

OLD SOLDIERS NEVER DIE

An adventure for use with
STAR TREK[®]
THE ROLE PLAYING GAME



FASA
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David & Patrick '86

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OLD SOLDIERS NEVER DIE

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DEDICATION

To Martin Caidin and Harry Harrison, both of whom described what could happen when manned space missions are not 'nominal'. Also, in memory of the crewmembers of Shuttle Transportation System Mission 51-L, who made the supreme sacrifice to fulfill their dreams of exploring the final frontier.

ACKNOWLEDGMENT

To Ross Babcock, thanks again.

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INTRODUCTION

Old Soldiers Never Die is designed for Merchant Marine Command personnel of Star Fleet serving aboard the *USS Sparon*, a 9,000-metric ton *Karekh* Class explorer. The adventure involves action at a Star Fleet installation and in a city on the planet Daran V. For purposes of play, the gamemaster must be familiar with the second edition of **STAR TREK: The Role Playing Game**. It might also prove helpful to have the **STAR TREK III Starship Combat Role Playing Game**.

This adventure is most suitable for a group of three to six players. There will be opportunities for every player to use their character's expertise in some part of the adventure. In addition, the combined skills of the group may be an important part of this adventure.

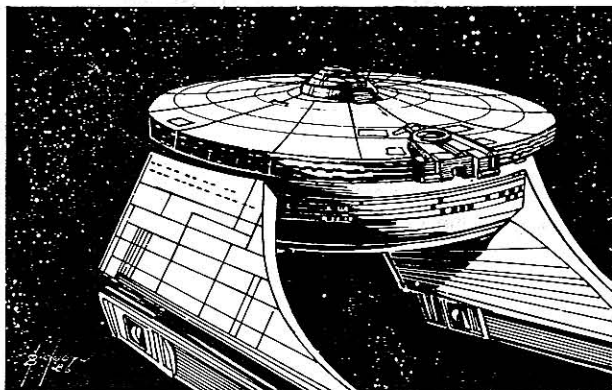
Although the adventure is designed for a group aboard a *Karekh* Class explorer, the gamemaster may choose another class of Federation starship, such as a *Mission* Class courier. However, the players will have no use for a larger, faster, or better equipped starship. This complex and potentially hazardous mission will require careful thought on the part of the players to gradually unravel the mystery behind the events of the scenario.

PLOT SYNOPSIS

The group aboard the *USS Sparon* sets their course for Memory Alpha, responding to a break-in at the Star Fleet Museum there. While en route, the crew picks up a distress call from the *Tantrak Nightwalker*, a ship of unknown registry. After searching the area with the *USS Hawley*, a *Bader* Class scout, they find no ship, and the *Sparon* continues on to Memory Alpha.

Once there, Commander Romaine (Museum curator) explains that a single individual tried to break into a museum storage area containing some historical exhibits. The attempt was unsuccessful, and the culprit was captured. Incidentally, this museum level is also where the controls are kept that maintain the tractor beams on museum ships in orbit around Memory Alpha.

The prisoner is Derkon Willz, from Daran V. When questioned, he describes his motives for attempting the burglary. A mysterious man going by the initials of E.Q. and an organization of rebellious Star Fleet veterans are somehow mixed up with the crime.



The players' group must then travel to Daran V and track down the prime suspects behind the Memory Alpha burglary. After arriving at the trade world, however, they learn that an Orion pirate ship has stolen a large starship from Memory Alpha. The spacejacksers used some kind of shearing plane to break the tractor field, and then headed for unknown space with their prize. Once refitted, the stolen ship would make an excellent pirate vessel, and so the player characters must track down anyone who might know the identities of the Orion pirates.

As the group begins their investigation of E.Q. and the veterans' group on Daran, they notice Commander Gabriel Matthews, Captain of the *USS Hawley*, attending one of the veterans' meetings. He is later killed, and the group learns he was carrying out his own covert investigation of the veterans' organization. Meanwhile, a Star Fleet Intelligence officer contacts the group, and he seems to know far more than he is willing to admit.

Later, veterans belonging to the organization threaten the crew of the *Sparon*, and one of the organization's leaders is fatally wounded while in the group's presence. Before he dies, however, he is able to give those present a clue to a riddle, and quotes: "Old soldiers never die, they just get decommissioned."

The stolen starship turns out to be the last surviving Romulan battle cruiser captured during the Romulan War. The group is left to find the solution to a word-puzzle, with the answers contained in the accompanying booklet, **The Romulan War**. The solution reveals the identity of the only man on Daran who knows the location of the stolen starship. The crew of the *Sparon* must discover the vessel's hiding place before it is overhauled and begins a new life as an Orion pirate vessel.

CONTENTS OF THIS BOOK

This booklet contains all the information needed to play this adventure. Descriptions of all the above encounters are provided, as well as reference material on the Romulan battle cruiser, the veterans' organization, and the word-puzzle. Also included are maps of the encounter areas, a world log for Daran V, interior deck plans for the *Karekh* Class explorer, statistics on all classes of ships involved, complete background information for players, and gamemaster hints for play.

Information on the entire crew of the *Sparon* is provided, including complete statistics and backgrounds. Some characters are suitable for use as player characters, permitting players to begin the adventure immediately. Also included are statistics and brief descriptions of other major characters taking part in the adventure. The gamemaster may use them as either player or non-player characters.

A second booklet, **The Romulan War**, accompanies this adventure. It contains detailed information on the events leading up to, and resulting from, that conflict between the Federation and the Romulan Star Empire. The information in **The Romulan War** will be vital to solve the mystery behind **Old Soldiers Never Die**.

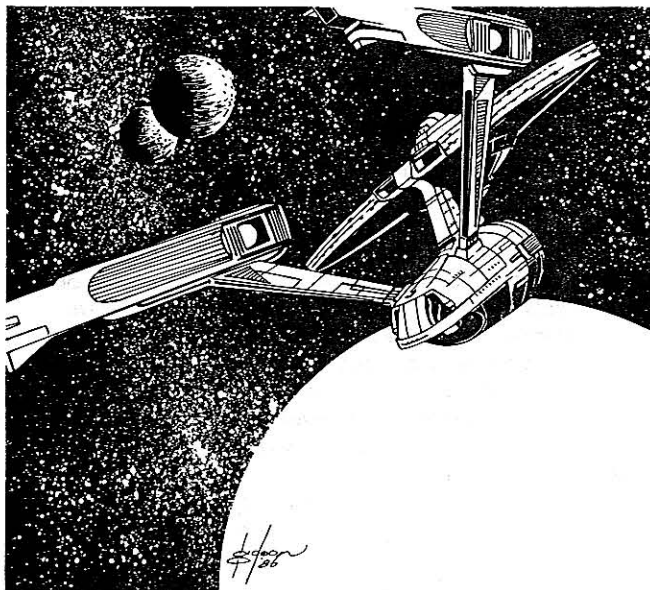
THE ADVENTURE

PATROL DUTY

The *Karekh* Class explorer *USS Sparon*, NCC-17121, was manufactured by S'Lek Varien and constructed on Vulcan. It was commissioned six years ago, and is currently on routine patrol duty in the Federation area between Memory Alpha and Daran V. Working for the Merchant Marine Command, the *Sparon's* present administrative headquarters is Star Base 20. The vessel was named after a famous Vulcan starship commander who lived before Terra made first contact with Vulcan.

During the past two years, the *Sparon* has been performing duty in this patrol area, responding to requests for assistance from newly-colonized worlds. Several planets in the vessel's patrol area have been colonized within the last few decades, and the new governments need Federation assistance. The problems range from tracking and pursuing unidentified starships within a planetary system to serving as Federation legal counsel in disputes. If the problem is not a major one, the *Sparon* (or a similar ship) is sent to handle the assignment. This patrol area's close proximity to the Romulan Neutral Zone has also led to a few false alarms caused by inexperienced merchants improperly identifying other starships.

When the vessel is not out on call, the crew of the *Sparon* spends its time exploring its patrol area. This includes keeping track of astrophysical phenomena and navigational hazards, and assuring the safety of local shipping. As space is still filled with many unknown worlds, the crew occasionally discovers a new planet. The crew has, in fact, been responsible for locating and evaluating a total of five new planets. Unfortunately, none of them were Class M or otherwise suitable for colonization.



REQUEST FOR ASSISTANCE

The crew has been performing efficiently the last few months of this patrol, but the missions generally have been uninteresting. The most exciting part of the duty occurred when the crew had shore leave on Argelius recently. Even that was quiet and proper, but at least the crew is well-rested for whatever may lie ahead.

The adventure begins as the *Sparon*, continuing its patrol, receives a subspace transmission. The message reads as follows:

FROM: Mira Romaine, Commander

Assistant Curator, Star Fleet Museum, Memory Alpha

TO: Any Available Star Fleet vessel

Requesting nearest available starship respond to Memory Alpha as soon as possible. There has been a burglary attempt at the Star Fleet Museum, which calls for a Board of Investigation. We have in custody the party allegedly responsible for the attempt. Because we have no facilities for long-term incarceration, we wish to transport the individual to a Federation member world or base, where he will face criminal charges. Please reply.

OFFICERS' REPORTS

According to Lieutenant Groom, a Board of Investigation is required whenever a crime occurs on a Federation installation, or when an installation is attacked. In this particular case, such a Board calls for a Star Fleet officer with a minimum rank of Commander.

Based on information from the shipboard computer, Lieutenant Sylik reports that the *Sparon* is currently the closest Star Fleet vessel to Memory Alpha.

Lieutenant Soran reports that the *Sparon* is approximately 0.42 parsecs, or 1.37 light years, from Memory Alpha. By travelling at Warp 5, the ship could be there in four days.

According to Ensign Masaryk, there are no major problems in rigging up a temporary brig for the prisoner. Although the cargo area is very cramped, she suggests using it or the lounge, which could be equipped with a force-field.

The *Sparon* should respond to Memory Alpha as requested, and they should notify Commander Romaine of their actions. If the *Sparon's* Commander Galle does NOT inform Commander Romaine that the *Sparon* is coming, a second call comes within a few hours from Captain Andrew Yewling. Yewling is the Commander of the *Enterprise* Class *USS Lexington*, the Star Fleet flagship operating in this area. Captain Yewling strongly 'suggests' that the *Sparon* handle Memory Alpha's request for assistance.

[GAMEMASTER'S NOTE: Several situations call for messages from Captain Yewling. His purpose in the early part of the adventure is to keep the group on track and encourage them to continue with their adventure. The gamemaster should not use Yewling too frequently, however, because it could make the players feel they are losing control of the game. Ideally, the group may never have to receive any suggestions from him at all.]

PATROL DUTY

Two days out from Memory Alpha, the Communications Officer of the *Sparon* receives another subspace transmission, as follows:

FROM: Captain A.K. Hygroziar, Commander
Tantrak Nightwalker
TO: All Star Fleet Vessels

My ship's sensors have just detected a Klingon task force travelling at Warp 6. This task force consists of one D-7M Class cruiser, and two D-18B Class destroyers. The task force's present coordinates, given below, show that this force is deep inside Federation territory. The last observed bearing also indicates that they intend to move deeper into the UFP. This may be the beginning of an interstellar war, and every available ship should respond to this sector immediately. Please hurry, for I do not know how soon it will be before I am detected.

A series of spatial coordinates conclude the message. Based on those coordinates, the Klingon vessels are less than two light years away from the *Sparon's* current location. At Warp 8, the *Sparon* could intercept the Klingons' estimated location in less than 48 hours.

This message should seem very strange to the players, considering the distance from this area to the Klingon Empire. Of course, the Klingons may have loaned new ships to the Romulans, just as the Romulans have loaned the *Bird of Prey* Class scout to the Klingons.

If checked, the computer's ship registry records show no listing for a Captain Hygroziar or the *Tantrak Nightwalker*. By checking linguistic banks on all computer banks, the players' group will find a listing for the word "tantrak" as a colloquial term used on Rigel VIII. It roughly translates to "a thief who steals even from fellow thieves".

By checking the Orion citizen registry on all computer banks, a brief listing is found 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 available.

DECISIONS, DECISIONS

This situation leaves the players' group with four possible options.

1. They are close enough to investigate the Klingon task force. However, their ship is not designed for fighting; it has no weapons or powerful deflectors. This makes any investigation possible, but extremely hazardous.

2. They can call a larger ship to investigate the Klingon task force, and/or the *Tantrak Nightwalker*. This would free the *Sparon* to continue with its own mission. The two major ships in the vicinity are the *USS Lexington* under Captain Yewling, and the *Bader* Class scout *USS Hawley*, under Commander Gabriel Matthews.

3. They could search for and/or contact the *Tantrak Nightwalker* to get additional information.

4. They can ignore the message entirely, because they are already on a mission.

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

Option 1

If the *Sparon* travels to the last known coordinates of the Klingon task force, they will find no starships in the area, friendly or unfriendly. The gamemaster should permit player characters to make Skill Rolls against their ratings in *Starship Sensors* or other appropriate skills, but they will detect no ships.

[GAMEMASTER'S NOTE: As the players' group investigates the situation, permit them to make the Skill Rolls or Saving Rolls against their character's luck scores daily. They should feel free to take as long as they want. For every day they search, secretly roll percentile dice. If the result is less than or equal to twice the number of days they have spent searching, then they receive an angry message from Commander Romaine, who demands to know where her investigators are. At that point, the player characters should cancel their search for Klingons and resume their mission. If the players' group continues the search, the *Lexington* can send another strong suggestion to get the group back to their real assignment at Memory Alpha.]

Option 2

Commander Galle, commanding an unarmed ship, is not required to endanger his command or his crew unnecessarily. Thus, Galle is within his rights to contact another starship and ask that the ship's Captain investigate instead. This will not count against Galle, and it also permits the *Sparon* to continue with its own mission.

If Galle calls the *USS Hawley*, Commander Matthews will investigate the *Tantrak Nightwalker's* message. Matthews will contact the *Sparon* later, reporting that he did not find anything at the transmitted coordinates.

If the *Sparon* calls the *Lexington*, Commander Matthews of the *Hawley* will later contact Galle, saying that Captain Yewling referred the matter to Matthews' ship and crew. Apparently, Yewling had more pressing duties, and did not think the situation was serious enough to warrant his ship's attention.

Option 3

If the *Sparon* tries to contact the *Tantrak Nightwalker*, the group will not receive any responses from that ship. If the player characters try to locate the vessel, they will not find it. The gamemaster should treat this in the same way as Option 1.

Option 4

If the *Sparon* does not search for the Klingon task force, does not search for the *Tantrak Nightwalker*, or does not contact another starship, Commander Galle is going to be in trouble. Everyone in the players' group who is aware of the Captain's decision should make a Skill Roll against his character's rating in *Law, Federation*. Whoever makes a successful roll will realize that ignoring the problem will only bring more trouble on the group. They should then reconsider their course of action.

If they insist on disregarding the matter entirely, the *Sparon's* Command Officers (Commander Galle and Lieutenant Groom) will receive black marks in their personnel records after the conclusion of this adventure.

RESUMING THE MISSION

After reassigning the search duties or completing the search, the player characters must resume their mission to Memory Alpha. The *Sparon* was two days out of Memory Alpha at Warp 5 when it got the *Tantrak Nightwalker's* message. If they search the transmitted coordinates, the *Sparon* will have travelled at least two light years away from its destination. When the group gives up, they will be eight days out of Memory Alpha at Warp 5. Of course, if they requested that another ship search instead, they are still just two days from arrival at Memory Alpha. The time required to arrive there can be decreased by travelling at greater speeds.

A LACK OF INTEREST

When the *Sparon* is one day out from Memory Alpha, the Communications Officer reports an incoming Code Blue 1-A transmission from Star Base 17, the nearest major installation. This code signifies a message of extreme importance. According to proper procedure, the Captain must place the ship on yellow or red alert, and raise deflector shields. Once the ship assumes proper alert status, it receives the following message:

STARDATE 2/2107.16

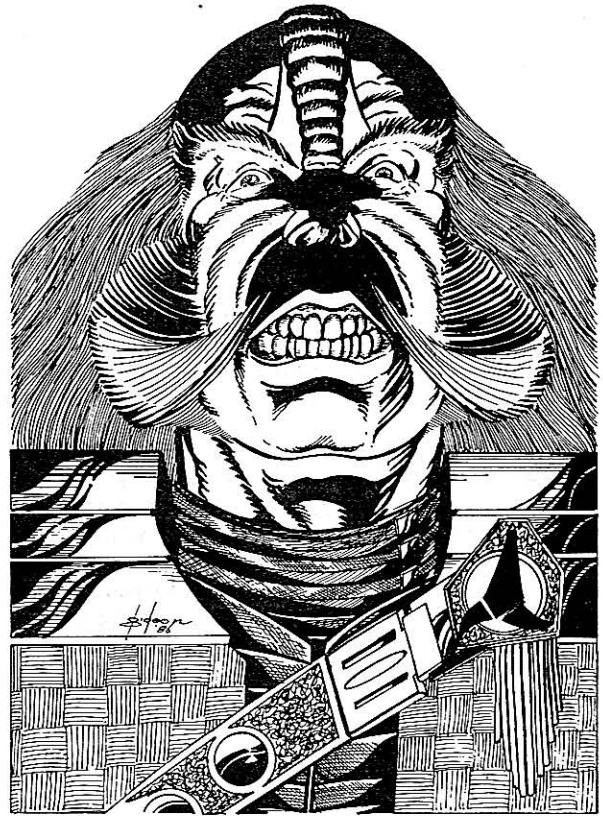
FROM: Randolph E. Morrow, Flag Admiral
Star Fleet Headquarters Command, Terra
Commander, Star Fleet Command, Quadrant 0
TO: Commanding Officers, All Star Fleet Vessels

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 message from him should alert the group to other possible Klingon activities, although the *Sparon* is currently operating within Star Base 20's jurisdiction. In the meantime, the group must continue with their current mission to Memory Alpha.



ARRIVAL AT MEMORY ALPHA

As the *Sparon* enters standard orbit around Memory Alpha, the ship's sensors detect a number of other starships in orbit around the planetoid. In addition to transports carrying visitors to the Museum, tractor beams hold historical starships in orbit as part of the Museum itself. Occasionally, some of these starships are opened for visitors to observe their interiors. The warp drives, weapons, and deflector shields of all the historical starships at Memory Alpha have been removed. Some of these starships include:

The *Franklin* series probe #14, which made the first Terran contact with the Vulcans.

The *USS Horizon*, the cruiser that served as the Galactic Exploration Command's flagship during most of the Romulan War.

The *USS Juggernaut*, an experimental battle cruiser constructed after the Romulan War.

The *IKV Kzar Fundith*, a Klingon K-17D Class scout captured during the Four Years War.

The *USS Scipio*, a Star Fleet Intelligence reconnaissance vessel.

The *USS Tritium*, the first of six Tritium Class starships, which were constructed with three warp nacelles.

The *USS Xenophon*, Captain Garth's destroyer during the Battle of Axanar.

[GAMEMASTER'S NOTE: The only vessel at Memory Alpha that has never been open to the public is the *Juggernaut*. Commander Romaine realizes this, but she will not realize its significance.]

The Star Fleet Museum Complex on Memory Alpha consists of one large building, and 22 smaller annex-buildings, which form a rough circle around the main facility. The main building is a rectangular structure 45 meters wide, 60 meters long, and 80 stories tall, including the four levels constructed below ground level. All annex buildings are 30 meters square and 36 stories high. The administrative offices are inside the main building, and that is where the group can find Commander Romaine.

Though technically the Assistant Curator (and not the Curator), Romaine effectively has the title and authority to command the installation. Academician Sir Kenneth A.F. Brighton holds the title of Curator because he is the senior scientist in residence, but it is basically an honorary credential. In practice, the Assistant Curator is in charge of the Museum. (Thus, Romaine is sometimes referred to as the curator.)

Romaine provides transporter coordinates for the landing party as soon as the *Sparon* arrives. Her attitude upon seeing them depends on the amount of time the ship took to arrive. If the group came right away, she will be very pleased. However, if the *Sparon* spent several weeks looking for nonexistent ships, or she had to send a nasty message, her mood will reflect her impatience at the delay. In either case, she is all business, and will not take much time with amenities or a tour of the facility.

If Galle is not present in the landing party, Commander Romaine insists on his presence and waits until he shows up. After meeting him, Romaine escorts the landing party to a conference room. She pulls up a chair, and invites the others to make themselves comfortable. The room is equipped with a large table, many chairs, several record-storage cabinets, wall-screens, computer terminals, and refreshments. There is also a small, metallic-looking sculpture of a starship resting on the table. Moments later, a thin, bright-eyed man with short, curly hair enters the room and introduces himself as Woodrow O'Corkhil, the Museum's Operations Engineer.

THIEF FROM DARAN

O'Corkhil remains standing, as if at attention, while everyone in the conference room gets comfortable. Romaine begins to explain.

