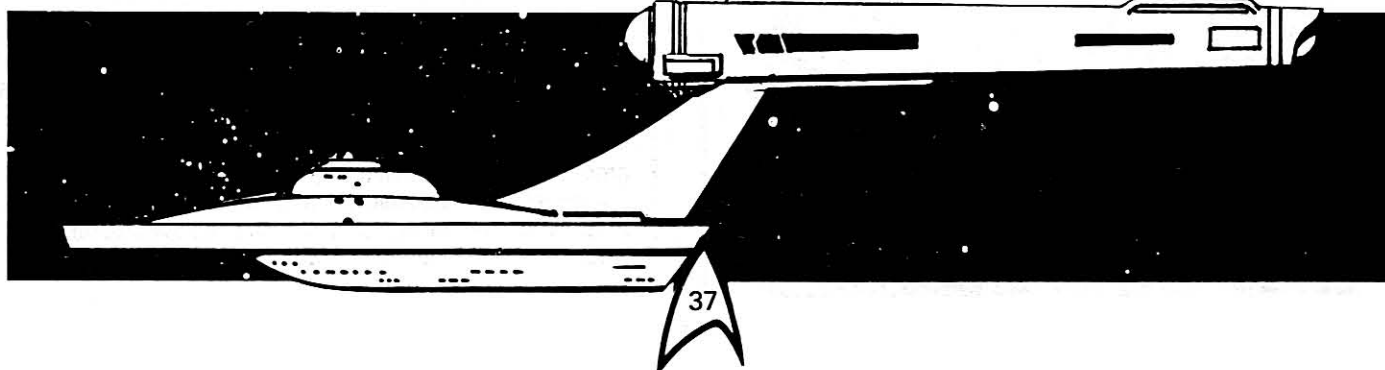
After a delay of several decades and as a result of the added danger posed by the new Klingon base at Mastocal, Star Base 12 is finally completed and assumes operational status.

Stardate 2/0801.24

The Organian Peace Treaty is imposed by the Organians on both Federation and Klingon forces, thus averting a second war with the Klingons. The Organian Treaty Zone is established by negotiation over the next three months. This new Zone makes important changes in the Klingon/Federation border and results in additional territory for both governments.

Stardate 2/1202

The Kinza D'elma naval base, built in Klingon territory acquired under the Organian Treaty, is completed.



STARSHIP TACTICS

From *Fighting Instructions: A Manual of Tactical Encounters*, 25th Edition, edited by the War College staff of Star Fleet's Education and Training Command.

A number of tactical and operational maneuvers were commonly deployed throughout the course of the Four Years War. Some of the most famous (or infamous) ship-to-ship and multi-ship stratagems are described here, along with some brief notes on task force composition and comments on overall operational strategies.

KLINGON TACTICS

When possible, Klingon starship commanders during the Four Years War preferred to strike against weak targets, quickly obtain as much glory from combat as possible, and withdraw before Federation forces had adequate time to regroup or come to the aid of the target. When necessary, however Klingon vessels also engaged in combat when drastically outnumbered, at times preferring racial pride and the pursuit of posthumous glory over sound military tactics.

Klingons used a number of different formations for combat, but individual commanders often conveniently forgot the tactical battle plan after the first few minutes of battle. Though the Klingon Empire is predominantly a structured military society, Klingon warship commanders resented having specific assignments as part of a mission. With each commander eagerly seeking honor in combat, having a rigidly detailed assignment to fulfill (particularly if it was a subordinate or defensive one) went against their desire for a quick victory and individual glory. As a result, battle formations often deteriorated shortly after engagement with an opposing task force, with each Klingon vessel engaging one-on-one against enemy vessels. The greater the number of ships involved, the more common and severe the breakdown in Klingon cohesiveness.

Also, Klingons do not particularly like to work together, because of the dangers in having to trust a 'fellow' commander. This distrust, common through nearly all levels of starship command, contributed to the Klingons' difficulties in effectively using the V- and U-formations. A damaged Klingon ship could not depend on assistance from another Klingon vessel, and many Klingon ships crippled in battle were abandoned by their squadron-mates. It is even said a Klingon squadron commander prefers having a known enemy covering his flank or rearward positions to having a potential enemy among his own ranks.



FEDERATION TACTICS

Star Fleet commanders serving in the Four Years War preferred working in large squadrons or groups when possible, defending strategic targets or conducting fleet actions against Klingon forces. Unfortunately, the superior numbers of Klingon warships often forced UFP units to fight in small, highly-skilled groups of three to six ships, at least during the early part of the war.

During times of peace, Federation starships do not initiate any hostile action, such as firing first or even raising shields, unless threatened. An official declaration of war, however, suspends these gentlemanly rules of conduct. Therefore, Federation vessels in the Four Years War engaged in combat after positive enemy identification was made, usually through direct, visual means. Being allowed to fire "at will", kept the lives of Star Fleet crewmembers from being placed in undue jeopardy. Confirming the hostile identity of opposing forces before conducting combat insured the safety of all but the enemy.

Simply put, the United Federation of Planets had three major advantages in combat:

1) Despite the UFP's overall peaceful intents, individual Star Fleet commanders were generally better trained than their Klingon counterparts. This led to situations where sheer ship-to-ship tactical skill on the Federation's part would win battles.

2) Starship commanders worked closely together for the group's overall benefit and protection. This meant covering the weak flanks of individual ships or formations, and generally assisting each other when combat conditions became difficult.

3) By using creative tactics, including temporary tactical withdrawals and regroupings, Star Fleet forces were able to withstand and eventually neutralize the Klingons' early numerical superiority in warships.

SPECIAL TACTICS

V- AND U-FORMATIONS

Federation and Klingon starship commanders were trained in many of the same basic formations through years of computer simulation and operational testing. One of these included forming a V- or U-shaped task force using three or four ships. Physically, the formations are the same. If three ships are used, it is called a V-formation, and if four ships are used, it is called a U-formation. With this formation, the center ship, usually the group's flagship, would generally be up to 40,000 km. in front of, or behind, the other ships in the formation, depending on the purpose of the task force's mission.

If the flagship was leading, the mission would probably be a general, all-purpose attack, or to drive a wedge into the opponent's line of defending starships. The area with the strongest combined concentration of fire would be to the port and starboard sides of the flagship's position.

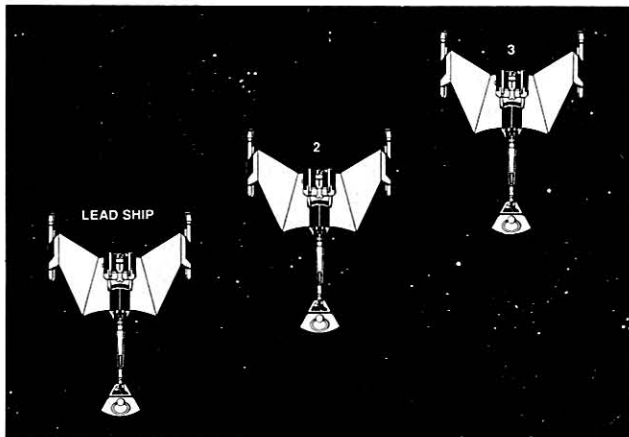
If the flagship was trailing, the mission might be to meet in a general defensive engagement, an offensive engagement against a single, more powerful ship, or to encircle an enemy ship prior to capture. One major advantage of a trailing flagship is that the combined concentration of fire is greatest directly in front of the formation.