"I'm sorry you could not meet Academician Brighton. I think he would have enjoyed talking with you. However, he has just finished working on some instructional manuals for Star Fleet personnel, and is in seclusion right now. It's his equivalent of a Vulcan vacation, or maybe a Human nervous breakdown would be more accurate.

"Frankly, I am not sure where to start. I have been here for more than 17 years, and this is the first time anyone has ever tried to break in. Not counting the Lights of Zetar, of course." Romaine pauses to pick up a cup, take a drink, and carefully set the container back down before continuing.

"We found him the day we sent the message to you: a young, unarmed, humanoid male. From what we can tell, he was trying to steal something. No one knows what he might have been after. He won't tell us anything except his name and where he came from. We checked it out and he is telling the truth about that.

"But whoever this thief is, he's not a very talented one. Time-delay body capacitance sensors detected him in only a few minutes. We use the sensors more for safety than for foiling amateur burglars. We don't want someone getting hurt or trapped down there. Woody, here, found him.

"He was down on sub-level four. It's the lowest level of the main building, and is used almost exclusively for storage. We keep artifacts such as art objects, early spaceship components, and similar three-dimensional objects that can't be recorded in the computer down there. We don't have enough room for everything in the museum, and so some of the items are taken down every few months. Others are brought up and put on open display. It keeps visitors interested by having different displays to view. Woody, get the map."

O'Corkhil crosses the room to a cabinet, and pulls out a large plasticized sheet, then spreads it out on the table. He then puts his hands behind his back, as he resumes his stance off to one side. The sheet is a diagram of the main building's sub-level four. Romaine points to a room on the map.

"That is where he was caught. I've been thinking about it, and I still can't figure out what he thought he was doing. He signed in about three days ago, masquerading as a research assistant from a university on Daran V. We checked, and he did come in with a shipload of visitors from Daran. But research assistants would have no business down there. And I don't approve of private little tours like this."

She gestures at the starship sculpture, and clears her throat. "When he was found, he had this in his hand. Ugly-looking thing, isn't it? It is a plasteel scale-model replica of a Romulan *U-21* Class cruiser, a perfect miniature. This class hasn't seen service for, oh, 70 or 80 years. It might even date back to the Romulan War. Why would he want to steal that?" She shakes her head and rubs her eyes with the back of her right hand.

"Anyway, his name is Derkon Willz. Maybe he'll talk to you. I haven't had much luck interrogating him, but then, that's not my line of work. I want him out of my hair, and the sooner the better. By the way, I have filed an urgent request for a Security detachment to guard this museum. I don't know what this Willz was after, but he might not be alone. The guards should be here within the next few weeks. As you know, Star Fleet does not always respond quickly.

"If you have questions about the facilities or wish to examine sub-level four, O'Corkhil would be glad to show you around or answer your questions. He knows the level better than anyone else. Meanwhile, I have duties to perform, and so I leave you in his care. Please do keep me informed of any progress with Willz."

Commander Romaine gets up, looks at O'Corkhil with an unreadable expression, and walks out of the conference room.

A FORGOTTEN ROOM

After Romaine leaves the room, O'Corkhil begins to talk. First, he tells the group that he and an assistant discovered Willz rummaging around in some smashed glass display cases. There was a blunt object nearby, probably used to break the cases, and Willz had the miniature in his hand. Once caught, he offered no resistance, and was very polite and cooperative, almost too much so.

O'Corkhil then gives the player characters directions to Willz' temporary brig on level three. He also offers to arrange accommodations for the group if they wish to stay on Memory Alpha instead of aboard ship.

The crew of the *Sparon* now has the choice of interrogating Willz, talking some more with O'Corkhil, or having some members do each. O'Corkhil is available right

now, and will be available whenever a player character wants to talk with him. If the group decides to talk with Willz first, skip the remainder of this section for now, and go on to **Learning The Truth**. If the group decides to talk with O'Corkhil first, continue with this section.

If the group asks O'Corkhil any questions, he will be as cooperative as possible. He is familiar with almost every part of the museum, particularly the sub-levels. The first thing he explains is the overall function of each sub-level. Sub-level 1 is used for communications and fabrication equipment. Sub-level 2 is the central computer facility. Sub-level 3 is for engineering controls, turbolift servicing, and similar service areas. Sub-level 4 has the life-support equipment. All four sub-levels contain some storage areas, but number four has the largest storage area.

O'Corkhil would be happy to give the player characters a room-by-room description of sub-level four, either by describing each room on the map, or by taking the group down in person. However, O'Corkhil does not mention Room 14. The only way he will describe that room is if someone in the group asks about it specifically.

[GAMEMASTER'S NOTE: This is a completely honest oversight on O'Corkhil's part. He simply never thought about Room 14 or its contents. A sample dialog appearing below shows how O'Corkhil might respond to the question of Room 14. The gamemaster could work this dialog into the adventure if it seems appropriate.]

Player character: "What about Room 14? You didn't mention it."

O'Corkhil: "Room 14? There's nothing in there. It's just a part of Room 13. (Pauses, or checks map.) I've never even been in there. I don't *think* there is anything in there."

Player character: "Can we take a look?"

O'Corkhil: "Wait a moment. (Pause.) All that's in there are the automated tractor controls used to keep the starships in fixed orbits around Memory Alpha. They've never required any repair or adjustments since I've been here, and that's been a little more than three years. Why? Is that important?"

If asked, O'Corkhil admits that he does not get along well with Commander Romaine, because she is "too bossy". She does not like him too much, either, and she accuses him of having poor security on the sub-level. He figures she will get over it in a few weeks, like she always does. After talking to O'Corkhil, the players' group may wish to talk with Romaine again. She is willing to meet with them again, but she is only concerned with getting Willz away from here.

[GAMEMASTER'S NOTE: Though not stupid, Commander Romaine is stubborn and has a one-track mind. She is not interested in any theories involving the theft of a starship. Instead, she is more likely to believe that someone or some group wants to steal some priceless artifacts from the museum for purposes of extortion.]



LEARNING THE TRUTH

As soon as the player characters arrive at Willz' quarters, they can begin interrogating him. Unfortunately, there is no Security Officer on the *Sparon* to handle the interrogation, and no one aboard the ship or among Romaine's staff has any skill in *Security Procedures*, the skill best-suited for the task. To compound the problem, there is no lie detection equipment at the museum, or anywhere else on Memory Alpha.

Anyone who wants to interrogate Willz should make a Skill Roll against one-third of the sum of his character's ratings in *Law*, *Federation* and *Negotiation/Diplomacy*, rounding down. For example, if Commander Galle attempts to interrogate the prisoner, his Target would equal 21 (45 + 20, divided by 3, rounding down). Every player character may make the attempt until someone is successful, or until everyone has tried and failed. Each attempt is considered to take about three hours, and no more than two characters may make their attempts each day. Characters cannot work together to improve their chances.

Beside conventional interrogation procedures, there are two other ways to learn the truth. Dr. Roxun could administer sodium pentothal, or a similar 'truth drug'. Otherwise, Lieutenant Sylik or Lieutenant Soran may make a Vulcan mind-link of some kind. Either method would give the group the truth about Willz' actions on Memory Alpha. If no one in the group questions the legality of these methods, however, the gamemaster should make a secret Skill Roll against each character's rating in *Law*, *Federation* with a bonus modifier of +40. If any Skill Roll is successful, that character would realize either action is a serious violation of Willz' personal rights under the law.

[GAMEMASTER'S NOTE: If the group mentions the possibility of using the drug or a mind-link to Romaine, she will protest strongly because of the violation of Willz' rights. If the group uses the drug or a mind-link and Romaine learns about it later, she will file a damaging report against the group for their actions. However, if a player makes a Saving Roll against the average of his character's rating in *Negotiation/Diplomacy* and *CHA* score, he can convince her to change her mind.]

THE COVER-UP

If all the player characters fail their interrogation rolls, the group can still make Derkon Willz divulge the following information about himself and his 'mission' on Memory Alpha. The information in brackets is for the gamemaster only, and describes the accuracy of each remark.

1. He is a petty thug from Daran V. [True, but not relevant.]
2. He has a criminal record. Most of the offenses are minor violations, the most severe of which was a burglary in Daraniss, the capital city of Daran V. [True, but not relevant.]
3. He got to Memory Alpha by switching some documents around and pretending to be a research technician from Darannol University in Daraniss. From there, it was easy to get aboard a starship with technicians from other worlds. [False. If checked, no one at Darannol University has ever heard of Derkon Willz.]
4. Some men on Daran V, mostly Star Fleet veterans, are unhappy about the situation in the Federation. They want the government to be more aggressive, to use the

military more and diplomacy less. The name of this group is the Daran Veterans' Association for Strength, or DAVAST, for short. The head of DAVAST is an ex-Marine Colonel named Arvam Devarta. [True, but misleading.]

5. He was hired by someone who works for Devarta and goes by the name of Joko. He was paid to come to Memory Alpha and steal whatever information or materials he could find that dealt with the Romulan War. He learned about the spaceship-sculpture on Sub-level 4 from one of the computer terminals in the museum's main gallery. [He was not hired by Devarta. Joko is Police Inspector Joko Hars, in reality Derkon Willz' uncle.]

6. He does not know why DAVAST wanted the information, but he thinks they may be planning the overthrow of a government or the theft of a spaceship, or something like that. [True, but misleading.]

7. He can put the group in contact with DAVAST in exchange for a reduced sentence. He does not belong to the group, but he knows when and where they hold their meetings. That is all he knows. [True.]

[NOTE: Willz would like to work for the group, and help them out as they search for DAVAST. He is a mercenary subject to the highest 'bidder', and he now realizes that Galle has more influence on his future than anyone else. Given a chance to cooperate with the group, he will work for them unflinching for the remainder of the adventure. As the characters roleplay the interrogation, the gamemaster should slowly reveal the details described in this section and/or **The Real Mission**.

The group knows that the penalty for Willz' crime is up to 20 years at a penal colony. Judging from Willz' personal history, chances are good that he would receive the maximum possible sentence. It is within Galle's power to ask for leniency on Willz' behalf when the case is presented before a Federation judge—if it ever gets that far.

THE REAL MISSION

If anyone makes a successful roll against their *Interrogation* rating, or if other means are used, the group obtains the following information about Derkon Willz and his real mission on Memory Alpha. Every remark in this section is true and accurate.

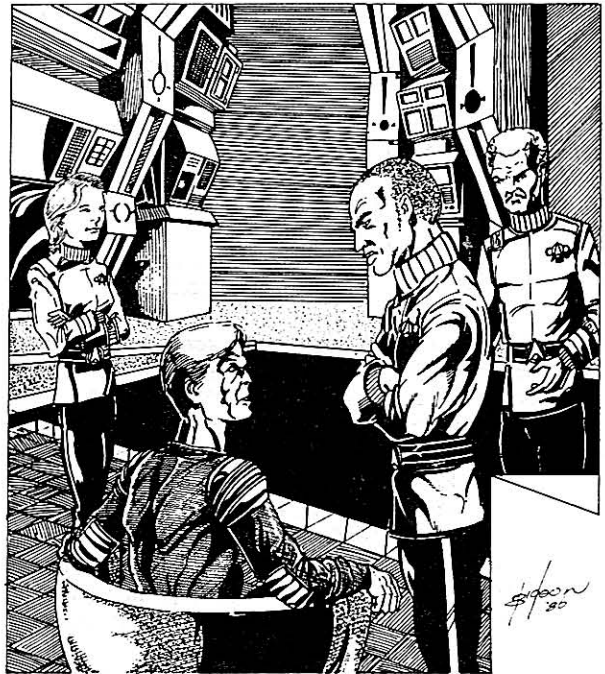
1. He was hired by a man called E.Q., who lives in a luxury home in an expensive part of Daraniss. Willz has never met E.Q., nor has he been to E.Q.'s home. The man just brags about it when talking to Willz over an audio-only communications circuit. He does not even know what E.Q. looks like, or what the initials E.Q. stand for.

2. E.Q. arranged passage for Willz to come to Memory Alpha. Willz does know how E.Q. did it.

3. Willz was supposed to find out how strict security procedures were on Sub-level 4 at Memory Alpha. If he was caught, he was supposed to blame his actions on DAVAST and Devarta.

4. He has no idea why E.Q. wants to know about Memory Alpha's security. After all, he was not being paid to ask questions.

5. He may be able to put the group in contact with E.Q., in exchange for a reduced sentence. E.Q. usually calls him at certain times, at certain places. It might be possible to get a lead on E.Q. then.



DESTINATION: DARAN V

After talking with Derkon Willz and the staff at Memory Alpha, and investigating Sub-level 4, there is nothing left for the players' group to do except travel to Daran V. Because no other starships are available to transport Willz, the group's original mission is uncompleted. The player characters must also investigate any possible conspiracy behind the burglary, and if Willz wants to be helpful, this may work in the group's favor. Commander Romaine officially releases custody of Derkon to Commander Galle, and wishes the group luck.

If the player characters show any reluctance in taking Willz or in going to Daran, Romaine will try to talk them into it. She will use reason and persuasion at first, then make demands based on the need for a complete inquiry. If nothing else works, the group may receive a call from Captain Yewling, after Romaine has informed him of the group's uncooperative nature.

The distance from Memory Alpha to Daran V is 38.3 parsecs, or almost exactly 125 light years. At the *Sparon's* fastest cruising speed (about Warp 6.75), the trip will take five months. If they desire, the player characters can confine Willz to the *Sparon's* lounge or cargo area, depending on how humane the players' group feels toward its 'prisoner'. In any event, there are sufficient supplies and facilities for the group to make the trip, even with the unexpected guest.

The entire five-month-long voyage from Memory Alpha is uneventful. While en route, Willz has been a model prisoner, and has even offered to perform menial tasks. Communications from other ships have been routine, almost boring. Despite the earlier message about the lapse of the Organian Peace Treaty, Star Fleet has detected no Klingon ships in Federation space. Finally, the warp engines and all other shipboard systems aboard the *Sparon* are operating perfectly.

AT DARAN

As the *Sparon* approaches Daran, the activities of this busy trade system are clearly visible. A number of merchant ships are traveling throughout the system, and some are in orbit around the planet. The *USS Hawley* is also in orbit. Despite all the activity, everything appears to be normal.

When the *Sparon* enters the Daran system, Daran Freeport Control calls the starship (unless the player characters establish communication first). Daran Freeport Control informs Galle that the *Sparon* may land at the spaceport in Daraniss, or remain in standard orbit, whichever the players' group prefers. There are no out-of-pocket berthing costs for Star Fleet vessels, because the bill is sent directly to Star Fleet Command.

The spaceport also informs the group that there is a groundcar vehicle pool available. Commander Galle, as senior officer, can sign for a vehicle to be used by himself and his officers on official business for as long as they are on Daran V. The available vehicles are in excellent condition, and are indistinguishable from civilian groundcars. They also come in a wide range of sizes, seating two to eight passengers, depending on the model selected. Of course, Galle assumes responsibility for the vehicle and its return in good condition. Also, if desired, the spaceport can provide the group with public-transit tickets, at the standard rate of exchange.

As soon the starship achieves orbit (or lands), Willz asks what his fate might be. If accepted as part of the group, Willz will be content. On the other hand, if Galle plans to turn him over to the local authorities, Willz repeats his desire to cooperate. He will beg, plead, and grovel to get his way.

When the group arrives at Daran V, it is late afternoon in Daraniss. Thus, it would be best if the player characters use the rest of the day to get rested and make minor shipboard adjustments, leaving their investigation of DAVAST or E.Q. for the next day. Also, if Willz is to be turned in, the local authorities will accept him first thing tomorrow morning.

DISTURBING NEWS

Late that night, the Communications Officer of the *Sparon* receives a subspace transmission from Commander Romaine at Memory Alpha:

FROM: Commander Romaine, Star Fleet Museum,
Memory Alpha

TO: Commander Galle, *USS Sparon*

The greatest possible calamity has just taken place. Two hours before this transmission was sent, the Federation vessel *USS Juggernaut* was spacejacked from its tractor orbit around Memory Alpha. The ship is gone, and I have no idea how it was done!

One moment, the ship was there, following its preset course. The tractor beam was operating perfectly. Then, an Orion starship showed up and assumed orbit, not once identifying itself. Using impulse drive, it maneuvered to within several kilometers of the *Juggernaut*. The next thing I knew, both ships were leaving the area at just under Warp 3. The tractor beam was never shut off; Woody O'Corkhil checked the equipment. Instead, something *cut* the tractor field without tampering with the equipment.

You know how large the *Juggernaut* is. Can you imagine what might happen if some Orion family gets hold of that gargantuan craft and refits it with warp drive and weapons? That ship could raise space piracy to a level the Federation has not seen in ages!

I have already contacted Military Operations, but they have no major warships in this area. They are diverting ships immediately, but this area of space has so many metallic asteroid or meteor belts that the Orion pirates could remain hidden for a long time. In that time, the Orions might be able to complete repairs.

It looks like our best bet is the connection between the earlier break-in and that veterans' organization. I certainly hope you and that Willz fellow can get to the bottom of this before our time runs out. Good luck. I think you are going to need it.



At the Warp 15 speed of subspace communications, this message is already two weeks old. The group should now realize every day counts. Even Willz seems disturbed by the news. If asked about it, he answers that this new development makes the situation look all the worse for him. He may become a possible accessory to spacejacking, and possibly homicide, if anyone is killed in a piracy incident. However, there is nothing anyone can do tonight except get some rest for the morning.

[GAMEMASTER'S NOTE: From the moment the player characters receive Romaine's message, the gamemaster must keep accurate track of the passage of time. Throughout the remainder of the adventure, references will be made to a given time on a given day. 0000 Hours, Day 1 is considered to be the time when the *Sparon* receives Romaine's signal. Also, note that times are given in Daraniss Local Standard Time, in terms of Daran's 28-hour day. Thus, 2700 Hours, for example, is a perfectly reasonable time, and would be one hour before the local midnight.]

THE INVESTIGATION

The player characters' objectives should be clear to them. They must try and find out if there are any connections between the stolen *USS Juggernaut*, the Orion pirates responsible for the theft, the DAVAST veterans' organization, and the mysterious E.Q. It is possible, of course, that the group does not know about E.Q. If this is the case, their objective becomes less complicated, but their obvious options are limited even more.

Unless the group wants to search Daraniss haphazardly for clues, they are going to have to do a lot of waiting around. Their main opportunities for unraveling this mystery come at DAVAST's regular meetings and at E.Q.'s predetermined rendezvous times.

The group must also consider their mode of travel. Based on their *Vehicle Operation*, *Ground Skill Ratings*, no one in the crew can drive a groundcar. Derkon Willz, however, is a fairly skilled driver. Transportation will be a problem only in District L, because the rest of Daraniss has adequate public transportation. However, the player characters will need a groundcar to get to the DAVAST meetings in District L, unless the group feels like walking a great deal in the district, a foolhardy choice.

Major encounters during the course of this adventure will be of two types: fixed and conditional. Fixed encounters, including all meeting times or rendezvous times, occur at a specific place at a specific time, whether the group is there or not. Conditional events take place only after certain conditions are met as part of the adventure.

The gamemaster should feel free to insert any number of minor, random encounters. Keep in mind this is a city without an excessive amount of crime or skullduggery. Ordinary encounters should be interesting, but ordinary. When determining random encounters, take the district into consideration and make each situation realistic. There will be very few starving artists or beggars in District H of Daraniss, for example, unless they have a very good reason for being there.

Such minor encounters should not be allowed to radically affect the course of the adventure. They are intended only to fill the hours between major encounters. Of course, it might be possible to have the group almost miss a meeting or rendezvous time. After all, groundcar accidents and traffic gridlocks do occur, but the gamemaster should not make major obstacles of these annoyances.

FIRST STEPS

If the player characters ask Willz, Spaceport Control, or any Daranian how to contact the local law enforcement authorities, they are directed to the headquarters building in District E. Once there, they can meet with Police Inspector Joko Hars. If Willz is with the group when they visit Hars, the officer will stare at the petty criminal and exclaim loudly, "What are you doing here again, nephew?" It will become obvious to the players that Joko is not part of the plot, as Derkon said earlier, but is actually his uncle, a senior police official. Derkon will look sheepish, saying, "I did not think we would be going to see *you*."

Hars will ask the player characters to introduce themselves, and then inquire how he might help. If the *Sparon's* ranking officer (Galle) is not present, Hars will refuse to discuss anything until Galle can attend. Once Galle is there, Hars will answer the group's questions on DAVAST, and will then explain about District L and its status as a safe zone. His agency knows nothing about anyone going by the initials E.Q.

After giving what little information his agency has on DAVAST, Hars will have a few questions of his own to ask. If Galle has not already explained his group's involvement in Daranian affairs, Hars will ask about the connection. Galle does not *have* to explain why he wants the information; after all, he is with Star Fleet. If Galle refuses to explain, however, Hars will become slightly suspicious. Nevertheless, he will remain completely cooperative.

If the player characters try to turn Willz over to Hars' agency, Hars will ask for a full explanation of Willz' offenses. Hars then requests to talk privately with Commander Galle. In their talk, Hars explains that his nephew is not a hardened criminal, but "more than a little reckless". Further, Willz has served the appropriate amount of time in a penal center for his past offenses, and "has paid his dues". Instead, Hars suggests, Willz should go with the group and help them out. The group's presence would also be a good influence on the impressionable young man. As he talks with Hars, Galle will realize that Hars is not showing favoritism toward his nephew; he is simply a kind man. In fact, he is the same kind of humanitarian law enforcement officer who would permit the District L safe zone to exist in a modern society.

If Galle does not explain what happened on Memory Alpha, Hars will decline to accept custody of the prisoner on the grounds that Willz cannot be properly charged. If Galle explains what happened on Memory Alpha, including the disappearance of the *Juggernaut*, then Hars will say Willz obviously could not have been involved in the second crime while in the group's custody. Besides, Derkon Willz knows the city of Daraniss as well as any of Hars' own men and would make the perfect guide. If Willz could help locate E.Q. or DAVAST, that would work in his favor, when he is finally charged with the bungled burglary at Memory Alpha.

Hars will allow the group to re-interrogate Willz, this time with a lie detector. (If the group does not ask for a lie detector, Hars will not offer one.) Such an interrogation will prompt Willz to reveal the information described in **The Real Mission**. After this interrogation, Hars strongly recommends that the group continue to check out the veterans' organization as well, even though it may have been only a cover-up for E.Q. Some connection may still exist between the veterans' group and the missing starship. Members of the organization would very likely have the necessary skills and knowledge for such an act of space piracy.

Even if asked repeatedly, Hars cannot assign any men to assist on the case (except for his nephew's unofficial assistance). The Inspector will let the player characters have access to his agency's computer records, and he offers them an unmarked groundcar or public transit fare tickets.

Also, if the group becomes aware of any crimes committed outside District L, Hars will be more than happy to intervene with personnel and equipment. The same holds true if any known criminals can be captured outside the safe zone. He is more than willing to help, provided he can do so within his jurisdiction. As the player characters conclude the meeting, Hars will ask how he can get in touch with them, if necessary. After giving assurances to keep Hars informed, the group is free to resume their investigation.



STAR FLEET AGENT

Two days after the group visits the agency, Sergeant Adamm Stone contacts the players' group. He says he was assigned by Hars as an observer, and asks for a complete briefing of the group's progress. Oddly, Stone is very cagey and does not seem to know very much about the group's meeting with Hars or any reports filed with Hars since that time. If the group contacts Hars to check on Stone's credentials, Hars expresses complete confusion. Yes, he does have a Sergeant Stone under his command, but Stone is an administrative officer, employed primarily for clerical duties. Stone is not a field officer, and Hars did not assign Stone to work with the group as an observer. When Hars checks, he discovers that Stone is absent from work today.

If Stone is confronted with this revelation, he will admit that he is actually a Lieutenant Commander in Star Fleet Intelligence. He overheard fragments of their discussion at police headquarters, and he reported to his own superiors in Intelligence Command. After that, he was assigned to monitor the group, though he is unwilling to explain why "for security reasons". Commander Galle does not have a high enough security clearance to be told.

Galle has a choice. Either he can let Stone join the group (which is what Stone wants), or he can order Stone to leave his crew alone. Technically, Galle outranks Stone. Thus, he could force Stone to return to headquarters, or he could pressure him to divulge the reasons for Star Fleet Intelligence's interest in this case. If Galle allows him to join the group, Stone will leave on an intermittent basis to file secret reports with his superiors. If Galle forces him to leave the group, Stone will give Galle a commlink number through which he can be contacted. Stone will not permit any meeting between the group and his superiors, under any conditions whatsoever.

[GAMEMASTER'S NOTE: If anyone tries to track Stone down, they are in for a surprise. The commlink number is hooked up to a small rented office in District E, and there is no way for the player characters to track down the identity of the renter. It is a deliberate dead-end, set up by Star Fleet Intelligence. Nevertheless, Stone can be contacted in this way, and he will respond to almost any call within a few hours.]

If Stone is allowed to join the group, he will leave them every three or four days, saying that he is reporting to his superiors. His absences will generally be from several hours to nearly half a planetary day in length. The gamemaster may wish to make such absences look suspicious, but Stone is doing exactly what he says.

[GAMEMASTER'S NOTE: It is possible that the group might not go to police headquarters on Day 1. Lieutenant Commander Stone will contact them either two days after their meeting with Inspector Hars (no matter when it takes place) or the day after Commander Matthews is killed, whichever comes first.]

The gamemaster should add appropriate detail and settings when gamemastering the rendezvous between Stone and the players' group. Some meetings may be held over the commlink, while others are in person. Keep in mind that Stone is a perfect example of a Star Fleet Intelligence operative: he is talented, sneaky, and often shows up where he is not expected.

DAY 1: THE FIRST RENDEZVOUS

The gamemaster should determine in advance what clothing and equipment the group plan to take with them as they carry out their investigation. They will draw attention to themselves if they are wearing standard shipboard or dress uniforms. Standard non-issue clothing will make them less conspicuous.

According to Derkon Willz, E.Q. is due to make one of his calls at 1600 Hours on the afternoon of Day 1. E.Q. will place the call to a particular public commlink booth at the unirail passenger terminal in District I. The player characters are welcome to go along, and Willz asks them what story he should tell E.Q. His 'employer' probably does not expect Willz to be back from Memory Alpha this soon, but he would almost certainly want to know how the burglary went. As soon as Willz and the players' group decide on a cover story, they can go.

[GAMEMASTER'S NOTE: Willz will not think to tell anyone the rendezvous schedule or meeting times for E.Q. or DAVAST. The group will soon figure out that DAVAST meets in the same place at the same time every sixth night. The eleven-day rendezvous schedule for E.Q., however, may be a little more difficult to discover. The rendezvous

points for calls from E.Q. are commlink booths in the unirl stations, rotated in this order: District K, J, I, G, D, B, K, J, and so on. There should be no need, however, for more than two rendezvous with E.Q.]

Once they arrive at the District I passenger terminal, Willz looks around nervously. As a woman walks away from one particular commlink booth, Willz enters it. It is one of the few audio-only circuits in the busy terminal. If the group has not arrived late, the device beeps precisely at 1600 Hours. If anyone besides Willz picks up the phone, a hearty male voice speaking with a strong accent says, "Sorry. I must have activated the incorrect exchange. My apologies," and the phone goes dead. E.Q. will not call back at this rendezvous point. Also, if the group arrives after 1600 Hours, there will be no call. The gamemaster can then proceed to the next section; E.Q. will not call back.

If allowed to answer the phone, Willz picks it up and then gestures frantically. Apparently, the caller is E.Q. He comments that Willz is back sooner than he would have expected. Willz must have gotten fast transport back to Daran. Without waiting for a response, E.Q. asks: "Did things go well there?" As the group stands nearby, Willz faithfully tells the prearranged story. If the story sounds logical and positive, E.Q. chuckles and says he probably will call again at the next rendezvous point. If the story indicates Willz had any troubles, E.Q. says, "I must give this some thought," and then hangs up. If Willz tries to make any kind of arrangement, or even hints about a face-to-face meeting with him, E.Q. will say, "You already know my feelings about that," and hangs up.

DAY 4: DAVAST IN SESSION

According to Willz, the next regular meeting of DAVAST is during the evening of Day 4. The player characters are free to do whatever they like until that time. They may use their Skill Ratings in *Streetwise* as they attempt to learn more about DAVAST or E.Q., and the gamemaster should encourage them. All attempts will be unsuccessful, however, no matter how good their skill rolls are.

Early on Day 4, the *Sparon* receives another subspace transmission from Commander Romaine on Memory Alpha. This one is extremely short: "A squad of Marines arrived today. A lot of good they are going to be now."

That evening, Willz and the group drive through the security checkpoint leading into District L on their way to the meeting. Willz gives directions, and the player characters find themselves at the intersection of the Street of Lesser Pain and Boulevard F. There are parking facilities just across the street. This neighborhood is much like the rest of the district – rundown at best. Willz points to a half-filled parking area, and then to the large, single-story warehouse where a number of persons are entering.

As they line up with the others to enter the warehouse, the player characters will notice that most of the people there are male Humans in their fifties or sixties. A small assortment of female Humans, Tellarites of both sexes, and even one or two Orions are also present. Most are dressed in cheap and unattractive work-clothes, though a few are wearing old-style Star Fleet uniforms. As a group, they look unfriendly and unruly, and especially suspicious of strangers. If Lieutenants Sylik or Soran are in the party, the group will hear an unknown speaker say unkindly, "What could that pacifistic vegetable-eater want here?"

The line slowly moves along, and the player characters enter the building, which is equipped with long rows of portable chairs, a podium, and several tables. A tall man with a pronounced limp is testing the public-address system, and a number of workers are scurrying to make last-minute preparations. The building appears to be an abandoned warehouse, with a thick coating of dust, broken crates, and poorly-swept piles of indescribable debris on the floor. Only half the ceiling light panels work, and a third of them are functioning at reduced capability, producing a dim twilight.

Willz looks at his personal chronometer and sighs. "They are running behind schedule again," he comments. Finally, a bull-necked man jumps on the podium and begins to shout for everyone to take their seats. Willz gestures, saying, "That is Devarta, the organization's leader."

As the people finally settle down, Devarta begins to speak. "I am glad you all came tonight. You know who we are, or you would not be here." There is a slight chuckle from the audience, and he resumes. "We have a lot to listen to, and maybe a little to discuss."

"Some of you think we are becoming too militant. I disagree. Frankly, if I had my way, we would storm the spaceport in this fair city of ours, and really let those parasites know how we feel. After all the years we gave to Star Fleet, now they're going to throw away our victories and let the Klingons and the Romulans walk all over us. I say NO!"

Grumbles of agreement come from the audience. He pauses, pulls out a grimy cloth from his back pocket, and wipes his forehead. Now that they are seated, the crowd can be estimated at nearly four hundred. There are very few empty seats, and they are in the back rows.

"You already know how I feel, or you would not have elected me as the Senior Colonel for Freedom. Tonight, however, we will listen to another man's opinion. I don't want anyone to say that I'm unwilling to listen to a different viewpoint. And so, I give you Terance Lundbar. Listen to him, give him a chance to have his say, and then we will return to the business of getting even with an ungrateful Federation! Thank you!" Devarta steps down, and an erect, elderly, white-haired gentleman ascends the short stairs, taking his place at the podium.

"Thank you for that polite welcome," Lundbar says mildly. "I only think it is important that we keep things in perspective. I, too, am a veteran of Star Fleet. And I agree that the experience of our group entitles us to express an intelligent opinion on the current diplomatic relations between the UFP and other major powers. However, violence and violent responses are not the solution. I feel our efforts would be more effective if we served as a lobbying organization. First, at the local level, then planet-wide. We can send a representative of our group to inform members of the Federation Supreme Assembly about how we feel."

Unfriendly sounds come from the audience as Lundbar continues. "Of course, this will take time. Months, perhaps a few years will pass before our group would begin to have a political impact—"

Lundbar is interrupted in mid-sentence by rude noises from a male Human, wearing an old, poor-fitting merchant's uniform.

"Do you have a point to make, old man?" the man demands, standing up now. "The people here seem to want action, not gentle words. Who do you consider to be the most opposed to your sweet talk? Who among your listeners wants their point made, even if at the point of bloodshed? To whom do you speak? No one here seems ready to

listen. So, why don't you save your time and go sit down someplace, where it is safe. It would be better for you not to anger the crowds, for they have much to gain and nothing to lose."

If Galle or Sylik is present, either will recognize the heckler as Gabriel Matthews, Commander of the *USS Hawley*. Any other member of the *Sparon's* crew will also vaguely recognize the face of the heckler.

The audience seems puzzled by Matthews' remarks. However, Lundbar appears to understand. Visibly shaken, he leaves the podium while Matthews sits down. If Galle or Sylik is there, Matthews notices them before he returns to his seat. His face grows pale, and takes on a grim expression. Referring to Matthews, Willz whispers, "Kind of an odd speech, don't you think?"

The speeches become more radical and hostile as the evening progresses. One tirade even blames the Federation's pacifism on "the Vulcan taint of fatalism and moral weakness". If Sylik or Soran are present, several people in neighboring seats give long, suspicious stares at them. One person seated near the players' group comments in a loud stage whisper, "If you cherish that scrawny green hide of yours, you had better not return here, you coward."

A few minutes later, some loud shouts interrupt another speech, and the player characters hear someone shout "An informer, by Space!" Three large men, apparently members, surround the culprit. One of the veterans finds a small pocket recorder, seizes it, and smashes it under his boot-heel. "Get out, or you will be in worse shape than your recorder!" one of them exclaims. The injured party picks up several pieces of his broken device, looks around, and makes a hasty exit amid jeers and laughter from the crowd. If the player characters go after him, the man is nowhere in sight by the time they get outside.

Devarta returns to the podium and says, "I hope to see everyone loyal to our cause present at our next little gathering. And for those of you who are not loyal, I hope never to see you again, unless it's in a dark alley. And it is always a dark night in the depths of the Lesser."

By the time the session is adjourned, nearly everyone is in a fever pitch. If neither Galle nor Sylik was present, the group is free to return to their ship, or go anywhere else they wish. The gamemaster can proceed to the next section.

However, if Matthews spotted Galle or Sylik, he deliberately tries to get lost in the crowd. If a player character attempts to locate him immediately after the meeting ends, have him make a Saving Roll against the average of his character's DEX and LUC scores to locate the *Hawley's* commander.

If a player character locates Matthews, the other characters can regroup with him. The starship commander is genuinely frightened, and shouts, "Get away, you're no friends of mine!" Small groups of the dispersing crowd stop their activities and watch Matthews for a moment. Then Matthews will run hysterically across the street, enter a parked groundcar, and drive away at high speed. It is impossible for the group to pursue and reestablish contact.

[GAMEMASTER'S NOTE: The gamemaster should note whether any player character makes a comment or gesture to indicate that they know or are friends of Matthews. Whether or not they recognize and talk with Matthews has an effect later in the adventure.]

DAYS 5 THROUGH 9: WITH TIME TO KILL

After the meeting, Willz informs the group that DAVAST has its next meeting in six days, during the evening of Day 10. Until then, there is NO way to contact anyone in DAVAST. Also, E.Q. will not be calling again until the afternoon of Day 11. In the meantime, it is up to the player characters how they elect to spend the time before the next DAVAST meeting. Willz encourages the group to keep visiting areas of the city, preferably in groups of two or three for mutual safety, on the slim chance they may learn something useful.

COURSES OF ACTION

If the player characters go back to Police Inspector Hars and tell what they know, Hars will be sympathetic but unhelpful. According to the laws of Daraniss, no crime has been committed. Conspiracy, assault, even homicide are not enforceable violations within the confines of District L. Hars hopes that his nephew Derkon can fend for himself.

Hars adds that if Galle seriously wants to lodge a complaint about the DAVAST group, Galle has to make a formal complaint to his superiors at Star Fleet Command. They would have to turn it over to someone in the Federation Diplomatic Corps, who would then file a grievance against the Daranian world government. Finally, the Daranian World Council would have to notify the Daraniss municipal authorities. Even then, the chances of changing District L's status are extremely slim, especially because individual UFP member worlds do not particularly appreciate Federation intervention in local political management. Hars cannot do anything about the system, even if he felt changes were needed.

If the player characters wish to locate and contact Matthews during this period, they can call the *Hawley*. Lieutenant Commander Mark LeFevre informs Galle that Matthews and a two-man Security party are currently on the surface of Daran V conducting some kind of covert investigation. Matthews and his party did not take communicators, tricorders, or phasers because the Commander felt it might raise suspicion. They do not even have subcutaneous transponders. Matthews has not been in touch with the *Hawley*, but long delays between communications were anticipated. Therefore, Matthews cannot be considered overdue yet. For the record, LeFevre was against the idea of having Matthews handle the matter this way.

LeFevre explains that Matthews was investigating some type of underground resistance group promoting anarchy and dissension among Star Fleet personnel. Beyond that, LeFevre does not know anything about his superior's activities. The *Hawley's* First Officer wishes he could be of more assistance, but that is all he knows. If Galle likes, LeFevre will contact the *Sparon* as soon as Matthews checks in.

If the group checks with Lieutenant Commander Stone, he continues to be completely uncooperative. Stone admits he does not know where Matthews is, and that worries him. But Stone still refuses to explain his interest in Galle and his crew, and they cannot convince the Intelligence Officer to change his mind. If Stone has been working as part of the group, he leaves during the evening of Day 8, to "file another report".

THE CASUALTY

On the morning of Day 9, any player character who is exploring in Daraniss sees a newsfax report. This report reads as follows:

NEWSFAX FLASH: 2/2201.19

STAR FLEET OFFICER FOUND MURDERED

The body of Gabriel Matthews was found very early this morning in an alley near Boulevard E and the Street of Little Tears in District L of Daraniss. His death was caused by a severe blow to the head, possibly from a heavy, blunt object. Though little evidence was present, the police ruled out robbery as a motive after finding personal effects and some local currency on the body.

Matthews was wearing a Star Fleet uniform at the time of death, leading police to believe that he was on active duty. This was confirmed after cross-checking with Star Fleet personnel records, though Matthews' current service rank has not been released to the public.

The police are conducting a routine investigation, but do not expect to file any charges. The assault and subsequent death apparently took place within the borders of District L, making any responsible parties immune to prosecution as long as they remain within the district.

When asked why Mr. Matthews might be in the notorious district, local Star Fleet sources offered no comment. Matthews was listed as on shore leave at the time, and it is possible he encountered some form of mishap, but this is pure conjecture at this time. Based on available records, Matthews had no next of kin on Daran V. Off-world relations have been notified.

If the players' group contacted Lieutenant Commander LeFevre of the *Hawley* some time earlier, then LeFevre will call the *Sparon* during the afternoon of Day 9. He is extremely upset, and demands to know Galle's involvement with Matthews. If the group has not been in town on the morning of Day 9 and thus does not know of Matthews' death, LeFevre informs them. He demands that Galle and his crew keep in contact, now that Matthews is dead.

If the group tries to reach Stone after Matthews' death, they will be told Stone is not available at the moment. Instead, he will be in contact with them sometime tomorrow.

[GAMEMASTER'S NOTE: If Stone has not made contact with the player characters yet, he will do so during the morning of Day 10. Depending upon circumstances to date, Stone may know all about the group, or this may constitute his first contact with them. If this is the first time Stone and the player characters talk, Stone will tell them everything he would have told them before, but nothing more.]

DAY 10: DAVAST, ROUND TWO

After Stone's call or meeting with the group that morning, Willz suggests that they think about the evening's DAVAST meeting. Willz warns the group that the crowd could be even more hostile than on other nights, in view of Matthews' death.

Derkon is proved correct. The meeting that night is like the one six nights earlier, except many in the crowd are in a frenzy of righteous anger. Some are even armed with weapons that the players' group will recognize as blast

rifles. If Sylik or Soran attend, people in the crowd harass them with comments such as "I don't like your looks" and "I'll see you after the meeting".

All the player characters know that blast rifles are weapons used on some frontier worlds (including Daran V) for recreational hunting. Blast rifles are effective at long ranges, but they have a very long cycling time and are expensive to recharge. These characteristics were built into them deliberately so that the rifles could not be used effectively for criminal purposes. Thus, they can be fired only once every minute (6 combat rounds). Blast rifles hold 5 charges and each charge does 4D10+15 points of damage at close range.

The speeches at this evening's meeting are more hostile than before, though less coherent in content. One man describes the death of Matthews as the "deserved reward of a weak spy in their fold of strength", though no direct connection can be made between DAVAST and the homicide. As the meeting ends, Terance Lundbar, though not a speaker tonight, is heckled as he leaves the building through the single unlocked entrance. He is accompanied by a very attractive young woman who was not with him at the previous meeting. Willz does not recognize her.

As the group leaves the meeting, one of three possible situations occurs:

1. If a player character spoke with Matthews at the last meeting, a group of veterans, equal in number to the *Sparon* contingent, will surround the group when they leave the building. Two of the veterans are armed with blast rifles. They give this warning:

"We know you were friends of that low-life Matthews. If you're careful, you'll get exactly what he got, only it won't be as nice and clean." If any Vulcans are present, another veteran will add, "Especially to him (them). I have a special place on my mantel where I would love to mount a pair of those ears." The veterans laugh, but clear a path. The group is free to leave or fight.