The position of the flagship in Klingon-employed formations often revealed the esteem of that group's commander or the cohesiveness of that task force. If the flagship led, the commander could trust his two (or three) subordinate ship commanders, and in turn, they trusted him. If the flagship trailed, it was because the group commander knew that an ambitious ship commander might be willing to fire into the flagship's rear arc in order to lead the formation himself. Or, alternately, the flagship commander could not be trusted, and his fellow ship commanders wanted to be able to catch him between their ships if necessary. On more than one occasion, the flagship would change its relative position within the task force just before entering battle, usually on the order of a Klingon Imperial Security officer aboard one of the ships.

The Klingons had two different names for the V- or U-formation, not based on the number of ships, but on the position of the flagship occupying the formation's center. If the flagship is leading, it is called "oma'l yuth" ("brave wedge"), and if the flagship is trailing, it is called "hu toj maal" ("open mouth" or "mouth of fear").

STAGGERED FORMATION

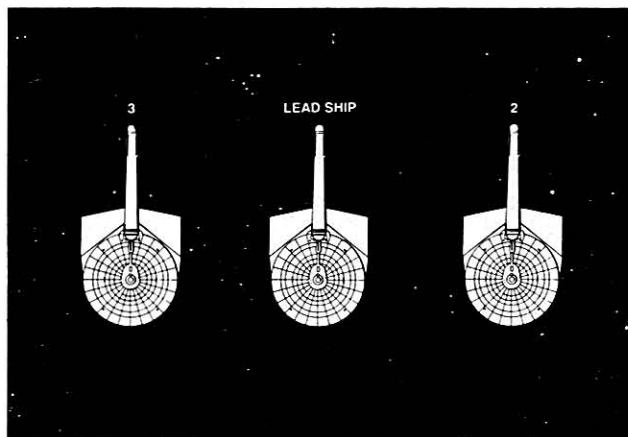
On at least one occasion, the positional change of the Klingon flagship just before combat adversely affected the resolution of a battle. As a partial solution to their problems with the V-formation, a staggered formation was adopted and is still used by many Klingon task forces today.



This maneuver places the three ships in a linear, equidistant formation. The flagship leads, the second ship is behind and to the port or starboard of the first ship, and the third ship is behind and on the same side as the second ship. If a larger number of ships is involved, a wide variety of intricate patterns are used by several groups of staggered ships working in the same formation. In fact, this was the formation used by the three *D-7M* cruisers destroyed in the *V'ger* incident. In that particular instance, the flagship was the center ship and not the lead ship. The Klingons call this formation "juk'y wen'thal" ("ladder of assault").

STRAIGHT LINE FORMATION

The Federation used the staggered formation only on rare occasions such as in fleet reviews, as they had their own alternate to the V- and U-formations. Theirs was a simple formation with straight line movement along the line of advance, and all ships holding equidistant positions. If larger numbers of ships were involved, parallel formations two or three ships deep might be used. Also, the flanking ships might be moved forward or aft of the rest of the formation, causing the line of advance to be slightly curved in one direction. The Klingons called this "puk'lan eden'z" ("lizards in a line", named after a passive species of reptiles on Hrungs'la).



PICKET PASSING

A tactic called "picket passing" by the Federation and "zhu t'lan'no" ("thrusting the pawn") by the Klingons, was occasionally used to attack a desired target or pass through an area under surveillance. The target could be a boundary or region of space, a fixed installation, or less often, a convoy. Though used first by the Klingons, the Federation adopted it, until both sides finally caught on and the tactic lost some of its effectiveness.

The idea was to confuse and distract the defending ships through the use of two or more attacking task forces. The first task force would move into sensor range, hopefully causing the defending ships to respond and intercept, which would lure them out of position. As long as they fulfilled their mission as a decoy force, the first task force might not even engage the defenders in combat. This ruse allowed a second, generally much larger force to strike against the now undefended target, taking them completely by surprise.

DELTA-Z MANEUVER

A tactic called "Delta-Z maneuvering" by the Federation and "khas'lan t'waxnor" ("vertical claw") by the Klingons, was often used in anticipation of an attack on a planetary system. This maneuver was popular with the Federation. Klingon commanders disliked it because of its subtle and 'cowardly' approach to warfare.

More often than not, Klingon forces preparing to attack a planet or planetary defense system approached along the plane of the planetary system's ecliptic, or "level" with the other planets, rather than coming in from "above" or "below" the targeted planet. They used this maneuver because their vessels could take cover in asteroid or cometary belts.

When Federation forces knew a planet was coming under attack, a defending squadron took up positions far above or below (or both) the plane of the ecliptic. Coming into the system, Klingon forces might not detect the defenders, permitting those squadrons to move up or down into attack positions in the rear arc of the Klingon warships.

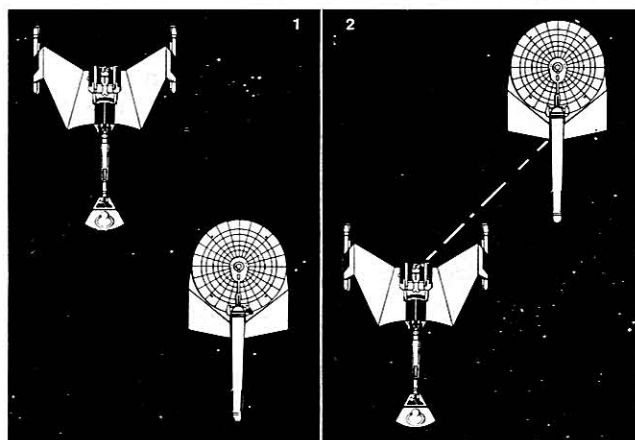
A second variation used by Federation forces was to deliberately remove all warships defending a planetary system known to be a target, making it appear undefended. After Klingon forces moved in, the Federation squadron warped back in-system on several divergent courses, to make multiple flanking attacks that sometimes caught Klingon ships fatally off-guard. A somewhat risky technique, it worked more often than not. When the tactic backfired, however, Federation commanders were themselves caught unaware.

SIX O'CLOCK LOW

A tactic called "six o'clock low" (origin obscure) by the Federation and "eddakh w'ujalla" ("striking for the spleen") by the Klingons, was a common ship-to-ship tactic that used individual warships with forward- and aft-firing weapons systems.

Klingon ships, usually equipped with forward- and aft-firing weapons, would deliberately leave their ships open for a flanking attack by Federation ships. As soon as the forward-firing Federation ship moved into the Klingon's rear arc, the Klingon ship unexpectedly opened fire with the rear disruptors, taking the Federation commander by surprise. This technique did not work successfully against Federation squadrons very often because many commanders quickly caught on. It was often used successfully against lone convoy escorts whose officers were less experienced against general Klingon tactics.

A second variation often used by Klingons was to move into the Federation ship's rear arc, knowing that this was often the most vulnerable area of UFP vessels. This maneuver was used throughout the war whenever conditions permitted, though these conditions grew less common as the battles raged on.



CONVOY BAITING

A tactic called "convoy baiting" by the Federation and "vakh to gal" ("glory seeker") by the Klingons involved the use of a ship or small convoy, apparently without escort. Several friendly warships would surround and maintain a parallel course with the convoy just outside sensor range. These warships left a narrow area or alley through which the enemy vessel(s) could pass. As soon as the enemy detected the convoy and moved through the alley to attack, the escorting ships would also move in, catching them in a globe.