2. If no player character spoke with Matthews, but at least one of the Vulcans is present, 1D10-5 veterans attack each Vulcan in hand-to-hand combat, as one other veteran equipped with a blast rifle stands nearby. It is up to the player characters to fight it out in any way they want. Once combat has begun, no additional veterans will intervene. If a player character uses a phaser or if the combat goes badly for the veterans, the rifle-armed veteran will fire his weapon at a randomly-selected player character, and then run off. After the melee, the group is free to leave.

3. If the player characters did not speak with Matthews and no Vulcans are present, no incident occurs and the group is free to leave.

DAY 11: TO THE RESCUE

Sometime during the afternoon of Day 11, a player character on the streets of Daraniss notices three thugs armed with knives and clubs accosting a man. The appropriate course of action for Star Fleet personnel is to intervene. As soon as the thugs notice the crew from the *Sparon*, they run off in different directions, without injuring the man or stealing his briefcase. Each pursuing character may make a Saving Roll against the average of his character's ENO and DEX scores, with a -25 penalty modifier. If the roll is successful, the character is able to catch one thug. The thug turns out to be no more than a street hoodlum.

[GAMEMASTER'S NOTE: The gamemaster should create appropriate details surrounding the attempted attack. This includes determining in which district the encounter takes place, and possibly drawing a simple tactical map, based on the group's declared itinerary for the day. If the group has split up to continue its investigation, randomly determine which group is involved in this incident.]

If the player characters are dressed in Star Fleet uniforms, the man with the briefcase comments on how glad he is the "good folks in the service came to my aid." If they are dressed in civilian clothes, he says, "I don't know who you are, but I am more than grateful for your assistance." In either case, he introduces himself as Elliot Han, a financier and trader specializing in Rigellian goods. After noting that "crime seems more rampant in this neighborhood than in years past," he requests they join him for dinner that evening, "as the least I can do for your kindness." He promises to serve a banquet fit for a king, and is persistent but polite in his efforts to persuade the group to accept.

If Willz is with the group that finds Han, there is a 60 percent chance that he will recognize Han's voice, possibly from a DAVAST meeting, though he is not certain. (Willz will reveal this fact at his first opportunity to speak in private with a *Sparon* crewmember.) If Stone is working with the player characters and is with the group that helps Han, the Intelligence operative will immediately accept Han's dinner invitation on behalf of the group. He later explains that if Han is in the 'Rigellian goods' business, he probably deals with Orion merchants.

If the group is reluctant to accept Han's offer, each player character present should make a Skill Roll against his rating in *Racial Culture/History, Federation*. If successful, that character vaguely recognizes this man's name from somewhere, and gets the feeling that the group should have dinner with Mr. Han.

If the group declines Han's invitation for dinner, he will say, "Thank you again for your assistance. I am sorry you will not join me. If you change your mind, here is my address. Dinner will be served promptly at 2200 Hours." Han gives an old-fashioned calling card to a member of the group, and bids them farewell. The gamemaster can then proceed to **Day 12: The Second Rendezvous**.

If the player characters accept Han's invitation, the delighted businessman will give them the time, location, and preferred attire for dinner. It is an informal dinner, he adds, for the players' group and any friends they may wish to bring along. He says he can accommodate up to 40 guests, and so the number should be kept to that, if possible. If there are any Vulcans present, Han finishes with: "Oh, by the way, I will be sure to have a few special vegetarian dishes prepared for you and any other Vulcan crewmates, if that would be suitable." And with that, Han walks toward his expensive-looking groundcar, thanks the group again, gets in, and drives off.

EVENING FESTIVITIES

Judging from his vehicle and the address in District H inscribed on the calling card, the player characters will realize that Elliot Han is a successful businessman. On their way to Han's home, they discover that the homes in his neighborhood of District H are among the most expensive and luxurious on Daran V. After turning off the public street, the group's groundcar enters a private driveway lined with

rare and beautiful trees and shrubs imported from other worlds. Unobtrusive security devices are present, blending into the opulent background.

The home of Elliot Han is almost palatial. Several stories high and sprawling over a large area, it is a stunning example of Daranian and Orion architecture. Geometric lines merge with graceful arches and curves. Pastels and earth tones give the mansion a homey touch despite its size. As the player characters ride along the semicircular driveway toward the front entrance, they can also see an underground entrance. It appears to be an access to a subsurface vehicle parking area.

As the player characters get out of their car, they see Han looking through a large glass-paned window in front. He steps out of view, then opens the door and gestures for everyone to come in. When the group sees him, he smiles and steps back inside.

The beauty of the house's interior and furnishings match the extravagance of the structure's exterior. Assorted art objects, many of which appear to be originals, fill each room. Even the dining room has its share of treasures. Han is obviously a man who lives well.

He comes out of the kitchen, nervous and sweating profusely. "I am most truly sorry that the meal this evening will not be quite as delightful as I had hoped. My dear house-mistress, Rilka, is not feeling well this evening, and so I was left to fend in the kitchen as best I could. I hope it meets with your approval, nonetheless, and I plead that you bear with me." The term 'house-mistress', as the group knows, refers to an individual who performs the miscellaneous chores of cooking, cleaning, and administering a home.

As the servants bring out the meal, the player characters learn that Han has seriously underestimated his talents as a chef. Dishes made from precious metals are heaped with a vast and aromatic assortment of meats, fruits, vegetables, breads, and wines. Han has prepared each course to perfection, and the supply of food seems virtually endless. As time passes, he becomes more relaxed, appearing pleased with the group's enjoyment of the dinner. When the meal nears completion, Han offers his guests their choice from an enormous collection of liqueurs and after-dinner beverages.

Conversation during dinner consists mostly of small talk, as Han skillfully redirects the subject every time someone mentions a weighty topic. If anyone asks Han about his Rigellian goods business, whether he has any knowledge of DAVAST, or any other personal question, he will at first politely ignore the query. He will admit to being unmarried, however, saying that he has not found a woman who interested him sufficiently and who had a greater interest in him than in his wealth. If pressed on other matters, he becomes increasingly upset at his guests' rudeness. He remarks sarcastically, "This is supposed to be a meal, not a cross-examination. It should be enough to enjoy the fruits of my labor, without questioning the merits of the tree on which the fruits grow."

The evening will end either after several hours of harmless talk and Han showing off his art collection, or after a player character angers him enough to halt conversation. After dinner, the players' group is free to leave. If they leave on friendly terms, Han will thank them for a lovely evening and tell the group to look him up sometime in the future.

DAY 12: THE SECOND RENDEZVOUS

According to Derkon Willz, the next scheduled rendezvous with E.Q. should take place at 1600 Hours on Day 12 in the unirl passenger station in District G. The situation is similar to the one on Day 1. However, E.Q. does not call at 1600 Hours. Willz mutters that E.Q. has never been late before. He has occasionally skipped a rendezvous, but if he does not call within five minutes, he will not call.

If the player characters remain there for four hours despite Willz' comments about past arrangements, the phone rings at the designated booth at precisely 2000 Hours. It is E.Q., speaking in a very hoarse voice. He says, "I apologize for being late, but I have been ill. I will call again at the next time." The line goes dead.

[GAMEMASTER'S NOTE: To handle this situation, casually ask the players how long they are willing to wait at the station. Giving them a negative report every 15 minutes should be enough to convince the group to try some other time. If they are patient enough to sit through 15 reports of "E.Q. has not called yet", they deserve to get E.Q.'s call at 2000 Hours.]

DAY 16: A DEATH IN THE FAMILY

The next three days are quiet. The next DAVAST meeting takes place during the evening of Day 16. There are no fixed events until the group arrives at the warehouse where the meetings are held.

THE FINAL MEETING

As the players' group gets into line with the others, eight men armed with blast rifles motion them to get out of the line and come with them. The men also order Terance Lundbar, farther up the line, to come along. If the player characters do not cooperate, the men will open fire on them. The veterans have their weapons at the ready, but will not aim them directly at the party, unless anyone acts uncooperatively.

The entire group marches down the alley alongside the warehouse, and into a service area between two other buildings. Once there, the veterans begin to interrogate Lundbar, questioning his loyalty to DAVAST. If a player character speaks, he is warned to remain silent, for the group will get their chance. The men then make a number of unkind remarks about Lundbar and his personal heritage. Finally, they point to the *Sparon's* crew and ask Lundbar if he is connected to them in any way. Lundbar emphatically denies this, saying that he has never met or spoken to anyone in the group, though he might have seen one or two around at previous meetings.

The men pose the same general questions to the player characters. The ranking officer, or the character with the highest Skill Rating in *Leadership*, may make a Saving Roll against the average of his rating in *Leadership* and his *CHA* score. If the roll fails, the veteran leader will say, "I don't believe your story for a moment, but I'll let you live, just as an example to others. Don't ever attend another DAVAST meeting, or you won't survive to its conclusion. You have been warned."

If the Saving Roll is successful, the leader says, "I think you're telling the truth about Lundbar and your interest in DAVAST. You are free to go, but watch your step."

OLD SOLDIERS DO DIE

At the conclusion of this conversation, the veterans momentarily disperse. Then, three veterans fire their blast rifles, and two of the beams strike Terance Lundbar. All of the veterans run off in different directions, leaving the mortally-wounded Lundbar lying on the ground. He calls for help, and asks the player characters to raise him to a sitting position. Anyone with a Skill Rating of at least 20 in *General Medicine*, *Human* can tell that Lundbar has only a few minutes of life left. The player characters can do nothing to save him, regardless of available facilities.

Lundbar gives them a weak smile and begins to speak with great difficulty: "I know a little about your mission here . . . Talk to Stone, he can tell about me . . . Used to be in Intelligence, myself. . ." Lundbar shudders and a wracking cough leaves him speechless for a moment.

"Must tell you this . . . Knew more than Stone thought . . . Just made a connection between the pieces of the puzzle . . . Talk to Lila, she knows . . . Get the yellow bird . . . Find the gamebox . . . Not a moment to lose, hurry, please hurry . . . Talk to Lila . . . Answer is in the fifteenth file, game code number forty-seven . . . Can't give more details, someone might be listening . . . Operation Golden Pheasant . . . Secret . . . Romulan battle . . . Ship stolen at Memory Alpha . . . Answer is hidden in yellow bird statue . . . Can't remember name, but Lila knows . . . Lila . . . You must hurry, go tonight . . ."

Lundbar drifts into semiconsciousness for a moment, then finishes: "Fifteenth file, code number for— forty-seven, gamepiece in yellow bird statue . . . Check my pockets . . . Old Romulan warship, just like me, an old soldier . . . hurry to Lila . . ." Lundbar points feebly at one of the younger player characters and says, "Remember, after you have served, served a long time . . . Old soldiers never die, they just get deco— . . ." He pauses, then gasps out "decommissioned." With that, Lundbar gently leans back, shudders once more, and dies.

The group now has two options. They can contact Stone, or they can go visit Lila. If the group contacts Stone, the gamemaster should proceed to the **Secret Admissions** section. If the group goes to visit Lila first, proceed with the next section.



LILA LUNDBAR RANNAN

If no player character thinks of it, an NPC present on the scene will check Lundbar's pockets and find a small ID holder. If no NPC is present, have the player characters make Saving Rolls against their characters' INT scores to think about checking Lundbar's pockets for personal effects. Lila Rannan's address, listed as a residence in District G, is contained in the dead man's ID holder. If Lundbar's remarks are any indication, the group should visit her this evening.

When the players' group arrives at her residence that night, a very attractive young woman opens the door. The group will recognize her as the same woman they saw with Lundbar at the DAVAST meeting on Day 10. She is reluctant to let them in, until they explain the reason for their late visit. After introductions, she says that Terance Lundbar is her paternal grandfather. When she learns of his death, she reacts with disbelief and then bursts into tears. Between sobs, she says that she loved her grandfather very much. It will take Lila close to an hour to compose herself. She is willing to help the only people near her grandfather at his time of death.

She says she knows very little about Lundbar's activities. He did tell her he had once served in Star Fleet, but she does not know in what capacity. Lila has never heard him talk about anyone he knew in Star Fleet, and she does not know anything about Lieutenant Commander Stone.

FOLLOWING THE CLUES

If someone mentions a gamebox, Lila laughs. Grandfather Lundbar always enjoyed playing different kinds of games, especially puzzles or games requiring mental skill. One of his favorites was a fairly complex one that used a microcomputer, a laser printer, and a game cartridge containing a word puzzle. "He used to laugh and call it *komerex zha*, the perpetual game," she says, though she does not know what that reference means. If asked, she will show them the computer.

Lila retrieves it from a high shelf in her living room, where it was stored out of the way. The gamebox is a common microcomputer/display terminal with a hexagonal access port about 3 centimeters across and 20 centimeters deep in its right side. Lila points there, and says that is where the word-puzzle cartridge goes. A small laser printer is also attached, completing the system.

Lundbar gave it to her a few years ago as a present, though she rarely plays it herself. Many cartridges were available commercially, but Lila knows that Lundbar sometimes used to write his own word-puzzle cartridges. She explains that he sometimes had problems remembering names, and so he used some kind of memory trick to keep the name in mind. The cartridges seemed to be useful for that purpose.

When asked about a yellow bird or a statue, she frowns in thought. The only thing she has that might apply is a cheaply-crafted, plastic, yellowish statue of a Terran hawk. If it had not been a present from Lundbar, she would have thrown it away long ago. She rummages around in a closet for a few minutes, and then pulls out the figurine.

It is a poorly-made replica of a bird in flight, with a wingspan of about 30 centimeters. Made from a garish yellow plasticized compound, the bird is mounted on a cylindrical pedestal about 4 centimeters in diameter and about 25 centimeters long. By turning the replica over, anyone can see that a small piece of plastic has been cut

out of the pedestal, and then carefully refitted in its former position. When someone removes the 'plug' (by pressing against it with a finger or any small object), something falls out.

It is a hexagonal, metallic-coated, computer component. Lila exclaims that it looks like a word-puzzle cartridge. A quick check shows it does fit exactly into the matching access port on the microcomputer. If the group activates the computer and inserts the cartridge, the computer screen flashes the following message in large, block letters:

WELCOME TO HEX-WORDS GAME PROGRAM. PLEASE
SELECT THE APPROPRIATE CODE-NUMBER FOR THIS
GAME.

The group should enter "47", the number Lundbar said just before his death. If any other number is typed in, the screen goes blank, and the game terminal shuts itself off. The group can reset the machine and try again, if they choose. However, any attempt to generate random numbers will prove fruitless.

YOU HAVE MADE AN EXCELLENT CHOICE. GET A
COPY OF HEX-WORDS GAME MANUAL NUMBER 1178, AND
HIT THE 'EXECUTE' KEY WHEN YOU ARE READY TO
CONTINUE.

WAITING.

WAITING.

WAITING.

Lila says, "Just a moment, let me see if I have that manual here somewhere. Number 1178, right?" She goes into another room and returns in a couple of minutes. "I have it right here. Grandfather must have left it here last time he visited, luckily for us." The group can now continue with the game.

[GAMEMASTER'S NOTE: The text of Hex-Words Game Manual 1178 is exactly identical to **The Romulan War**, the booklet included with **Old Soldiers Never Die**. The gamemaster should provide the group with ready access to **The Romulan War** for the remainder of this adventure. In fact, it would be best if the players could take enough time to study the historical supplement in detail before continuing.]

VERY GOOD. THE PURPOSE OF THIS GAME IS TO
TEST YOUR KNOWLEDGE OF THE ROMULAN WAR. FOR
GREATEST EDUCATIONAL EFFECT, THE MANUAL SHOULD
BE USED ONLY AS A LAST RESORT. PREPARE THE
PRINTER FOR PRINTOUT.

Lila readies the printer and presses a control. A sheet of paper with a preprinted hexagonal grid of vertical lines comes out of the printer. The gamemaster should give the group a photocopy of the players' Hex-Words gamesheet included in **Background Information**.

WOULD YOU LIKE ADDITIONAL INSTRUCTIONS?

If the group asks for additional instructions (which they definitely should), the microcomputer explains the Hex-Words game using the information contained in the **Game Rules** section of **Background Information**. No one in the group is familiar with the game of Hex-Words, and so the rules will be as unfamiliar to the characters as they are to the players. If the group does not ask for additional instructions, Lila will provide an occasional comment or tip, but she will assume the characters are familiar with this game unless they admit otherwise.

In either situation, the gamemaster should now proceed to the **Game Questions** section of **Background Information**. When the game is finished and the group has read the fifteenth file, which contains the letters "H-A-N O-R-I-O-N E-Q", the players' group can either talk with Lieutenant Commander Stone (as described in **Secret Admissions**) or confront Han (**The Confession**).

SECRET ADMISSIONS

If the player characters confront Stone and do not tell him of Lundbar's death, he will deny having any official connection with anything. If they tell him about Lundbar's death, however, he will reluctantly give the group complete briefings on Operation Golden Pheasant and Case Brass Idol, found in **Background Information**. Then, he will caution them about the high-level security rating required for this conversation's topics, and begin his explanation:

"Star Fleet Intelligence felt there might be a connection between the hijacking of the Romulan battle cruiser and the leadership upheaval within DAVAST. The timing was about right, and who better to refit and operate a potentially devastating starship but a group of disgruntled veterans?"

"Of course, very few people outside Romulan Sector Intelligence know the *Juggernaut* is really a Romulan battle cruiser, a relic from the Romulan War. All official records list it as a Federation design. Even Commander Romaine, Star Fleet Museum's Curator on Memory Alpha, doesn't know the true identity of the starship. She does not have a need to know, and she certainly does not have adequate clearance on Intelligence matters.

"What really threw a spanner into the works was when we learned how the battle cruiser was spacejacked. It involved a shearing plane, a device capable of slicing through a full-power tractor beam, and freeing the tractor object. We do not know the engineering or the mathematics behind it, but we did know such a device was theoretically possible. Unfortunately, no one in the Federation had developed such a device yet.

"We looked elsewhere. The Klingons, Romulans, or even Orions might have developed such a device. We finally learned, through a couple of Orion Sector field operatives, that one Orion family had successfully completed the necessary research, possibly with some Klingon backing. The result: a single prototype model of a shearing plane. Apparently, only one exists, but it seemed to work in lab tests, and the situation at Memory Alpha proved it also worked in the field. Incidentally, this information cost the lives of the operatives involved.

"Terance Lundbar was my contact inside the DAVAST organization. A retired Intelligence officer himself, he kept me abreast of the group's activities. This included reporting on Commander Gabriel Matthews' own freelance investigation, something I strongly opposed from the moment I learned of it. Not to mention your own role in messing things up.

"Apparently, things were heating up among the group's leadership. That might explain why Gabriel Matthews made his little speech to Lundbar. It seems Matthews was trying to warn Lundbar about the danger he was in. But Lundbar stayed active. He had to be sure of DAVAST's role in the spacejacking. But both Matthews and Lundbar were in too deep, and they were suspected of being disloyal to the DAVAST cause. For that, they were killed. You almost were, too."

If no player character mentions Elliot Han's name to Stone, he continues: "Unfortunately, we still don't know who the link is between the Orion family and the DAVAST organization, or even if there is one. I've examined the most recent evidence, and I don't think there is any connection between DAVAST and the spacejacking – except for Willz and his E.Q., which still makes no sense. Even if E.Q. used DAVAST to divert attention from him, what's his connection with the Orion families?"

If anyone in the group mentions Elliot Han's name or reveals the solution of Lundbar's word-riddle, then Stone finishes up with: "Elliot Han must have some major connection in this situation. In fact, he may be the link to the Orion family. After all, he has business connections with Orions. We owe it to Lundbar to check it out. If it was worth dying for, we can at least follow the man's last shred of advice. Perhaps we can recover the Romulan battle cruiser, or the Orion shearing plane, or both."

If the group has not visited Lila Rannan yet, they should do so now, and Stone will join them. If the group has already seen Lila and solved the word-puzzle, Stone insists they pay an unexpected visit to Elliot Han.

THE CONFESSION

The obvious course of action for the player characters is to question Elliot Han immediately. If the players' group contacts him in advance, he will be gone when the group arrives at his home. If the group does not warn him of their arrival, they will find Han in his main living area with an Orion woman, whom he identifies as Riika, his house-mistress.

After protesting the rude interruption, Han declares their presence a threat to his personal privacy and demands a complete explanation for the group's visit. At first, he vigorously denies all charges raised against him. However, if the player characters persist in their accusations, Han will confess to everything, admitting to the following points:

He is E.Q., the man who hired Derkon Willz to check out security at Memory Alpha. He did this as a diversion.

He placed the blame for Willz' actions on the DAVAST organization, also as a diversion.

The woman is not his house-mistress. Instead, she is his wife. Any player making a Skill Roll against his character's rating in *Law, Federation* realizes that this relationship is legal by Orion law, but strictly illegal by Daranian ordinances.

He and his wife are the liaisons between several Orion families and Daran. He handles trade and provides certain information to which they would otherwise not have access. He has never dealt in the Green Slave trade, though. He does claim to have *some* principles.

He knows the name of only one Orion starship commander, an A.K. Hygroziar of the *Tantrak Nightwalker*. Captain Hygroziar is an old friend of his wife.

He knew about the Orion plot to spacejack the *Juggernaut*, though he did not know it was a Romulan battle cruiser. Apparently, the Orion starship commander responsible for the theft got that information from someone else.

He does not know why they wanted the *Juggernaut*.

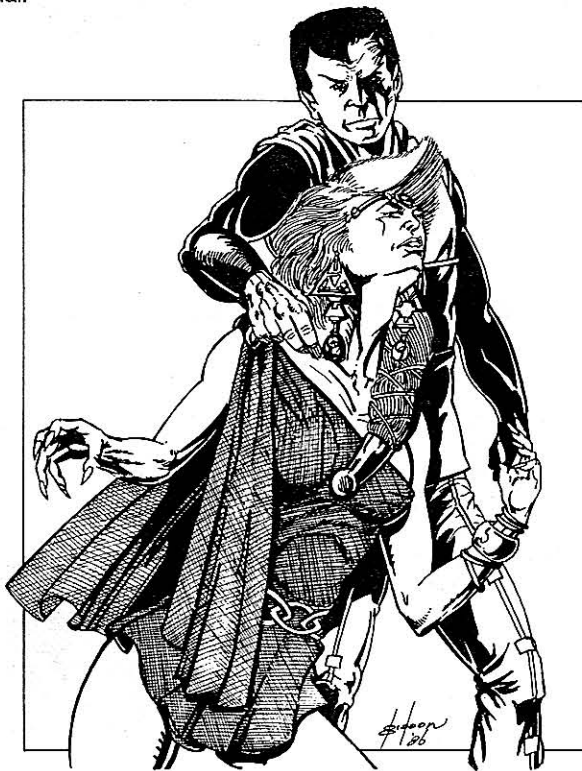
He does not know which Orion ship captured the *Juggernaut*, but he does not think it was the *Tantrak Nightwalker*.

He knows where the ship is being refitted. The Orion pirates' destination was an asteroid belt within the Omicron Aurigae system, about five light years from Memory Alpha. There were enough shipbuilding equipment and accessories there so that the technicians could change the warp drive on the *Juggernaut* into something more efficient. After that, the ship would travel to Rigel VIII, where it could be equipped with disruptors and, possibly, a cloaking device.

He does not know how soon the *Juggernaut* will leave the Omicron Aurigae system. He guesses that four to six weeks after arriving in-system, they will be ready to depart for Rigel.

Yes, he is the direct descendant of Tonsum Han, court-martialed after the attack on Outer Sector Defense Outpost 1 during the Romulan War.

Furious with Han's confession, Rilka will attack a member of the group when the opportunity presents itself, using her skill in hand-to-hand combat. The players' group will have to subdue her, either by phaser stun, Vulcan neck pinch, or some less subtle method. After taking care of Rilka, the player characters can take Han and his wife into custody. Police Inspector Hars will be more than happy to place them under arrest and ensure that they are brought to trial.



END OF A RELIC

The player characters must notify Star Fleet about the Orion pirate ship and the *Juggernaut* at Omicron Aurigae. The group will know that it will take about 14 days for a subspace message to reach Federation starships in that area, and at least that long before they receive a response. Between the time they send the transmission and receive a response, the player characters are free to do what they wish.

A response finally reaches the *Sparon* on the afternoon of Day 54:

FROM: Captain A.L. Yewling
Commanding Officer, *USS Lexington*
TO: Commander L.U. Galle
Commanding Officer, *USS Sparon*

After receiving your urgent message, the *USS Lexington* broke from its routine patrol and entered the Omicron Aurigae system. The *Lexington* was quickly joined by the *Reliant* Class cruiser *USS Striker* and the *Larson* Class destroyer *USS Nhat-Le*. The latter vessels had been involved in local search efforts for the stolen spacecraft.

After entering the system, ships' sensors detected two starships, though they were partially obscured by the system's dense asteroid belt. One starship was identified as an Orion *Wanderer* Class blockade runner, and the other was the Federation prototype battle cruiser *USS Juggernaut*, reported space-jacked from Memory Alpha about two months before. Both vessels were stationary within the belt.

Extensive ship construction activities were taking place on the *Juggernaut*. One Federation FWF-1 warp nacelle had already been mounted, and crews were commencing work on the second nacelle by the time we arrived.

The *Lexington's* Communications Officer attempted to hail the Orion vessel, but without success. However, the refit crews working in space scattered, and the Orion starship prepared to get underway. The *Wanderer* placed a tractor beam on the *Juggernaut*, and both ships began sub-light movement in an attempt to exit the asteroid belt.

As ranking officer, I ordered the *Nhat-Le* to fire across the Orion starship's bow. The Orion returned fire and struck the destroyer, but its disruptor did not penetrate the deflectors. The *Lexington* and *Striker* closed to combat range on divergent courses, while the Orion vessel continued to fire at the *Nhat-Le*.

The *Lexington* fired a salvo of photon torpedoes across the *Wanderer's* bow, with no result. The Orion attacked the *Striker*, rendering very light damage to its superstructure. At this point, I decided peaceful actions would not be sufficient, and ordered all three vessels to fire at will.

Within seconds, the *Wanderer* lost its shields, and suffered extensive impulse and warp engine damage. Moments later, the Orion ship self-destructed. The resulting explosion obliterated both that ship and the *Juggernaut*.

I regret the loss of the *Juggernaut* and the destruction of the *Wanderer*. Having experienced the situation personally, however, I feel that no course of action could have saved either vessel. Fortunately, the *Juggernaut* was not crewed by Federation personnel at the time, and so Star Fleet experienced no casualties in the incident.

I have initiated a search to locate the freighter responsible for bringing in the warp engines and starship modification equipment, but there is little chance of finding the ship at this point. It probably has a two-month head start, and our efforts are likely to have little success.

After receiving Captain Yewling's message, the player characters can contact Star Fleet Command for their next assignment. The adventure is now over.

BATTLE OF OMICRON AURIGAE

If the gamemaster and players are familiar with the *STAR TREK III Starship Combat Role Playing Game*, they may wish to recreate the engagement described in *End Of A Relic*. Though the battle is weighted heavily in the Federation's favor, the players may be interested in resolving it themselves. If desired, the *Juggernaut's* specifications could be altered to create a fairly balanced scenario.

This combat scenario is entirely optional, and should be used only if desired. The gamemaster and players should decide who will control each starship and how to divide up commands and duties. The *Vessels* section contains complete data and specifications on all ships involved in the battle. The following paragraphs describe this scenario, which is fought at sub-light speed.

CONDUCTING COMBAT

Place the *Orion Wanderer* in the center of a Starfield Mapsheet. Stack the *Juggernaut* in the same hex; it is considered to be in the *Wanderer's* tractor beam. Both ships move together at twice the normal *Wanderer* movement point ratio.

Invert 20 unused counters to represent concentrations of asteroids. The player(s) controlling the Orion starship may place ten 'asteroid' counters on the mapsheet, then the Federation player(s) may place the other ten. The players may put the asteroid counters anywhere on the mapsheet, as long as two conditions are met: 1) no asteroid counter may be more than 15 hexes from the starting position of the *Wanderer*, and 2) no two asteroid counters may be adjacent. This rules out stacking asteroids.

The opposing sides then take turns placing ten more asteroid counters elsewhere on the mapsheet. These asteroids also may not be adjacent to other asteroids, and none may be closer than five hexes to any mapsheet edge.

Starships may enter asteroid hexes, but the shield facing their direction of movement takes one point of damage per hex of tactical movement during that turn. For example, if the *Wanderer* moves forward into an asteroid hex, and its total tactical movement for that turn is three hexes, the *Wanderer* takes three points of damage on its forward shield. Determine any damage and effects normally.

After all asteroids are placed, the Federation players may place their starships (the *USS Lexington*, *USS Striker*, and *USS Nhat-Le*) in any hex along any edge of the mapsheet. However, only one starship may be placed along each edge. During their first combat turn only, all Federation starships must move at their maximum possible tactical movement rates. Finally, the Federation vessels cannot fire upon the *Wanderer* until they have fired 'warning shots' for three combat turns, or until the *Wanderer* has damaged one of the UFP ships, whichever comes first. If the Orion ship misses its target, that does not count toward these conditions. Warning shots consist of firing phasers or torpedoes deliberately aimed to miss the target.

Conduct combat normally, with one exception: there is a ten percent chance that any attacks conducted through an asteroid hex will be completely ineffective. Phaser and disruptor fire are considered to be deflected, and photon torpedoes are detonated prematurely by asteroids in that vicinity, and do no damage to the intended target. This probability is cumulative per asteroid hex, and is checked

for every torpedo tube and phaser or disruptor bank. For example, the *USS Lexington* launches a torpedo salvo toward the *Wanderer*, but the torpedoes must travel through two asteroid hexes to reach their target. In this case, there is a 20 percent chance that each torpedo explodes before reaching its target. When calculating this effect, count only the number of asteroid hexes through which an attack passes. If the attacking or defending ship is in an asteroid hex, there is no penalty. The gamemaster should use a straight edge to determine the line of attack, judging every situation in a similar manner. Implement this effect after fire is declared and before hits are determined.

OBJECTIVES AND SCORING

For purposes of this scenario, the *Orion Wanderer's* objective is to exit the Starfield Mapsheet with the *Juggernaut* in tow. If necessary, the pirate ship can leave the *Juggernaut*, conduct its combat, and return to retractor the ship. The *Juggernaut* is not crewed, and it is incapable of any movement unless tracted. If the Orion ship loses its tactical movement capability, its weapons systems, or its deflector shields, or if it has suffered at least 75 percent of total possible superstructure damage, it will self-destruct. If the *Juggernaut* is in the same hex as the *Wanderer*, both ships are destroyed. The *Wanderer* may also fire on the *Juggernaut* to keep the Federation starships from recovering it.

The Federation ships' objective is to keep the Orion ship and *Juggernaut* from exiting the Starfield Mapsheet. If necessary, the Federation may fire on the *Juggernaut* to keep it from exiting. Victory conditions are as follows, described from the Federation perspective:

Strategic Defeat

The *Wanderer* and *Juggernaut* both exit the mapsheet.

Tactical Defeat

The *Wanderer* exits, and the *Juggernaut* is destroyed.

Draw

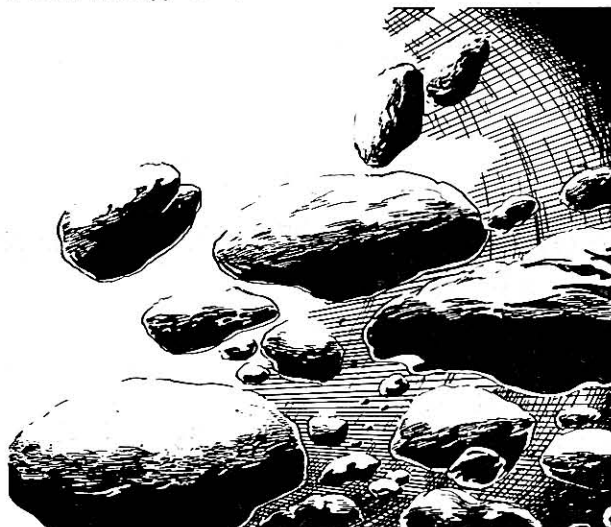
The *Wanderer* exits, but the Federation ships recover the *Juggernaut*.

Tactical Victory

The *Wanderer* and *Juggernaut* are both destroyed.

Strategic Victory

The *Wanderer* is destroyed, and the Federation ships recover the *Juggernaut*.



BACKGROUND INFORMATION

The information contained in this chapter may become available to the player characters during the course of the adventure. The group can access some of this information through the group's shipboard computer, while various NPCs can relate other information.

DARAN V

This information is available from the ship's library computer, Inspector Hars, or Lieutenant Commander Stone.

WORLD LOG: DARAN V

System Data

System Name: Daran
Map Coordinates: 3.88S 4.93E
Number of Class M Present: 1

Planetary Data

Position in System: V
Number of Satellites: 2
Planetary Gravity: 0.96 G
Planetary Size
Diameter: 12,520 km
Equatorial Circumference: 39,330 km
Total Surface Area: 492,447,000 sq km
Percent Land Mass: 26%
Total Land Area: 128,036,000 sq km

Planetary Conditions

Length of Day: 28 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate

Mineral Content

Normal Metals: 48%
Radioactives: trace
Gemstones: trace
Industrial Crystals: trace
Special Minerals: trace

Cultural Data

Technological/
Sociopolitical Index: 998983-76
Planetary Trade Profile: CAFEBCFG/G (A)

Daran V is a freeport with a well-structured monarchy. Unlike most freeports, it is a member of the UFP. The planet operates an orbital spaceport complex and a ground-based port in the city of Daraniss. The orbital complex is free of trade restrictions, tariffs, and similar regulations, but the ground-based facility is fully regulated. Any goods arriving on the world's surface are subject to all Daranian laws and customs regulations.

This unusual arrangement provides off-world goods brokerage, trade speculation, and ship-to-ship cargo transfers without restriction, while ensuring legitimate Daranian trade on the planet's surface. Many merchant ships establish orbit, conduct negotiations, transfer cargoes, and return to deep space without ever making direct contact or landing on the surface of Daran V. The entire system is protected by local defense forces and Star Fleet, but strict instructions ensure the safety of local commerce while maintaining freedom of trade.

Daran V has a population of approximately 4.27 billion. It is a major industrial and trade world, and is as modern as the more advanced worlds of the Federation. A skilled work force, a pleasant climate for agriculture, and a ready supply of common metal ores make this planet an important source of low-tech goods and foodstuffs. Raw materials for high-tech goods are also shipped to Daran for manufacturing and final assembly.

A World Council rules Daran V. The planet maintains an administrative world capital in Blovelidit, and a judicial capital in Daraniss. The planetary government is well-known within the sector for its high standards, incorruptibility, and sense of social responsibility to all elements of its population.

COMPUTER SEARCH

By entering the relevant keyword, the player characters can discover the information in this section from the ship's computer library or Inspector Hars' police files. Derkon Willz can provide the player characters with the information on DAVAST.

Keywords: DAVAST, Arvam Devarta, Terance Lundbar.

DAVAST, the Daran Veterans' Association For Strength, was established approximately six standard years ago. Its members are mostly retired Star Fleet personnel and other individuals involved in interstellar commerce or transportation. The group's declared intentions are to encourage the Federation Council and Star Fleet Command to pursue a more assertive policy against major non-member powers. The whereabouts of individual members are not known, but this group is believed to meet in District L of Daraniss, and thus is immune from prosecution. Their goals appear to include:

1. Continued Federation territorial expansion, using the military to maintain momentum, if necessary.
2. The establishment of a heavily militarized zone near Klingon, Romulan, Gorn, and Tholian space.
3. Offensive thrusts into the territories of the above powers.
4. A radical increase in ship construction and appropriations for Star Fleet Military Operations and Marine Corps Commands.

The organization's current leader and primary spokesman is Arvam Devarta, a former Colonel in Star Fleet's Marine Corps Command and veteran of the Four Years War. He is a militant individual, advocating the achievement of his organization's goals through any means necessary. A second, much smaller faction is represented by Terance Lundbar, another Star Fleet veteran. He promotes more peaceful uses for the organization, stressing its potential political value. It seems likely that one of these two men will eventually dominate DAVAST, and begin using the organization as he feels best. While there have been no reports of crimes committed by any DAVAST member in conjunction with the group's activities, the possibility must not be overlooked.

END OF SEARCH: 1 entry found.

Keywords: Orions, Freetrading, Piracy.

There are approximately 30 Orion corporations or brokerage firms legally licensed to operate on Daran V. Although many of these companies are staffed by Orions, some employ Tellarites, Daranians, and others in similar capacities.

The last reported incident of Orion piracy in the vicinity of Daran V occurred more than 20 standard years ago. Daran's orbital freeport status encourages all trade, and so the Orion families do not wish to endanger Daran's favorable conditions with acts of open piracy. There are no known dealers of Green Slaves or any other blatantly illegal Orion trade goods on the surface of Daran V. Transactions in such goods probably have taken place within the Daran system between interstellar transports, but this cannot be substantiated.

END OF SEARCH: 1 entry found.

Keyword: Elliot Han.

Elliot Han is a wealthy resident of District H, Daraniss, Daran V. He is a skilled independent financier and broker specializing in Orion trade goods. Han is a native Daranian, and has operated out of his personal residence and from Daran's orbital spaceport for the last ten years, presumably speculating on imported merchandise. Before that, he was off-world for several years, and may have been living on Rigel VIII or an Orion Colony world. Han has no known criminal record.

END OF SEARCH: 1 entry found.



STAR FLEET INTELLIGENCE

This section provides material on various aspects of Star Fleet Intelligence. The gamemaster may modify the information as he sees fit.

ASSIGNMENT DEFINITIONS

This information is available from the ship's library computer or Lieutenant Commander Stone.

Star Fleet Intelligence Command designates code names for its various intelligence assignments. Intelligence officers use one of four separate terms to categorize an assignment. Based on anticipated requirements, the appropriate term is attached to the assignment even before the mission begins. In unofficial references, these terms are often used interchangeably, but each does have a specific meaning. In addition, the term "Mission" refers to any Star Fleet Intelligence assignment, regardless of its type. The primary terms for categorization are:

Operation: An intelligence assignment of short duration requiring field agents to complete. Such an assignment consists of a single objective, and is usually expected to take less than one year to complete.

Project: An intelligence assignment of long duration requiring field agents to complete. Such an assignment may consist of two or more closely related objectives, or may be expected to take one year or more to complete.

Case: An intelligence assignment of indefinite duration not requiring field agents to complete. These usually are 'maintenance' assignments; not worked upon actively, but still considered to be open.

Force Task: This is a secondary designation. It refers to any intelligence assignment chosen by a specific group of intelligence agents (or force) designated to handle a variety of assignments. The agents of a force task may use the term 'Operation' or 'Project' in connection with their assignment, but the contact officer and other administrative personnel refer to the assignment as a force task.

SECURITY CLASSIFICATIONS

This information is available from the ship's library computer or Lieutenant Commander Stone.

Certain documents, facts, and related intelligence materials are more important than others. For this reason, security is not a simple matter of labelling things as "common knowledge" or "secret". Star Fleet Intelligence uses a numerical scale to describe the security classification rating (or SECLAR) of an intelligence briefing or mission. All briefings and missions use this ten-point scale, and all Star Fleet personnel have a clearance of at least 1. Personal clearance ratings are based on position, rank, service command, and service branch.

The principle of need-to-know is another important aspect related to security classifications. For example, an officer with a clearance of 4 theoretically may be entitled to know about everything with a SECLAR of 4 or less, but this is not the case in practice. Instead, the officer will know of SECLAR 4 missions if they deal directly with his duties.

In another situation, a starship commander with a clearance of 5 may be operating along the Klingon Neutral Zone. The commander may receive information on a SECLAR 6 project in the area, if a higher authority deems it important for that commander to know. This does not mean the commander now has a clearance of 6; he simply knows about one SECLAR 6 project. The same commander may

not have any specific knowledge on SECLAR 5 projects, even though he holds a clearance of 5. The need-to-know policy keeps to a minimum the amount of information needed by any individual, thus eliminating possible confusion.

The numerical ratings, common rating designations, and general categories of individuals possessing such a rating are as follows:

Rating 0 - Unclassified

Common knowledge, widely available to civilians or other nonmilitary personnel through the media or other public sources.

Rating 1 - Restricted

Information that may be available through certain public sources with limited access, such as political or military affairs analysis publications. SECLAR 1 information is often available to interstellar merchants and explorers through sometimes unreliable sources. All Star Fleet personnel have this rating or better.

Rating 2 - Classified

Information only available through official Star Fleet channels. All Security branch personnel and many officers have this rating.

Rating 3 - Confidential

All Star Fleet Intelligence Command personnel, most Security officers, and most Department Heads have this rating.

Rating 4-5 - Secret

Most senior Security officers and command-grade officers have a Rating 4. The Captain and First Officer on certain major Star Fleet vessels may have a Rating 5. Most Intelligence Officers of low rank have a Rating 4 or 5.

Rating 6-7 - Top Secret

Most Intelligence officers of medium rank, and most flag-rank officers, have a Rating 6. Most Intelligence officers of high rank and certain flag-rank officers have a Rating 7.

Rating 8 - Most Secret

This rating is not used except on a case-by-case basis. Individuals possessing a Rating 8 are almost always limited to the top-echelon officers of Star Fleet Command and Star Fleet Intelligence Command.

Rating 9 - Ultra Secret

This rating is used only for situations of extreme importance to Federation security.

OPERATION BRIEFING: GOLDEN PHEASANT

This information is available only from Lieutenant Commander Stone.

This Operation Briefing has a SECLAR of 7.