This tactic, initially used to protect conventional wartime convoys, was later used as a deliberate ploy to catch and possibly capture enemy warships. In these situations, the Federation often used a group of automated ore carriers or similar ships as the decoy, rather than risking the lives of crewmen. The Klingons, less concerned with lives, used a single ship manned by servitor races as the bait. Of course, should the crew of the decoy ship attempt to break formation during the operation, the Klingon-manned escort ships destroyed it before Federation forces arrived.

SWARMING

A tactic called "swarming" by the Federation and "v'kari z'mortamas" ("many stings of death") by the Klingons employed a large number of small ships, often gunboats or scouts. The attackers moved in against a smaller group of heavier Federation vessels. Making passes at the highest possible velocity, the smaller Klingon ships could direct most of their power to energizing weapons systems, and any remaining energy to defense systems. Federation ships, unable to engage the vase swarm of attackers, had to try merely to survive. Most of their vessels' power had to be deployed in shield operation, which did not permit much in the way of counter-attack.

The technique was often suicidal for individual Klingon ships. However, the tactic's effectiveness in destroying enemy ships also brought great honor to the Klingons involved. The Federation, on the other hand, rarely used swarming. Aside from occasional groupings of *Portsmouth* destroyers, UFP forces rarely had enough ships in one place to use such a tactic. In any event, the Federation's high regard for the lives of starship crews all but prohibited it.

Though not seen during the Four Years War, a more recent variation of "v'kari z'mortamas" using cruisers in conjunction with the gunboats has been successfully employed by Admiral zantai Kaneida in the Triangle. Klingon destroyers would come in and engage opposing forces, giving the cruisers time to maneuver for best attacking positions. As the cruisers began their engagement, large numbers of gunboats would then swarm in and overwhelm the opposing ship's fire-control systems and shields. This permitted the cruisers' heavy fire to easily penetrate defenses and destroy their targets, with few losses to any part of the Klingon force. No simple solution currently exists to counter this new tactical threat. One goal of the upcoming UFP Tactical Encounters XXVI Fleet Maneuvers is to find a neutralizing maneuver that also considers the safety of Federation forces.

COCHRANE DECELERATION

A tactic called "Cochrane Deceleration", after Zephram Cochrane, was used by Federation ships as a ship-to-ship tactic to partially counter both swarming and the Klingon-executed six o'clock low. This technique was even more effective when the Federation ship faced an attacking ship with greater speed and maneuverability.

The defending Federation ship would cease all forward tactical movement. As the attacking ship came and passed by at close range, the Federation ship would make a stress turn, pivoting 120 degrees. While doing so, the forward shields remained at their highest state of readiness, and all possible forward weapons systems would engage the attacking target, now hopefully presenting its rear arc.

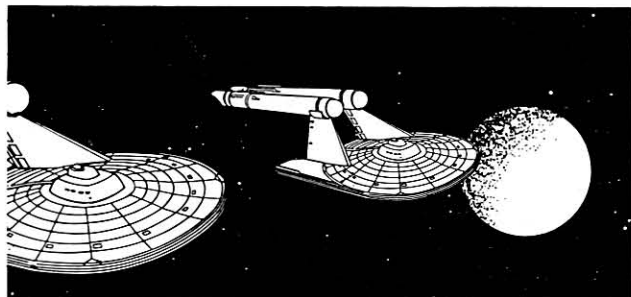
The Cochrane Deceleration worked best if the Federation ship was near one flank of the swarm, or if the attacking ship was expected to pass at high speed within accelerator cannon or photon torpedo range. The Klingons never adopted the technique because of the skill required in execution. They learned to respect it, however, calling it "k'yan ndar'sliv" ("slow source of doom").

SCATTERED DEFENSE

Though most defensive formations are created as the tactical situation develops, the Klingons did have one tactic used to deliberately confuse and divide large Federation forces attempting a full-scale engagement with outnumbered Klingon units. This defense, known as the "scattered" or "starburst defense" by the Federation and "hul fal tora'n" ("glorious exploding star") by the Klingons, was used to achieve a single-unit engagement with Federation forces, or to mislead them about the actual destination of one or more Klingon task forces. The Federation never developed any effective counter-measure, because it involved two entirely different philosophies of combat. The only thing Federation commanders could do after a scattered defense was to laboriously track down and neutralize each Klingon ship or task force, one at a time.

OTHER FORMATIONS

Specialized formations, seeing limited use, were created by both Federation and Klingon squadron commanders, often as circumstances dictated. These special tactics included, but were not limited to: false ship recognition signals for deception; assorted convoy escort formations; the widespread use of decoys and gravitic mines (a Klingon specialty); tactics designed for the reduced capability of damaged ships or ships with detached command sections; tactics using available physical or astrophysical phenomena such as asteroid and cometary belts, or ion storms; and straightforward suicide tactics using ships of all sizes, from shuttlecraft up through Class VIII cruisers.