On several occasions during the Romulan War, Federation forces operated within Romulan-held territory. On Stardate 1/0811.25, a force of five UFP squadrons operating within Romulan space discovered a major enemy installation and fleet at Manarram. Various published accounts contain excellent information on this battle, with only one omission.

Manarram's asteroid belt was not occupied solely by system defense boats and patrolling escort craft. A 245,000-ton battle cruiser was also present. This vessel, though equipped with the Romulans' most advanced warp drive, could probably travel no faster than Warp 2.4. Still, it was the largest warp-capable combat vessel to date, possessing more than six times the mass of the Federation's *Horizon* Class cruiser. Star Fleet Engineering Command's plans for Class XI and larger warships were

bogged down by the problem of maintaining a warp field around such a massive vessel. This Romulan battle cruiser was a significant breakthrough in technology.

Star Fleet did not know whether the vessel was operational. The task force found it near one of the largest asteroids in the belt, but it was not under power. Even life support systems were shut down. Firsthand accounts vary as to the vessel's actual combat readiness. Like many other Romulan ship crews, the battle cruiser's crew was not aboard. It is possible they, too, were on Manarram when the Federation forces entered the system. As the first phase of the Federation attack on Manarram secured the system, a pair of Andorian cruisers made the necessary preparations for towing the intact battle cruiser back to Federation space.

At this point, Star Fleet Intelligence took over the entire project, designating it Operation Golden Pheasant. Its objective was to bring the battle cruiser to the nearest major Federation shipyard. Once there, the vessel could be thoroughly examined, and possibly duplicated. However, too many starships and personnel would have to have some knowledge of the project, and so Intelligence delivered an inaccurate presentation of Operation Golden Pheasant's mission to most Star Fleet officers and media personnel.

By the time the Romulan battle cruiser (dubbed the *USS Juggernaut* for security reasons) arrived at its secret destination, the Romulan War was already over. Undaunted by this, Intelligence operatives continued to evaluate the vessel anyway. After analysis, they determined that the Romulans were indeed humanoid in physical appearance. Earlier observations about the vessel's combat readiness were confirmed; the *Juggernaut* was unready for action. There were no crewmembers' personal effects aboard, no navigational or weapons control data in its computers, and no antimatter for the warp engines. The starship was apparently to receive its final touches at Manarram. Fortunately, the Romulans never got the opportunity to use this new ship.

In Stardate 1/1405, the *Juggernaut* began its preliminary testing and shakedown cruise. Engineers had deciphered the controls during the preceding months, and readied the captured vessel for service. During tests, the vessel was extremely sluggish, had poor warp acceleration, and an insufficient main computer. Ironically, the Romulans' secret weapon would have been a failure in a real combat situation. After more than a year of performance tests, the *Juggernaut* was decommissioned and removed from service.

Intelligence hoped to eventually refit the *Juggernaut* with more sophisticated engines and armament. Although this vessel's true identity and origin were still not known within the Federation, the highest echelons of Star Fleet Intelligence Command decided to place the *Juggernaut* and complete construction specifications in storage. The Romulan battle cruiser, believed by the public to be a Federation design, was kept at an Andorian military shipyard until the Star Fleet Museum opened on Memory Alpha in Stardate 1/2106. It was then moved there.

CASE BRIEFING: BRASS IDOL

This information is available only from Lieutenant Commander Stone.

This Case Briefing has a SECLAR of 7.

As soon as the Star Fleet Museum opened on Memory Alpha, the decommissioned *USS Juggernaut* moved there.

It has remained in tractor orbit at Memory Alpha ever since. When the *Juggernaut* was removed from service, it became an inactive Intelligence assignment, and received a new designation as a Case.

The purpose of Case Brass Idol is to keep the *Juggernaut* at Memory Alpha until the vessel is needed for war. At that point, technicians can refit it with new shipboard systems, and place it in service. Plans exist to mass-produce the vessel if it proves to be a workable class. The most recent advances in warp engine and phaser technologies make this assignment feasible, especially if the *Juggernaut* can be fitted with the new transwarp drive.

This case comes under the jurisdiction of Romulan Sector Intelligence. Personnel aware of this project include the majority of SECLAR 8 officers, and SECLAR 7 officers with a need-to-know, most of whom are with Romulan Sector. No member of Star Fleet Museum's staff knows the true identity of the *Juggernaut*, or the purpose of Case Brass Idol.



HEX-WORDS

This information is available from the game computer or Lila Rannan.

GAME RULES

Hex-Words is a word game played on a sheet of 17 x 24 hexes. After it is activated, the Hex-Words computer terminal prints out a game sheet. The blank gamesheet has all the hexes, the file numbers, and the Start and Finish hexes already printed out. Hex-Word files are vertical alignments that correspond to columns. The Start and Finish hexes will be different for each game.

The game computer then flashes a series of questions on its display terminal. Each question consists of three parts:

1. The clue. This portion gives the information needed to answer the question.

2. The position. This tells where the answer fits on the portion of the gamesheet that is already completed. Except for the first clue, every answer uses a letter of the word already shown. For example, if the answer to the first clue was the word "Terra", and the answer to the second clue is "Regulus", the "R" in "Regulus" could be connected to the first or second "R" in "Terra". If the position for the second question is given as "Second R", then the players know where to place "Regulus" on the gamesheet. The position describes the first letter's location, and the remaining letters of the answer follow according to the direction shown.

3. The direction. Using a six-point direction indicator, players can determine the alignment of an answer on the gamesheet. If the direction is given as "3", then the answer is written straight down from the position letter. If the direction is "4", the answer is written to the left and down of the position letter.

[GAMEMASTER'S NOTE: Each question in the **Game Questions** section contains five parts. The fourth part describes the appropriate skill or attribute for players to make a roll against, if necessary. The fifth part gives the correct answer to the clue, and so do not show the **Game Questions** section to the players.]

Unlike other word-games, it is impossible to skip a Hex-Words entry and return to it later. Every answer builds on the answer given before it, and so the players must follow the entire Hex-Words game exactly in sequence. The purpose of the Finish hex is to determine whether or not the players finished the game correctly.

All that matters is that each answer fits on the gamesheet. Adjacent letters do not need to form words or answers. If a direction requires an answer to pass through another answer already written down, however, the letters in the new word must match the letter passed through. If an answer consists of more than one word, omit any spaces between words. Finally, only Roman numerals may be used in answers.

Each question remains on the game display terminal for five minutes. When the five minutes are up or the group signals for the next question, the terminal screen clears and then shows the clue, position, and direction for the next question. Obviously, if the group has not yet completed their answer, they could lose track of the clues and answers sequence, effectively losing the game. There is no way to alter the five-minute deadline for each question. If necessary, however, they can remove the game cartridge, reactivate the system, and begin again.

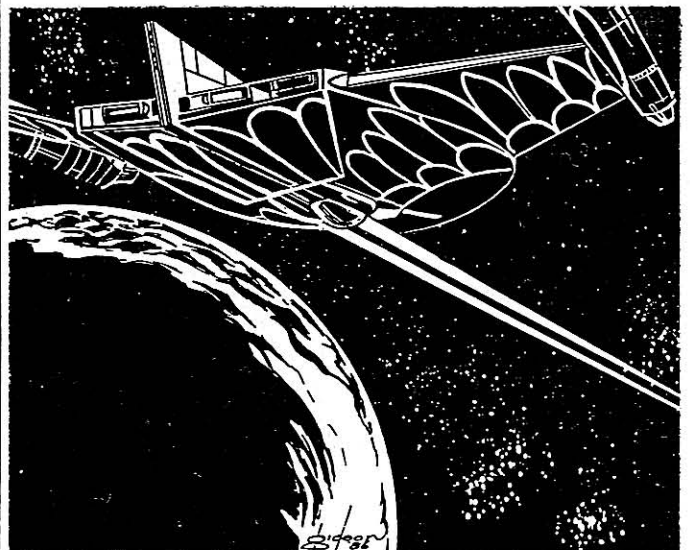
[GAMEMASTER'S NOTE: If a stopwatch or similar time-keeping device is available, the gamemaster should play out this portion of the adventure in *real time*. Once the group has access to **The Romulan War**, they should be able to locate any answer in five minutes or less, at least in theory. Roll against each character's appropriate skill rating or attribute score if they seem to be having difficulty. Such rolls reflect the historical or procedural knowledge the characters would have, but the players do not. In some cases, the answer is common Federation knowledge, and so the characters would know the answer almost automatically. In every case, the players should make some effort to look up the answers, making this a more interesting role-playing experience.]

GAME QUESTIONS

1. CLUE: First starship lost to Romulan pirates: *USS* _____
 POSITION: Start hex
 DIRECTION: 2
 SKILL: *Racial Culture/History, Federation* with a +50 bonus modifier
 ANSWER: *Atlas*
2. CLUE: Freighter attacked in Stardate 0/9310: *USS* _____
 POSITION: Second A
 DIRECTION: 3
 SKILL: *Racial Culture/History, Federation* with a +20 bonus modifier
 ANSWER: *Amaretto*
3. CLUE: Andorian destroyer class that entered service in Stardate 0/9604.
 POSITION: First T
 DIRECTION: 5
 SKILL: *Racial Culture/History, Federation*
 ANSWER: *Taholsin*
4. CLUE: Acronym for Outer Sector Defense Outpost.
 POSITION: O
 DIRECTION: 4
 SKILL: *Administration or Racial Culture/History, Federation*
 ANSWER: OSDO
5. CLUE: Star Fleet scout class that entered service in Stardate 1/0508.
 POSITION: D
 DIRECTION: 3
 SKILL: *Racial Culture/History, Federation*
 ANSWER: *Doppler*
6. CLUE: Starship destroyed at Eta Leonis VI, officially starting the Romulan War: *USS* _____
 POSITION: First P
 DIRECTION: 4
 SKILL: *Racial Culture/History, Federation* with a +20 bonus modifier, or *Starship Combat Strategy/Tactics*
 ANSWER: *Patton*
7. CLUE: Planet rendered uninhabitable by a Romulan attack.
 POSITION: A
 DIRECTION: 3
 SKILL: *Racial Culture/History, Federation* with a +20 bonus modifier
 ANSWER: Alpha Omega B
8. CLUE: Admiral William G. Larson was the hero at the Battle of: _____
 POSITION: G
 DIRECTION: 1
 SKILL: *Racial Culture/History, Federation* with a +50 bonus modifier, or *Starship Combat Strategy/Tactics*
 ANSWER: Gamma Hydra
9. CLUE: A major Federation victory took place within Romulan space at this world.
 POSITION: First M
 DIRECTION: 6
 SKILL: *Racial Culture/History, Federation* with a +20 bonus modifier, or *Starship Combat Strategy/Tactics* with a +20 bonus modifier, or *Clandestine Operations* with a +50 bonus modifier
 ANSWER: Manarram
10. CLUE: Federation Admiral who commanded the 150th Cruiser Squadron, and presented the UFP's ultimatum to a Romulan starship (first and last names).
 POSITION: First R
 DIRECTION: 1
 SKILL: *Racial Culture/History, Federation* with a +20 bonus modifier
 ANSWER: Rex Gunther
11. CLUE: Star Fleet Intelligence Project to learn more about the Romulan pirates.
 POSITION: Second R
 DIRECTION: 3
 SKILL: *Racial Culture/History, Federation* or *Clandestine Operations* with a +20 bonus modifier
 ANSWER: Roundtable

12. CLUE: Federation Commodore who commanded the 159th Combat Squadron and was later court-martialed for dereliction of duty (first and last names).
 POSITION: T
 DIRECTION: 4
 SKILL: *Racial Culture/History, Federation*
 ANSWER: Tonsum Han
13. CLUE: Planetoid with orbiting starship relics.
 POSITION: M
 DIRECTION: 2
 SKILL: *Racial Culture/History, Federation* with a +40 bonus modifier, or INT
 ANSWER: Memory Alpha
14. CLUE: Race of intelligent beings who declined an offer to join the United Federation of Planets.
 POSITION: O
 DIRECTION: 3
 SKILL: *Racial Culture/History, Federation* with a +50 bonus modifier, or INT.
 ANSWER: Orion
15. CLUE: Starship that was attacked and damaged near Epsilon XII: *USS* _____
 POSITION: Second O
 DIRECTION: 4
 SKILL: *Racial Culture/History, Federation*
 ANSWER: Oort
16. CLUE: Homeworld of Humans.
 POSITION: T
 DIRECTION: 3
 SKILL: Common knowledge, no roll needed
 ANSWER: Terra
17. CLUE: Orion home system
 POSITION: Second R
 DIRECTION: 1
 SKILL: Common knowledge, no roll needed
 ANSWER: Rigel
18. CLUE: Two-letter abbreviation for General Quarters.
 POSITION: G
 DIRECTION: 2
 SKILL: *Administration* or *Damage Control Procedures* with a +50 bonus modifier, or *Security Procedures* with a +20 bonus modifier, or INT
 ANSWER: G.Q.

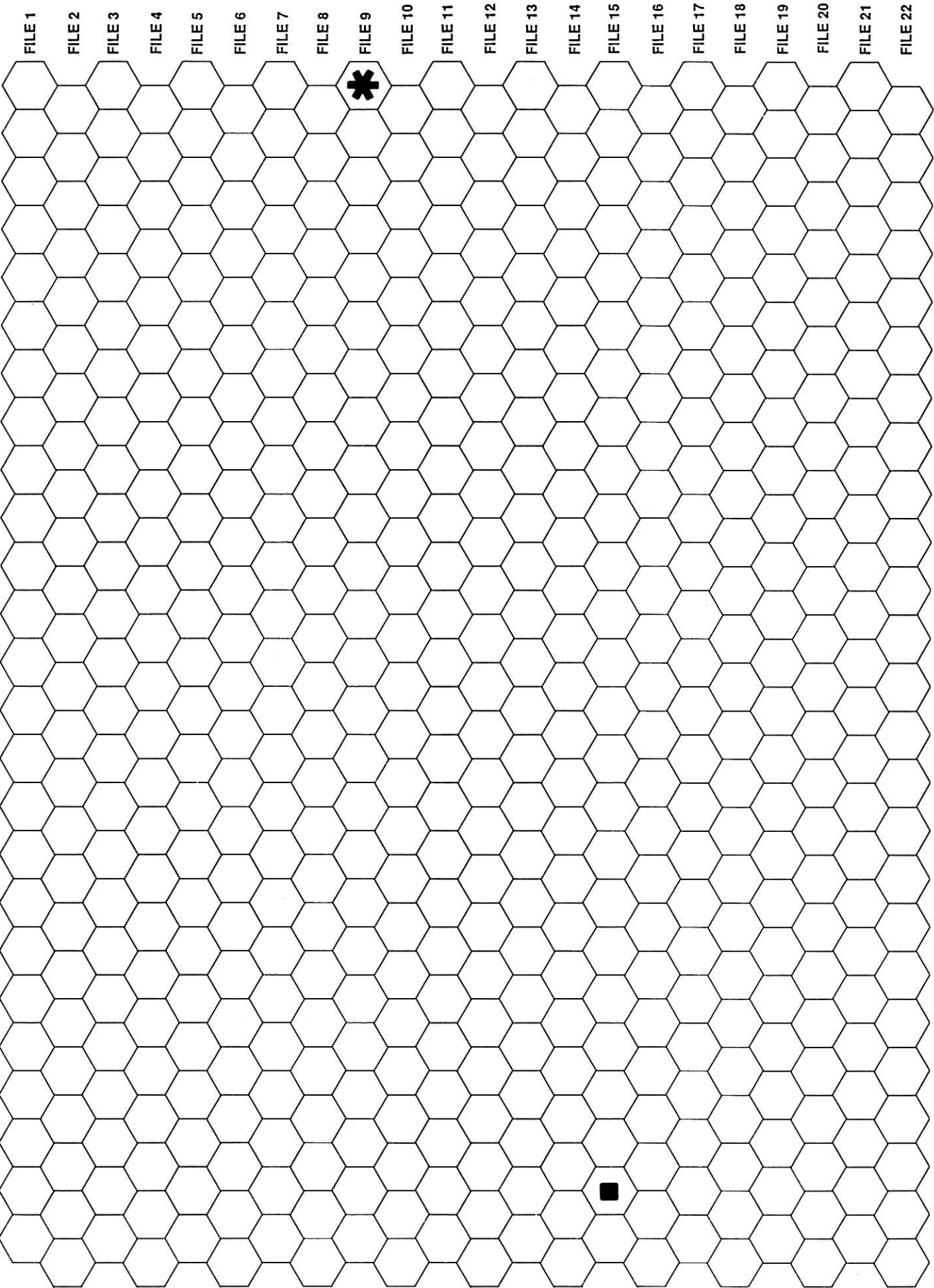
[GAMEMASTER'S NOTE: The answer question 18 does not appear in *The Romulan War*, but the players should have no problem in figuring it out.]



START 

HEX-WORDS PLAYERS' COPY

 FINISH



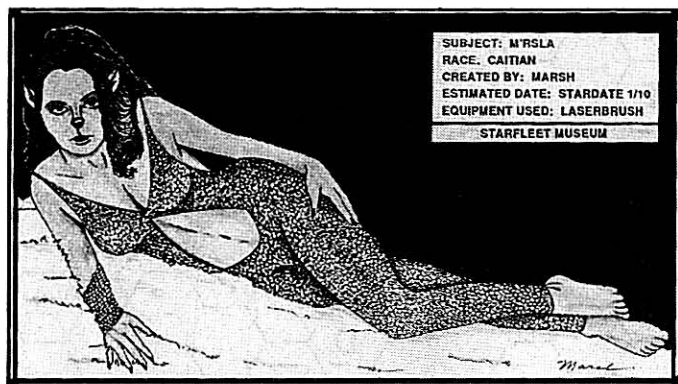
■ FINISH



MAPS

STAR FLEET MUSEUM

The Star Fleet Museum is a large, multi-building complex on the planetoid Memory Alpha. Completely unarmed and unshielded, the facility possesses enormous memory banks containing the accumulated knowledge of UFP member world libraries. In addition, the museum houses many artifacts dealing with space travel and the history of the Federation. The purpose of the base is to serve as a central reference center for scientists, researchers, and scholars from throughout the Federation. It is open to the general public, but races from non-friendly powers are not permitted access to many areas of the museum.



SUB-LEVEL FOUR, MAIN BUILDING

This level, conforming to the physical dimensions of the main building, is 45 meters by 60 meters long. The entire floor is constructed below the surface of the ground, hence the term "sub-level". It houses the main building's life-support equipment, and numerous rooms used for the storage of small artifacts, models, art objects, and similar museum displays.

All rooms have a letter and a one- or two-digit designation. The "T" rooms represent turbolifts, the "R" rooms represent conventional rooms, and the "V" rooms represent storage vaults. In addition, there are a total of 45 triangular pillars. Manufactured from standard building construction materials, these solid pillars make up much of the entire building's vertical structural strength. The construction of the building's walls and bulkheads can be treated identically to its shipboard counterparts.

All doors are considered to be of the 'straight-slide' type, operating identically to doors aboard most Federation starships. Controls on the side of the entrance operate the doors, and can be locked electronically. All storage vault doors are locked, and all other doors are unlocked. Any museum staff member can obtain access to the combinations for the storage vaults.

There are intercoms and sensor-override switches near each turbolift exit. The sensor-override switch can shut off the body capacitance sensors, which are in all rooms and corridors. If not overridden, the sensors will transmit a signal to a control room on a higher level after 15 minutes. With the exception of the life-support room (Room 20), there are no intercoms in any room or corridor.

ROOM DESCRIPTIONS

Corridors

Passageways connect a number of offices and rooms, allowing convenient movement.

Room R1

This room is used for storing museum equipment. There are a number of empty glass display cases, containers of all sizes, blank graphics display boards, light panels, and other assorted supplies for the museum itself.

Room R2

This room stores part of the Most Recent Additions Display. There are dozens of small items in here, including the command chair of the *Constitution* Class cruiser *USS Enterprise* (before that starship was upgraded to *Enterprise* Class specifications) and a complete computer cart collection of the Fabrini race's medical knowledge.

Room R3

This room stores dozens of small items from the Early Terran Spaceflight Display. They include: an atmospheric craft propeller, a full-scale replica of the Voyager 2 interplanetary probe, and a complete computer cart collection of 20th-century Terran atmospheric combat craft.

Room R4

This room stores items from the UFP/Romulan War Display. They include: a smashed glass display case containing metal-sculptured starship miniatures, some personal effects from passengers aboard the *SS Diana*, and assorted components recovered from the rubble on Alpha Omega B.

This is the room where Derkon Willz was discovered.

Room R5

This room is identical to Room R1.

Room R6

This room is identical to Room R1.

Room R7

This room is empty, except for a sign that reads "Early Alpha Centauri Spaceflight Display Transferred to Annex Gallery 12".