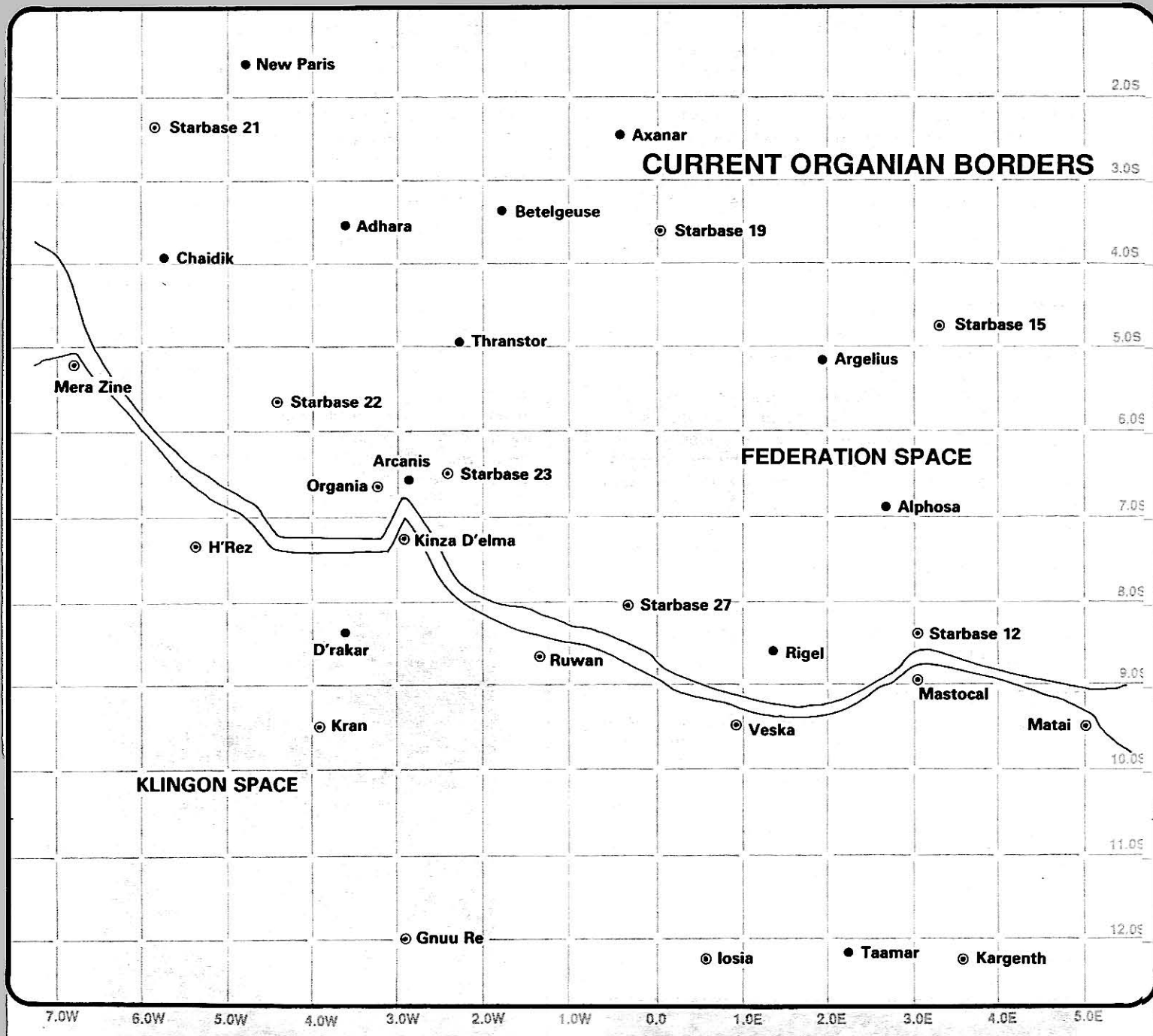
TASK FORCE COMPOSITIONS

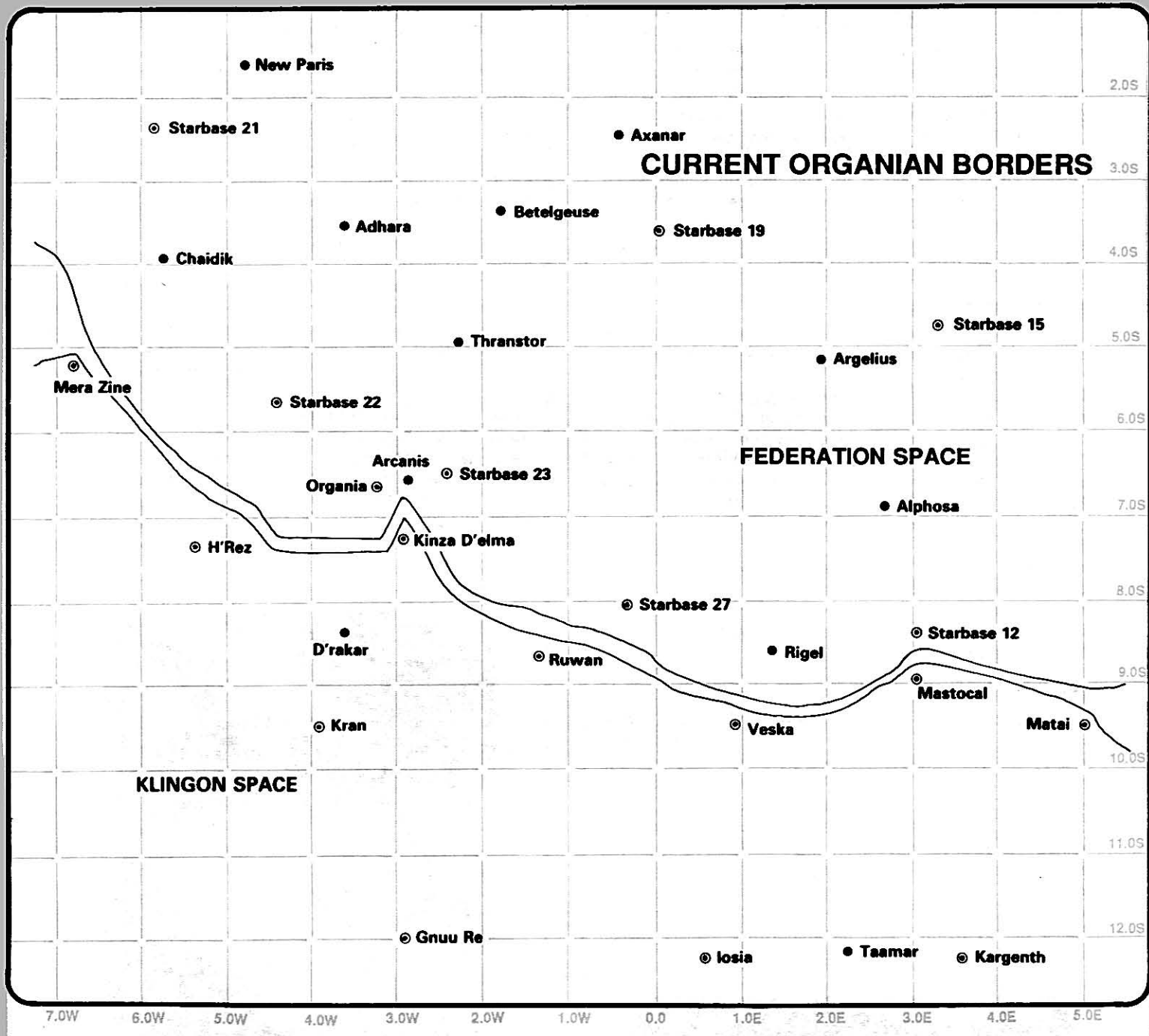
The Klingon Imperial Navy and Star Fleet Command both designed task forces to meet the particular needs of each tactical situation. The UFP was more likely to combine different classes of ships in one group, allowing the strengths of some ships to make up for any weaknesses of the others in the force. The Klingons, because of their mutual distrust, would generally have several ships of the same class in one force, or alternately, have one large ship with two to six smaller ships. This discouraged any deliberate acts of coercion between ship commanders, and later in the war, would decrease some difficulties in supplying and repairing front-line vessels.