Room R8

This room stores the Vulcan History of Spaceflight Display. Dozens of large and small items are housed in here, including a complete computer cart and series of sculptures depicting the history of Vulcan interracial warfare.

Room R9

This room contains some of the larger items from the UFP/Romulan War Display. Treat as similar in most respects to Room R4.

Room R10

This room houses part of the Four Years War Display. Items include personal effects belonging to a number of Federation war heroes, several authentic antipersonnel weapons packed in crates, and a series of paintings showing artists' conceptions of various battles.

Room R11

This room contains some of the smaller items from the Four Years War Display. Treat as similar in most respects to Room R10.

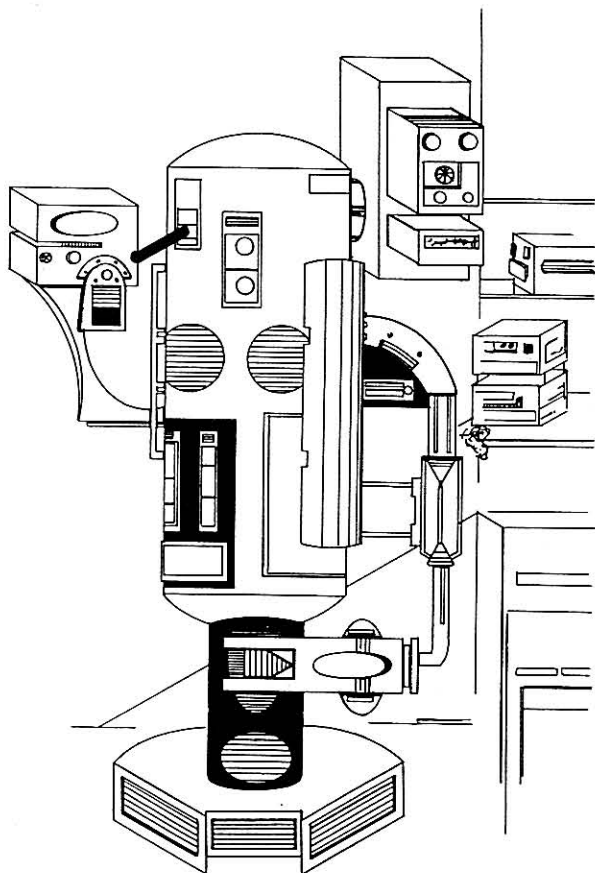
Room R12

This room is identical to Room R11.

Room R13

This room houses equipment, supplies, and tools for the life-support equipment in Room R20. Replacement components and small electronic and mechanical repair kits fill worktables and storage cabinets.

There is another door behind one portable worktable. It is possible to reach this door by spending ten minutes to shift the room's contents and to move the worktable. This door leads to Room R14.



Room R14

This small room contains the controls, sensors, and display equipment that track orbiting starships and operate the museum's tractor beams. From this control center, the tractor beams can be adjusted to change the orbit of the Museum's spacecraft. The beams could also be turned off, permitting the *Horizon*, *Juggernaut*, and other museum starships to drift free of Memory Alpha.

A very thin coating of dust shows that no one has been in this room for a long time. A player character with a Skill Rating of 20 or more in *Deflector Shields Technology*, *Astronautics*, or *Computer Technology* can check the control system's internal log. This log verifies that all equipment is self-monitoring, and has been operating correctly during the past three years. Also, the log shows that the tractor controls have not been altered during the last three months. At that time, an automatic course-correction was made to compensate for an orbiting starship. Everything is in proper order.

This room is accessible only through Room R13.

Room R15

This room is identical to Room R1.

Room R16

This room contains dozens of small items from the UFP Post-Romulan War Expansion Display. They include a scale-model of a Romulan Neutral Zone intrusion-detection probe, several holographic images of newly-discovered planetary systems, and a computer cart series of Star Fleet Command's expenditures during this period.

Room R17

This room stores part of the Advances in Shuttlecraft Design Display. Two large cases display a number of diagrams and schematics, and a completely disassembled S-3 (standard) shuttlecraft fills the rest of the room.

Room R18

This room is similar to Room R16.

Room R19

This room contains several anti-grav platforms for moving bulky or massive display cases or goods. There are also several sets of protective gear for handling toxic or radioactive materials.

Room R20

This room contains all the necessary equipment for the main building's life-support systems. Everything is in proper order. The room has an intercom.

Room R21

This room is identical to Room R1.

Room R22

This room has part of the Tellarite First Contacts Display. Most of the room contains Orion trade goods bartered during the Tellarites' first trade mission to Rigel VIII.

Room R23

This room is empty.

Room R24

This room is a head, or sanitary facility.

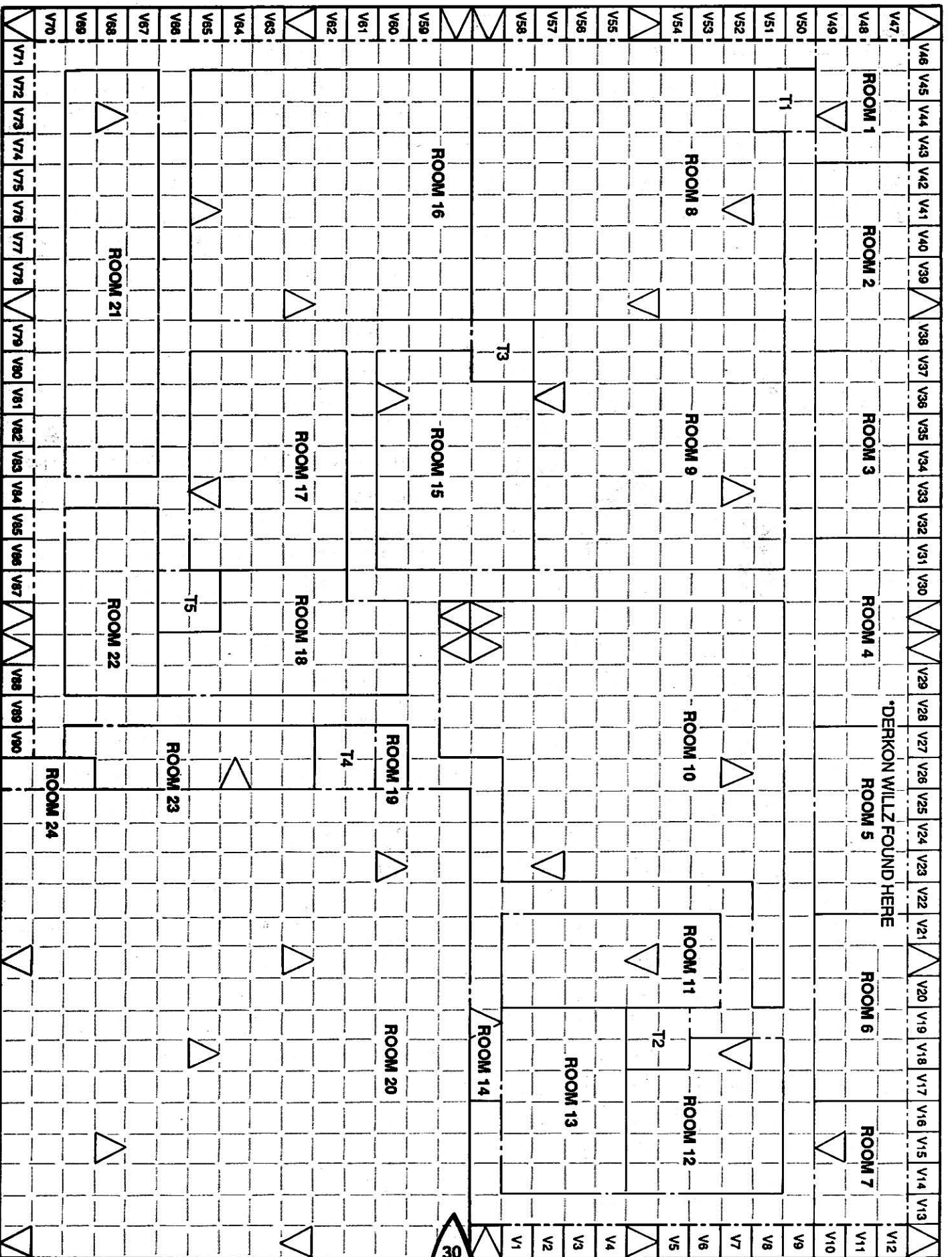
Turbolifts (T1-T5)

These are standard turbolifts, connecting sub-level four with the above levels. As sub-level four is the lowest level of the main building, turbolifts go only one direction from here: up. They are larger and more sturdily-built than most shipboard turbolifts because they are designed to handle bulkier and more massive cargoes. Each turbolift operates independently with its own power supply. All five are in working order.

Storage Vaults (V1-V90)

These locked cubicles store valuables, extremely rare artifacts, or displays from UFP member worlds that are either on loan or in safe storage at the museum. Each vault has controls next to its entrance that regulate temperature, gravity, lighting conditions, and atmospheric conditions inside that vault. A small video display above each entrance can be activated to show the contents and current conditions inside that vault.

There is a ten percent chance that a particular vault is empty. None of the vaults have been tampered with.



MEMORY ALPHA STARFLEET MUSEUM MAIN BUILDING SUB-LEVEL FOUR

DARANISS, DARAN

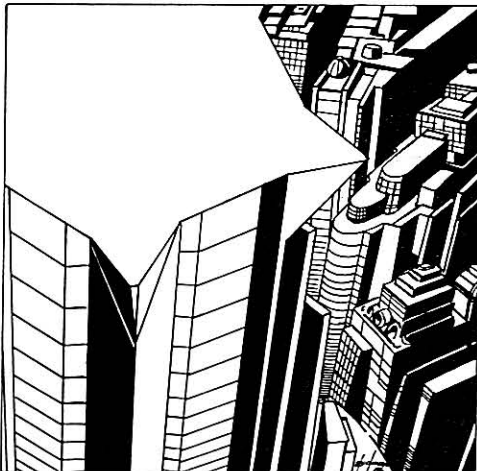
Daraniss is the judicial capital of Daran V and a major metropolitan city much like other technologically-advanced cities within the Federation. The city covers an area of 1420 square kilometers, and has an estimated population of 1,960,000 inhabitants. It is situated in a valley. A sizable river, the Rinwahl, runs 35 kilometers to the southeast, and the Quertuk Range, a group of inactive volcanoes, are 80 kilometers to the north-northwest. Sections of western Daraniss are on a slight hill, which gives a panoramic view of the city below. There are no other notable terrain features in the area.

The major industries in Daraniss include electronic component manufacturing, planetary government and administration, education and culture, and tourism. A large university serves as a center for education and a haven for artists, many of whom are employed under government subsidies. Aside from the government's needs, much of the city's services are geared toward accommodating the needs of tourists and starship crews. Daraniss has no widespread markets or trading bazaars, as the local government does not permit them.

In addition to an excellent ground-based facility for spacecraft, Daraniss has an extensive ground-traffic road network, as well as a large-capacity elevated unirail system. A hovertrain line serves the industrial area of the city and the spaceport, provides ground transportation to the port, and makes bulk cargo transfers especially convenient. A smaller spaceport, limited to planetary atmospheric traffic, is 20 kilometers west of Daraniss and linked by unirail system to the capital city.

Except for District L, the entire city of Daraniss is serviced by an excellent public-transit system; both an underground shuttle system and surface railbuses. The fares are reasonable, service is reliable and prompt, and the vehicles are kept in clean working order. Exact currency is required, however, though passengers may purchase multiple-use transfers and fare tickets via computerized credit facilities.

The city of Daraniss is divided into eleven administrative and geographical districts. All districts but one are represented in the municipal government. District ordinances regulate construction density, population density, the kinds of buildings that may be constructed, and the purposes and intended uses of each building.



DISTRICT DESCRIPTIONS

District A

This is the spaceport district, containing the ground-based facilities of Daran Freeport, Daran V's main spaceport. Government security personnel maintain the entire district, and a sound-wave baffle structure encircles the district. This baffle structure consists of triangular tritanium beams 60 meters tall, spaced 3 meters apart. It minimizes the sound of atmospheric noise within Daraniss. Flight path controls also keep craft from coming in over Daraniss proper.

Access to the spaceport is limited to the northwest entrance (where the district is adjacent to District B) and the southeast hovertrain entrance (where extensive cargo-handling equipment is available). Though there are generally no restrictions on crews or visitors, this arrangement permits a high degree of security. In the event of an emergency, it also makes closing the port very easy.

District B

This is the service district, containing numerous elegant hotels, retail shops, some small-scale manufacturing complexes, and similar facilities. It is the tourist trap of Daraniss. Every building and business in this district is devoted to providing services needed by interstellar passengers, dignitaries, and starship crews. Prices of goods and services are high, but they are strictly regulated, and there is no black market.

Just north of the district, there is a large unirail switching complex. It consists of several circular tracks where rail cars can be stored, maintained, or removed. A number of spurs leading from the interior track provide room to park the vehicles.

District C

This district contains a major unirail passenger station on the northeast district border, servicing this district and the spaceport.

District D

This is a residential district, consisting mostly of multi-story dwellings, and inhabited by employees from the spaceport, service, and government districts. It is a middle-class district, and the citizens are well-off, but far from affluent.

There is a major unirail passenger station in the north central part of the district.

District E

This is the commercial district, consisting mostly of high-story office buildings and large shopping centers. The city's financial, administrative, and legal businesses are headquartered here.

District F

This is the university district. It contains the Darannol University, assorted museums and galleries, cultural centers, auditoriums, and a small artists' colony.

There is a major unirail passenger station just north of the district border. It is within easy walking distance of the university's main campus complex.

District G

This is a residential district, consisting mostly of single-story, multiple-family dwellings, and inhabited by employees from the government, commercial, and university districts. It is a middle-class district, and the residents are moderately rich.

There is a major unirail passenger station in the southeastern part of the district.

District H

This is a residential district, consisting mostly of lavish, single-family dwellings. Thus, it has the nickname of the 'greater' district, or simply 'the Greater'. The richest people in Daraniss, those with high rank in government, commerce, or education, live in this district. Part of the district is built on a hill, enhancing the attractiveness of this area.

There is a major unirail passenger terminal in the southern part of the district.

District I

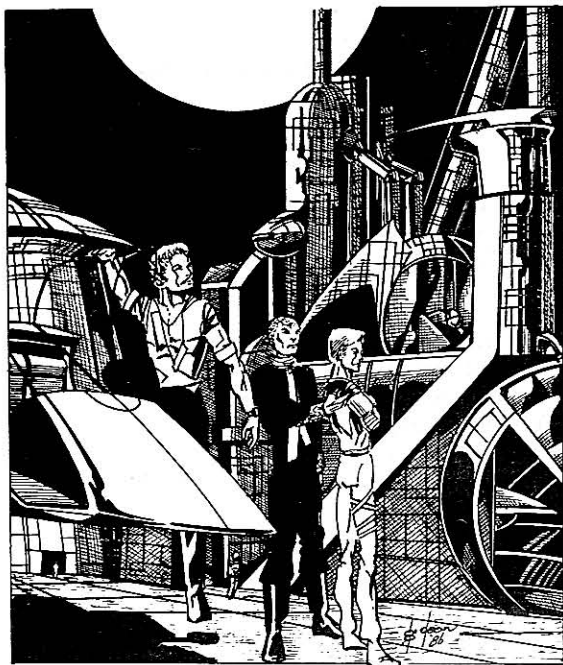
This is the governmental district, consisting mostly of high-story office buildings filled with governmental offices. The planet's highest levels of judicial government are headquartered in this district.

There is a major unirail passenger station in the southwestern part of the district, and another station northeast of the district.

District J

District J is called the trade district, though it is the most diversified of any major district. It contains some low- to middle-class residential facilities, and retail and transportation businesses are scattered throughout the district. The few manufacturing complexes in Daraniss are also here, constructed near the hovertrain line. Daraniss has no significant black market, but anything that can be purchased legally on an advanced planet can be found or ordered here.

There is a major unirail passenger and freight station in the central part of the district, and the hovertrain line bisects the district along a northeast-southwest path. The hovertrain is used for heavy freight as well as some passenger traffic.



District K

This is a residential district, consisting mostly of multi-story dwellings and inhabited by employees from the trade district. It is a low- to middle-class district, and these citizens make up the 'working poor'.

There is a major unirail passenger station in the northern part of the district.

District L

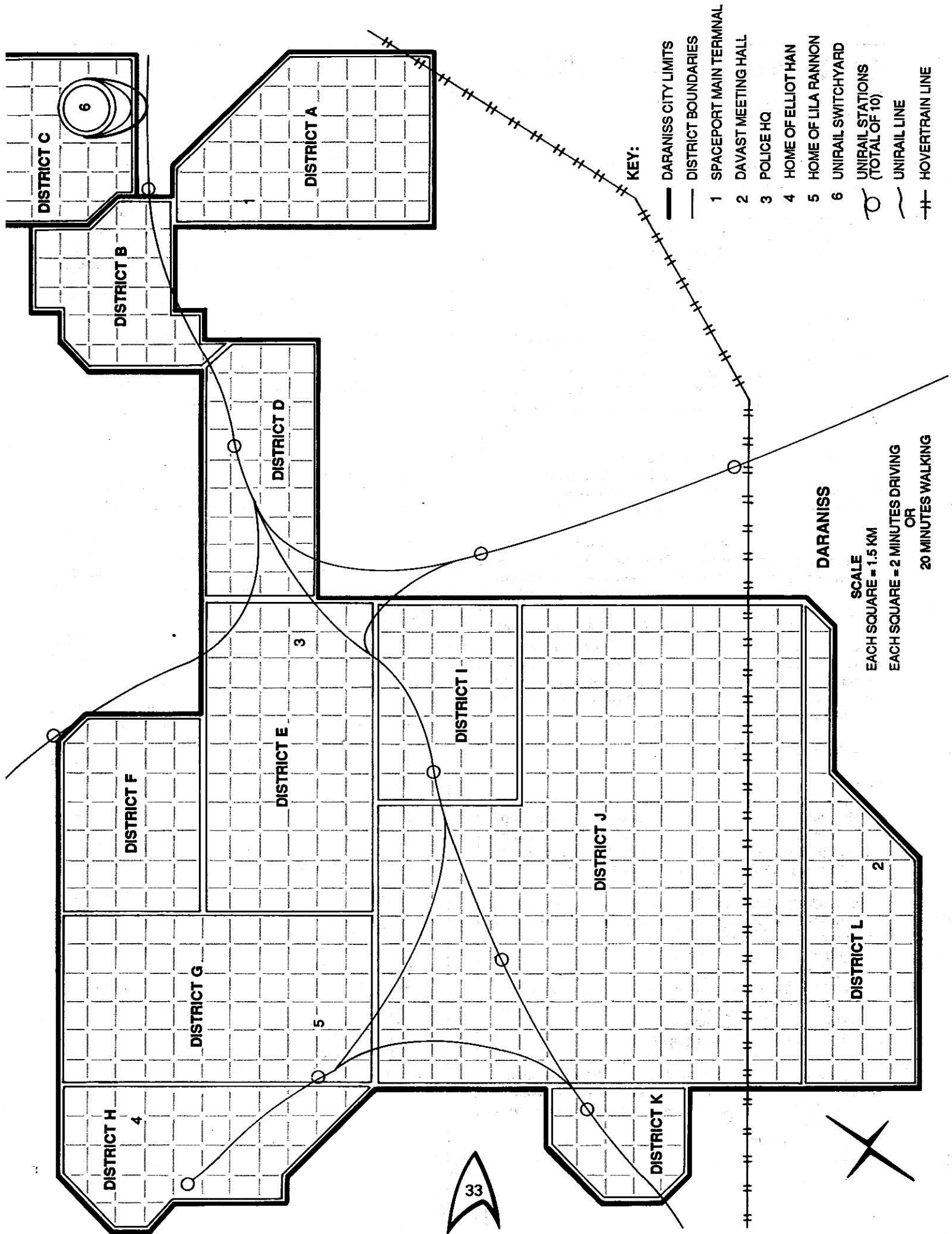
This district is designated as a safe zone, though the term is really misleading. The city of Daraniss established District L to give the 'undesirable' members of Daranian society a home of their own. Leading sociologists felt this was better and more humane than having the criminal element loose among the general society. This also accounts for the district's nickname of 'the Lesser', in sharp contrast to the affluent living conditions within District H.

This district contains residential buildings, warehouses, small manufacturing plants, and retail shops serving the basic needs of the population. Unlike the rest of Daraniss, this district has no public transportation. Some people drive groundcars, though insurance is almost impossible to obtain there. Most simply walk.

District L is the part of Daraniss where the very impoverished, the criminal, the mentally unsound, and other unsavory types are free to live. A number of the district's inhabitants are wanted for various crimes. As long as they remain within the district's boundaries, however, they are immune from legal prosecution. Occasionally, a zealous law enforcement officer enters the district, intending to bring a particular individual to justice. More often than not, the officer is never heard from again. There is no formal police authority within the district, and the district is not represented in the Daraniss municipal government. The only rule comes at the hands of gangs or clans within the district. Anything goes here, and only the strong survive.