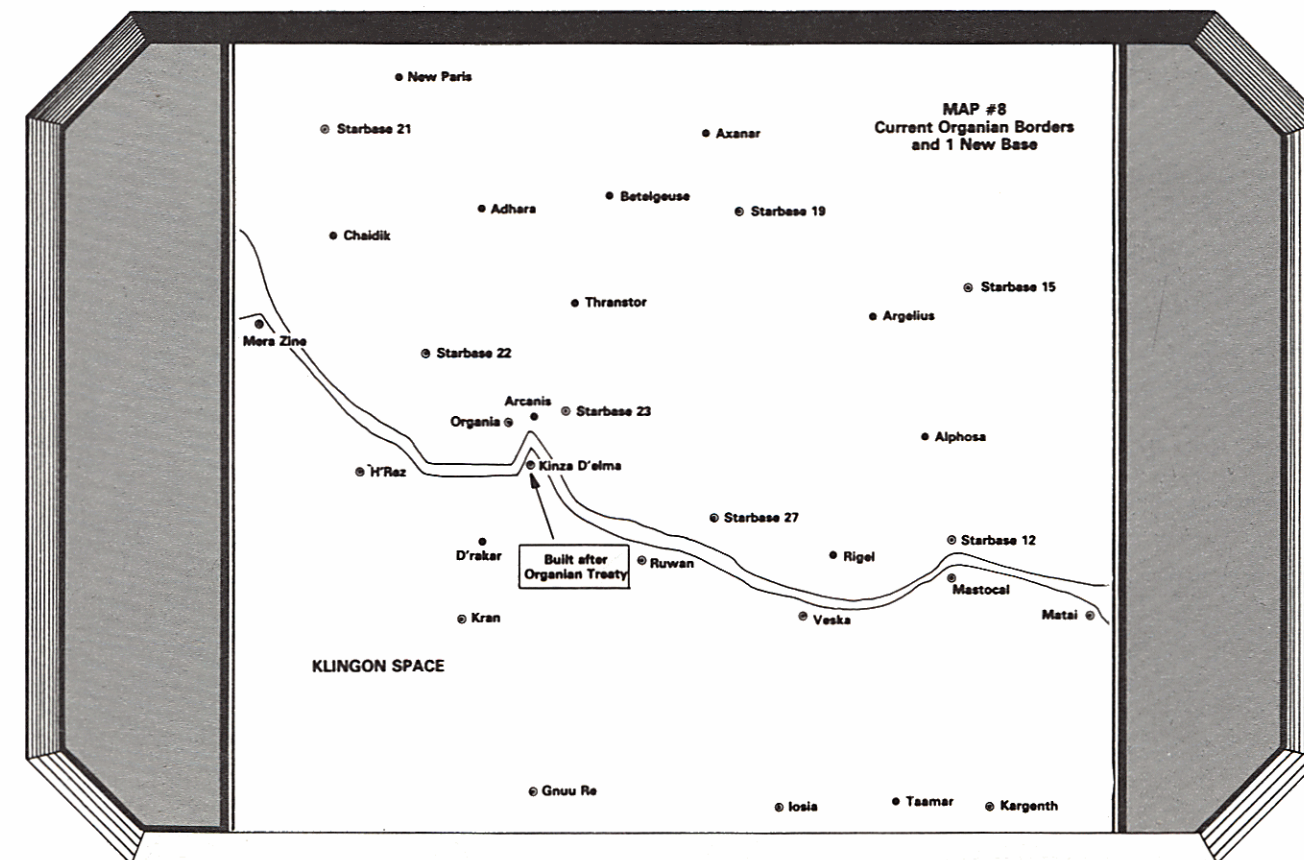
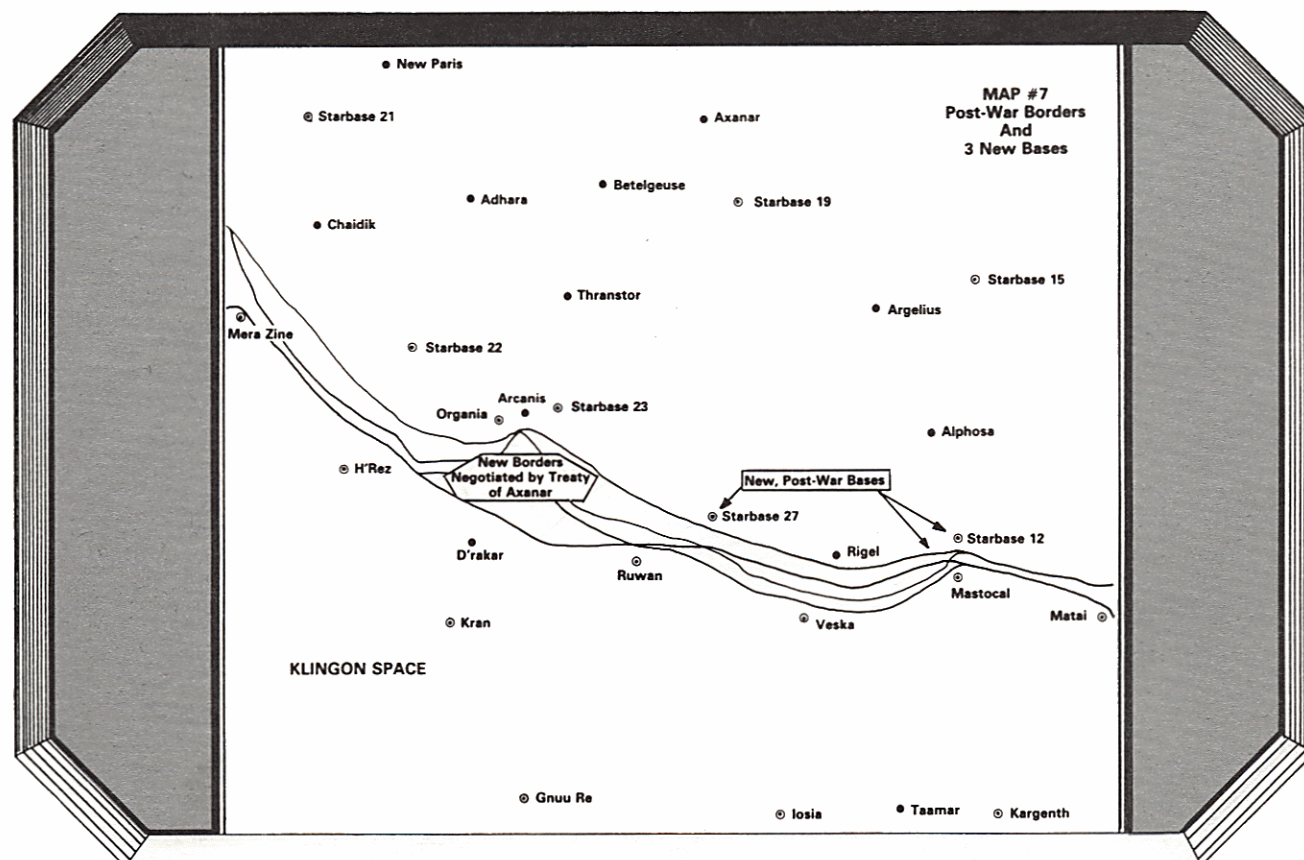
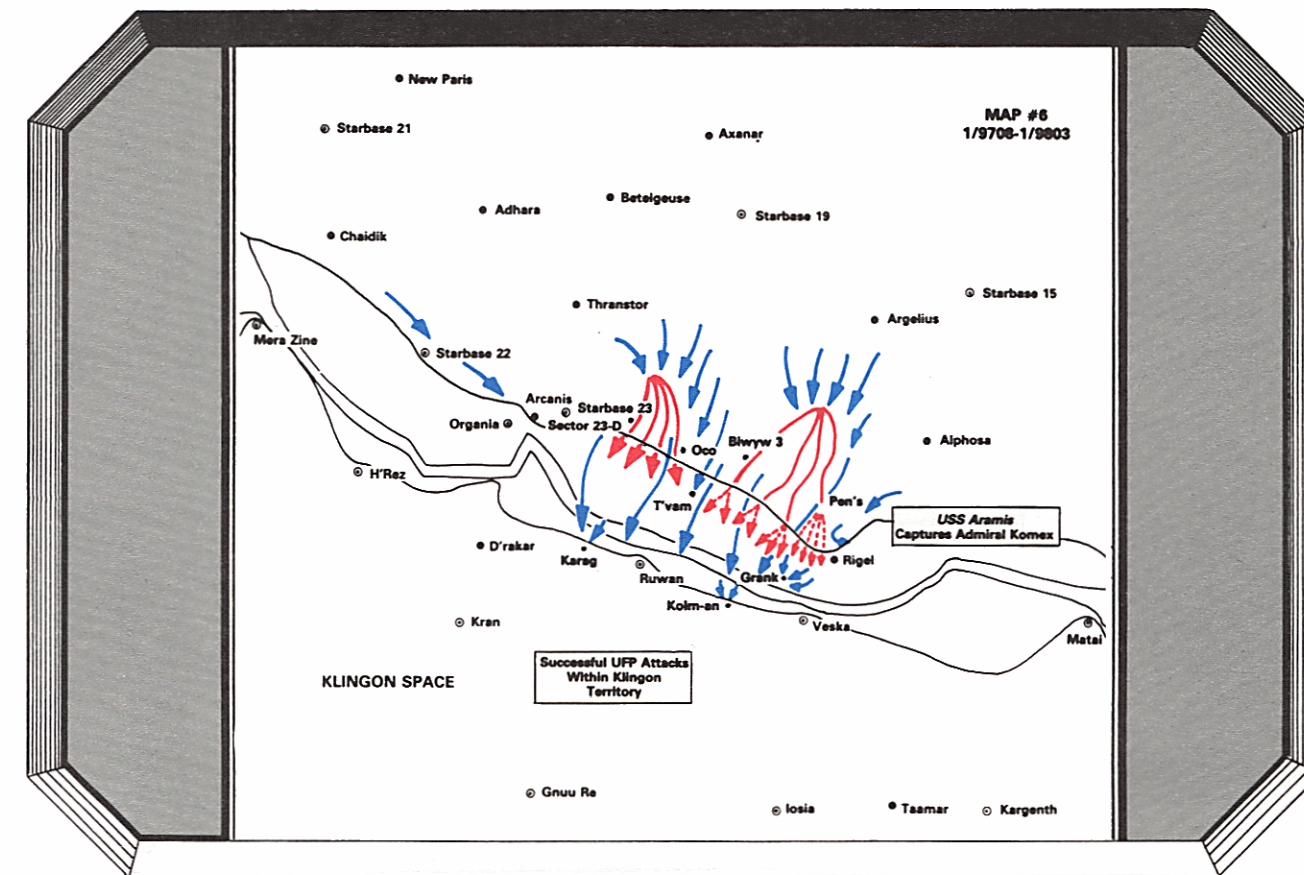
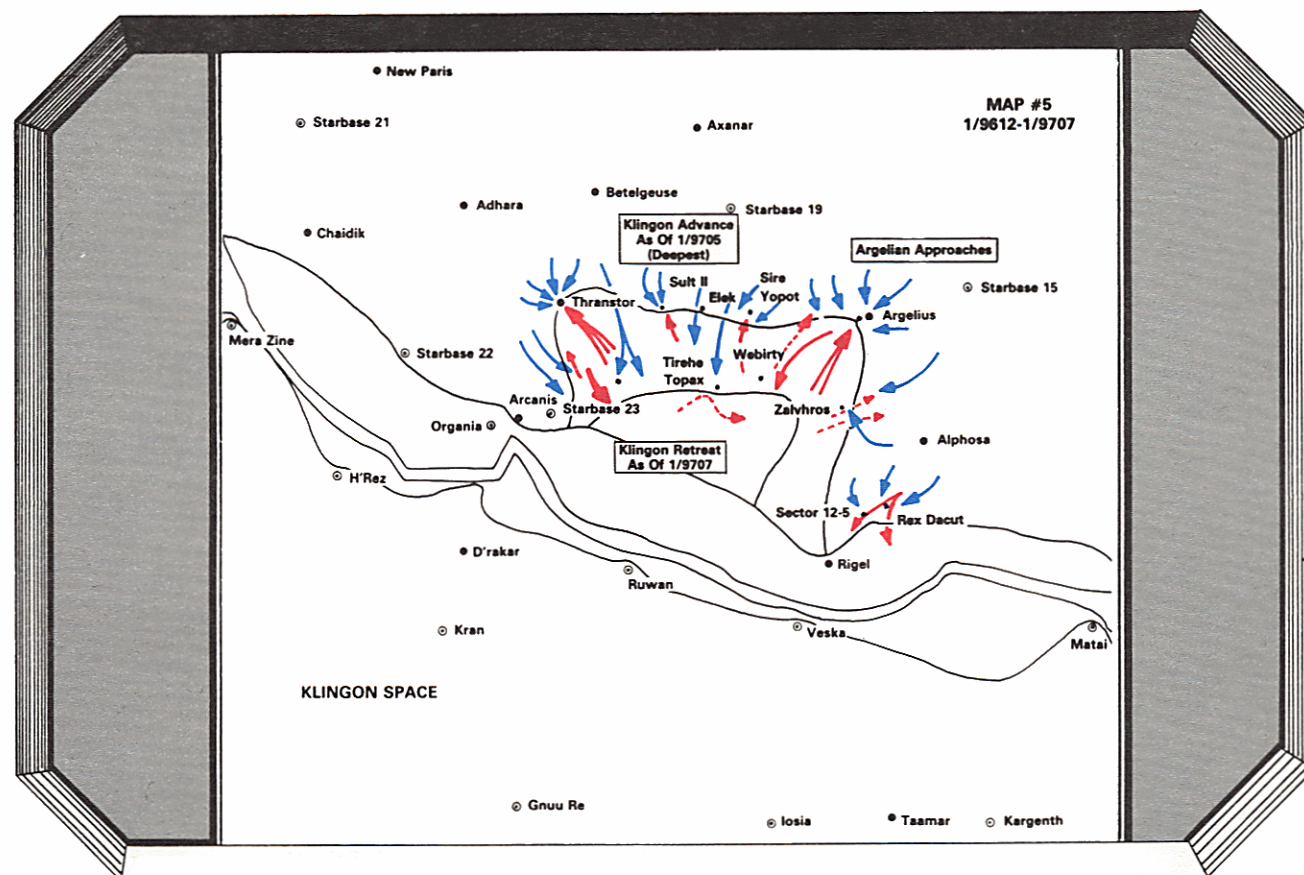
Both sides did freely use three- and four-ship task forces. A three-ship unit was called a battle group. A battle squadron consisted of three battle groups. A battle force consisted of three battle squadrons, or a total of 27 ships. Larger assemblies were called strategic groups, squadrons, forces, and finally, fleets.

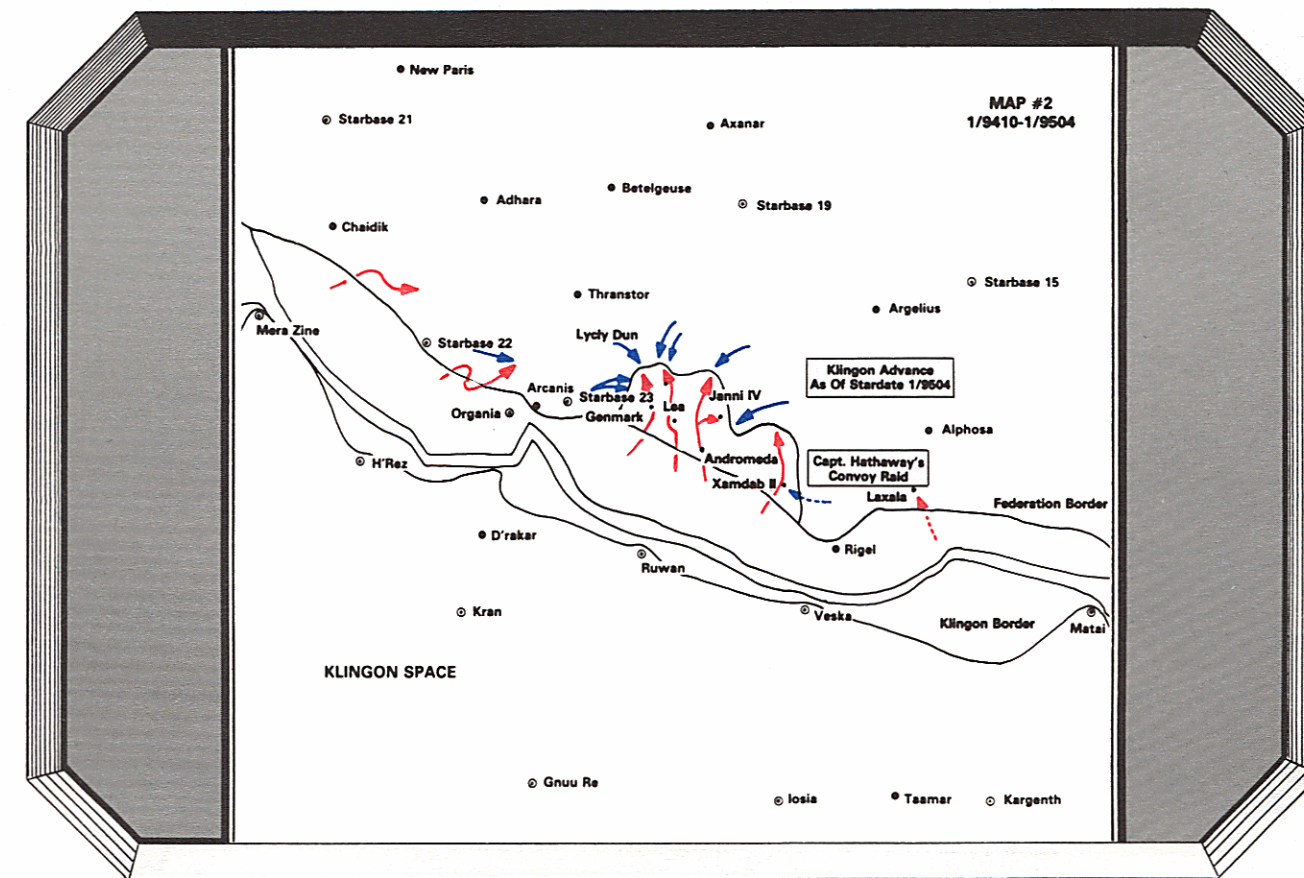
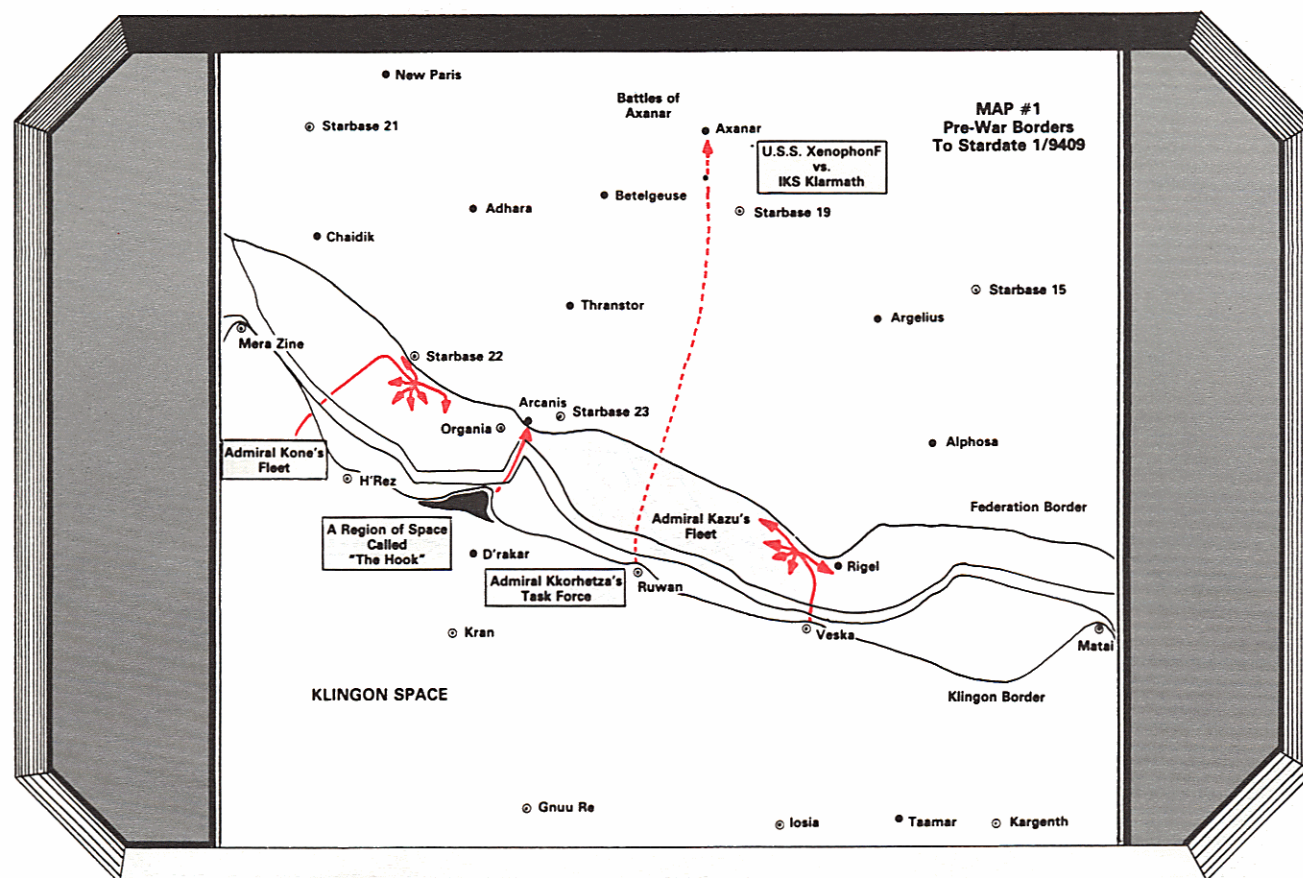
The availability of specific warships, combined with the general purpose and cruising speed of those ships and their similarity for repair purposes, went a long way toward deciding which ships would be assigned together in task forces. The Klingon K-23A escort, for example, was a small but powerful warship used for escorting convoys. Working alone or in very small numbers, the K-23A was also designed to defend itself. The D-10A cruiser, on the other hand, was intended for use in major fleet actions and planetary neutralization. Similar in design to a number of other warships, the D-10A usually operated with a supporting escort of three to six D-16A destroyers. The fact that the newer Klingon D-7A cruiser could not cruise for extended durations at Warp 6 directly led to the selection of the D-4E as the cruiser for the Axanar task force.



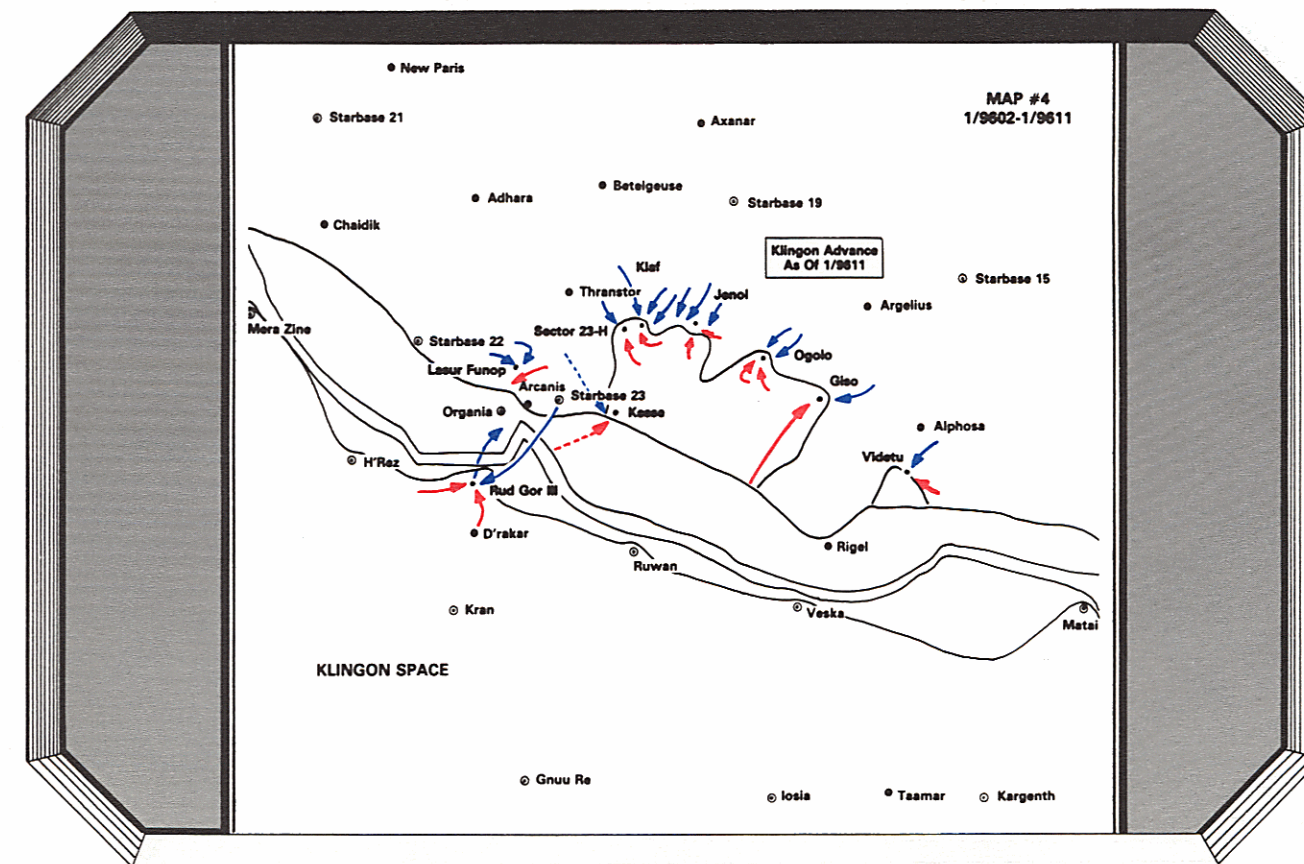
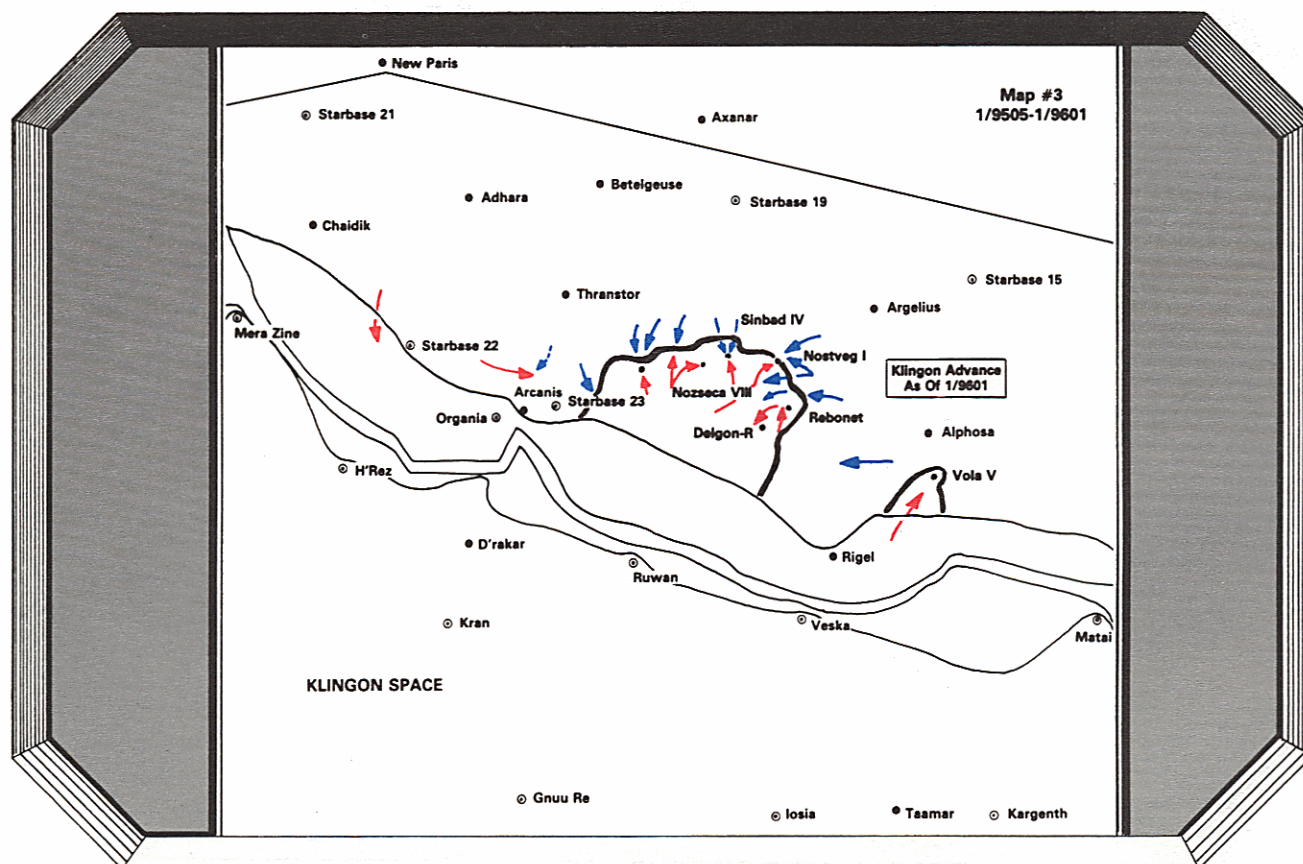


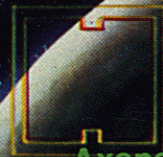






◎ Starbase
 ● Planetary System
 — Border Lines
 — Major Klingon Forces
 — Major Federation Forces
 - - - Minor Klingon Forces
 - - - Minor Forces, Raids, or Diversions





Axanar

(2.45S 0.47W) Unexplored



Klingon D4E
Bearing 049



Klingon D4E
Bearing 049