Not everything sold in the district is illegal or stolen, and not everyone is a criminal. It is true that Daraniss' small and poorly organized black market operates from there. However, a number of other businesses also make substantial profits from their willingness to operate in the hazardous area. These companies are legally owned and staffed by respectable (though somewhat questionable) citizens who live outside the district and commute daily to work. In some cases, the companies buy the 'protection' of a local gang leader, ensuring their success for an appropriate percentage.

Daraniss and Daranian law enforcement authorities patrol the district's perimeters heavily, and randomly monitor individuals leaving the area. Some petty criminals occasionally leave the district on orders from a gang leader or to commit additional offenses. Authorities do not always detain these lesser criminals, in the hopes of luring gang leaders outside the district. However, few criminals wanted for major crimes ever leave. All things considered, though, Daraniss has no more crime than comparable cities of its size. Harmless vagrants, outcasts, and those seeking risky adventure or vicarious pleasures far outnumber the hard-core criminal population of District L.



DISTRICT L

Though not as accommodating as Wrigley's Pleasure Planet, District L offers much to those who seek a little excitement or danger. It also proves that all beings are still not equal, and many of Daraniss' less fortunate citizens can be found here. A tactical map of the vicinity where DAVAST holds its meetings is included.

Boulevard F is a high-volume, two-way, five-lane thoroughfare running the entire length of the district. Boulevard of the Merchants is similar, but it also connects District L with the rest of Daraniss. The three streets shown on the map are typical of two-way, two-lane roadways throughout Daraniss. While the boulevards follow a defined Cartesian grid pattern, many streets follow angled or curved paths to connect various points.

The alley between the Street of Lesser Pain and the Street of Small Grief is also typical of alleys in District L. It was designed to be a ground vehicle accessway, though it is also a favorite place for muggings, sleeping quarters for vagrants, and so on. Small piles of rubbish, discarded parts or tools, and other refuse are stacked against buildings bordering along the alley.

Phosphorescent paint lines the alley, clearly showing the path for vehicles during day and night. There is no entrance to this alley from either boulevard because sidestreet traffic coming from the alley would slow down boulevard traffic.

There is an open area on the southwest side of the Street of Lesser Pain (opposite Buildings 1, 2, and 3). The building that once stood there has been razed, and most of the rubble has been removed. This area is now used for parking groundcars.

Most buildings are in some degree of disrepair. All structures, unless otherwise mentioned, are made from an especially cheap grade of thermocrete. All entrances shown on the map are on the ground floor. The map shows the locations of old-fashioned sodium-vapor lights, which dimly illuminate the roadways.

BUILDING DESCRIPTIONS

Building 1

This is a six-story, triangular, chromasteel office building, with enormous window surfaces. It is bordered by the Street of Lesser Pain, the Street of Sorrows, and Boulevard E (not shown). A small strip of landscaping and plasticrete walkways surround the building.

This building is used regularly, though it needs some repairs. It contains the administrative offices of some District L businesses. A number of window panes are broken; only a few have been boarded up.

Building 2

This oddly-shaped building is four stories high. It is bordered by the Street of Sorrows, the Street of Lesser Pain, and an alley. A small strip of landscaping and plasticrete walkways surround the building.

This building is used regularly. It houses a number of small shops, trading parlors, and a brothel. Only the ground floor has windows, and they show off their merchants' wares. Some of the goods on display would be illegal anywhere else on Daran, but are available here in very limited quantities.

Building 3

This is a single-story, rectangular building with almost no windows. It is bordered by the Street of Lesser Pain, Boulevard F, and an alley. A small strip of plasticrete walkways surround the building.

DAVAST uses this abandoned warehouse for its meetings. At this time, the building has no other function.

Building 4

This is a two-story, rectangular building with almost no windows. It is bordered by the Street of Small Grief, and two alleys. There is a small strip of landscaping and plasticrete walkways immediately surrounding the building.

This building is a machine shop/warehouse. It houses a number of large appliances, dismantled groundcars, and similar hardware, in addition to several canisters of volatile chemicals and fuels. It appears to be in regular use, but the working conditions would be hazardous at best.

Building 5A

This is a single-story, rectangular store building. It is bordered by the Boulevard of the Merchants, Boulevard F, and an alley. Plasticrete pavement surrounds three sides of the building, and a back door opens directly onto the alley.

This building, though filthy, sees regular use. It houses a small supermarket and dry goods business, both ordinary and legitimately operated. Prices are surprisingly high, and the quality of goods is far lower than the prices would justify.

Building 5B

This is identical to Building 5A, except this structure contains a number of small cafes and food-dispensing booths, many of which serve especially unappetizing dishes.

Building 5C

This is a simple two-story plasteel structure, allowing easy passage between Buildings 5A and 5B without exposure to outside climactic conditions.

Building 6

This is a seven-story J-shaped building. It is bordered by the Street of Small Grief, the Boulevard of the Merchants, and two alleys. There is a service area inside the 'J', and the building opens directly onto the alley and the thoroughfares.

It appears to have been an office building at one time. It is now used as a tenement building. There are 13 apartments on each floor, and the building houses over 300 people, most of whom are unemployed or on some kind of charity.

Building 7

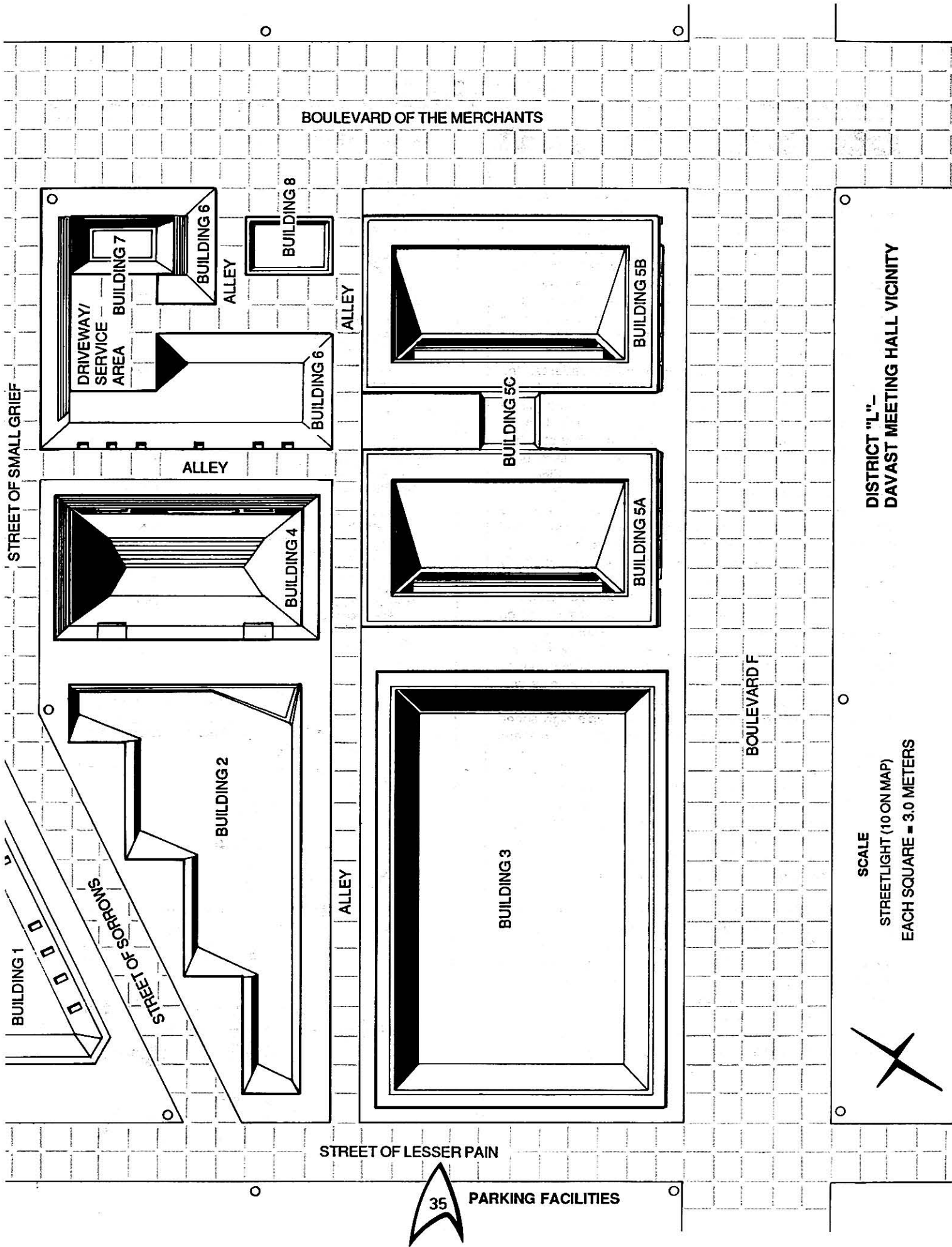
This is a three-story rectangular building. It is surrounded by Building 6 on three sides and the service area on the fourth.

This building houses the basic heating, cooling, and service equipment for Building 6. The janitorial crew and maintenance personnel live and work here.

Building 8

This is a single-story rectangular building with no windows. It is an 'island' structure, surrounded by alleys.

This building contains parts, tools, and miscellaneous spare components for Building 6.



BOULEVARD OF THE MERCHANTS

STREET OF SMALL GRIEF

BUILDING 1

STREET OF SORROWS

BUILDING 2

BUILDING 4

ALLEY

DRIVEWAY/
SERVICE
AREA

BUILDING 7

BUILDING 6

ALLEY

BUILDING 8

ALLEY

BUILDING 6

BUILDING 3

BUILDING 5A

BUILDING 5C

BUILDING 5B

BOULEVARD F

STREET OF LESSER PAIN

35

PARKING FACILITIES

SCALE

STREETLIGHT (10 ON MAP)

EACH SQUARE = 3.0 METERS

DISTRICT "L" -
DAVAST MEETING HALL VICINITY

VESSELS

KAREKH CLASS II EXPLORER

The *Karekh* Class explorer is a Vulcan-designed and manufactured exploration vessel. This class was designed specifically for mapping space and performing related duties. As a result, the *Karekh* has an unusually powerful computer for a starship of its size. It is not a particularly well-known class, but it is very well suited for its mission. The vessel's overall reliability is one of its greatest strengths. The interior configuration is similar to the more common *Mission* Class, except that the *Karekh* has two decks instead of three.

As part of its mapping and patrol procedures, the *Karekh* locates new planetary systems. After detecting a new system, the explorer investigates further and determines whether the planet is suitable for colonization, or needs further evaluation by a more fully-equipped starship. *Karekhs* have made a great deal of celestial discoveries and first contacts, a source of satisfaction to Star Fleet and the ship's Vulcan builders.

One notable difference between the *Karekh* Class and other Star Fleet explorers and scouts is this vessel's total lack of weaponry. This characteristic makes the ship very popular with Vulcan crews (for whom it was originally designed) and less popular with most other races. In particular, no Andorians will serve willingly aboard a *Karekh*.

Because it is unarmed, there are certain restrictions on the duties the *Karekh* may perform. It is generally used to patrol, monitor, and explore 'safe' regions within the Federation, especially areas not deemed important enough to warrant a larger vessel. The FSB deflector shields with the binary transducer systems are adequate protection against most unknown dangers, and the ship's high speed protects it from anything it cannot handle via peaceful means.

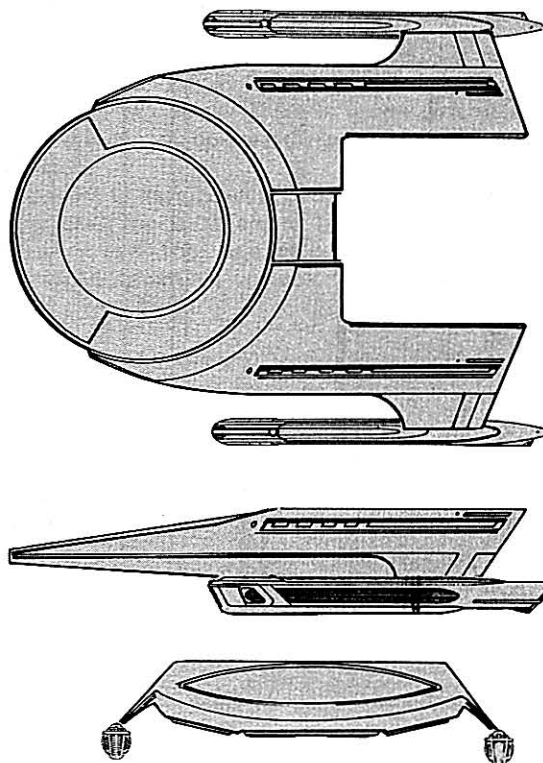
Most *Karekhs* serve with the Galactic Exploration Command, though a small number have also been assigned to the Merchant Marines and other Commands. The design is currently being examined for the possibility of upgrading it to a Mk II with a more powerful impulse engine, a reinforced superstructure, and more efficient deflectors. The final results of this evaluation should be released by Stardate 2/2503.

Of the 125 *Karekhs* built, 85 are serving with Galactic Exploration Command, 17 are serving with Merchant Marine Command, 3 are used by Star Fleet Training Command, and 12 are assigned to Star Fleet Intelligence. Of the remainder, 2 have been destroyed, 1 is listed as missing, and 5 have been sold to private individuals.

The *Karekh*, manufactured at Vulcan, is no longer in production. In the event the *Karekh* is upgraded, modifications will be made at the Sol IV and Vulcan shipyards.

KAREKH CLASS II EXPLORER

Construction Data:	
Model Number-	MK I
Date Entering Service-	2/0408
Number Constructed-	125
Hull Data:	
Superstructure Points-	2
Damage Chart-	B
Size	
Length-	35 m
Width-	27 m
Height-	7 m
Weight-	9,140 mt
Cargo	
Cargo Units-	8 SCU
Cargo Capacity-	400 mt
Landing Capability-	Yes
Equipment Data:	
Control Computer Type-	L-14
Transporters-	
standard 2-person	1
Other Data:	
Crew-	5
Passengers-	4
Engines And Power Data:	
Total Power Units Available-	14
Movement Point Ratio-	3/2
Warp Engine Type-	FWA-1
Number-	2
Power Units Available-	6
Stress Charts-	G/K
Maximum Safe Cruising Speed-	Warp 7
Emergency Speed-	Warp 9
Impulse Engine Type-	FIA-2
Power Units Available-	2
Shields Data:	
Deflector Shield Type-	FSB
Shield Point Ratio-	1/2
Maximum Shield Power-	11
Combat Efficiency:	
D-	45.9
WDF-	0.0



BADER CLASS VIII SCOUT

Shortly after the Organian Treaty was imposed, Star Fleet began to build more ships with limited combat ability and extensive research facilities. The most famous of those commissioned was the *Bader*. Although classified and armed as a scout because of its military role, it was in all respects a research vessel. The research facilities aboard the *Bader* were the most extensive of any on a Star Fleet vessel until the *Gagarin* Class research vessel entered service.

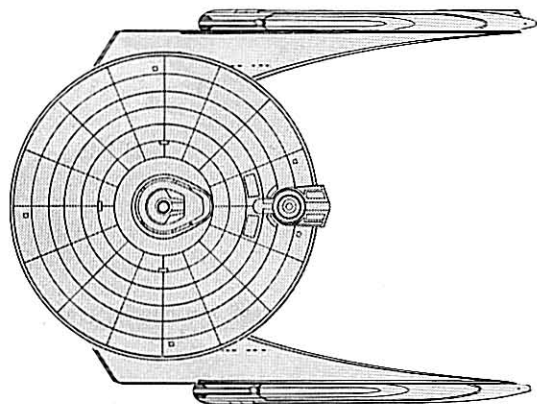
The *USS Bader*, *USS Clifton*, and *USS Tombaugh* are the research vessels awarded to the winner of the coveted Sagan Award for research contributing to the advancement of Federation science. Every year, each of the three research teams that win the award is given one of these vessels for two years, fully equipped to perform whatever studies and research the teams wish. This has made the *Bader* Class a popular and easily-recognized vessel throughout the scientific community.

In its military role, the *Bader* is not quite as exciting. The warp engines are not as efficient as those on other scouts, and the vessels are not as maneuverable. Due to the displacement of the *Bader*, this deficiency cannot be corrected. Attempts have been made to increase the impulse drive power, but even this has not brought the performance level up to that of other scouts. Furthermore, compared to other scout vessels, the *Bader* is undergunned, mounting only four phasers. The *Bader* is the only modern scout that does not mount photon torpedo tubes. For these reasons, the *Bader* is not popular among the crews assigned to the borders of the other major powers.

Of the 164 *Baders* built, 117 Mk IIs and 15 Vs remain in active service, with four Mk IIs in reserve fleets. Five Mk Is, six Mk IIs, and one Mk V have been destroyed; four Mk Is and two Mk IIs are listed as missing; two Mk IIs have been scrapped; and four Mk Is and two Mk IIs have been sold to private commercial concerns.

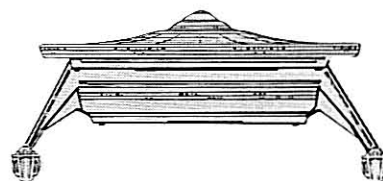
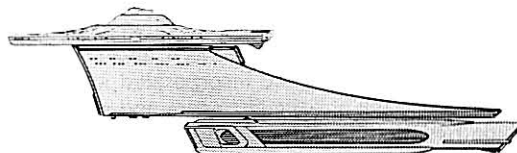
The *Bader* is produced at the Sol V shipyards at the rate of four per year.

The *USS Hawley* is a typical Mk II *Bader* Class scout.



BADER CLASS VIII SCOUT

Construction Data:	
Model Number-	MK II
Date Entering Service-	2/1410
Number Constructed-	135
Hull Data:	
Superstructure Points-	16
Damage Chart-	C
Size	
Length-	232 m
Width-	180 m
Height-	80 m
Weight-	110,100 mt
Cargo	
Cargo Units-	600 SCU
Cargo Capacity-	30,000 mt
Landing Capability-	None
Equipment Data:	
Control Computer Type-	M-2
Transporters-	
standard 6-person	3
emergency 22-person	2
cargo -	
small	2
large	1
Other Data:	
Crew-	166
Passengers-	30
Shuttlecraft-	4
Engines And Power Data:	
Total Power Units Available-	34
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-	FIE-2
Power Units Available-	8
Weapons And Firing Data:	
Beam Weapon Type-	FH-7
Number-	4 in 2 banks
Firing Arcs-	2l/p, 2l/s
Firing Chart-	Q
Maximum Power-	4
Damage Modifiers-	
+2	(1 - 8)
+1	(9 - 14)
Shields Data:	
Deflector Shield Type-	FSH
Shield Point Ratio-	1/2
Maximum Shield Power-	12
Combat Efficiency:	
D-	72.9
WDF-	12.8



ENTERPRISE CLASS XI CRUISER

On Stardate 2/1204, the *Constitution* Class cruiser *Enterprise* returned from its last five-year mission, the only one of the original 13 remaining in service, all others having been lost or destroyed. She was publicly hailed as the Champion Of The Federation, and, on Stardate 2/1302, the vessel began a scheduled overhaul that led to one of the most interesting conversion/modifications in recent history. What began as a scheduled overhaul of a *Constitution* Class cruiser turned into the creation of the *Enterprise* Class cruiser.

While in drydock for upgrade to the Mk IV version of the *Constitution* Class, the Chief of Engineering, Commander Montgomery Scott, proposed that the vessel be fitted with FWG-1 warp engines, which would give the ship 33 percent more operating power and would increase its range. New pylon assemblies were installed to relieve the stress exerted by the higher speeds. A new lower or secondary hull assembly was designed that not only supported the new engines but also incorporated several major changes in appearance.

The secondary hull was enlarged, giving room for larger shuttle bays, larger and more efficiently arranged engineering compartments and work stations, enlarged and improved research facilities, and an enclosed sensor array instead of the older-style extended dish. Furthermore, the photon torpedo bay was placed in the upper forward area. These changes also meant that the primary hull had to be replaced with a larger dish able to house the new fire-control, life-support, and computer systems. The vessel's final appearance was so drastically changed that Star Fleet Command decided to make it a new class entirely.

The *Enterprise* Class ships are the most powerful in known space. Since their introduction on Stardate 2/1704, they have been the UFP's most effective deterrent to aggression. Their combat abilities are equalled by their capability to perform extensive research duties, and this makes them the most versatile of all vessels in service. Despite the dual capabilities, however, the class is being used more and more in its combat role due to the increased border activities of both the Klingon and Romulan Empires.

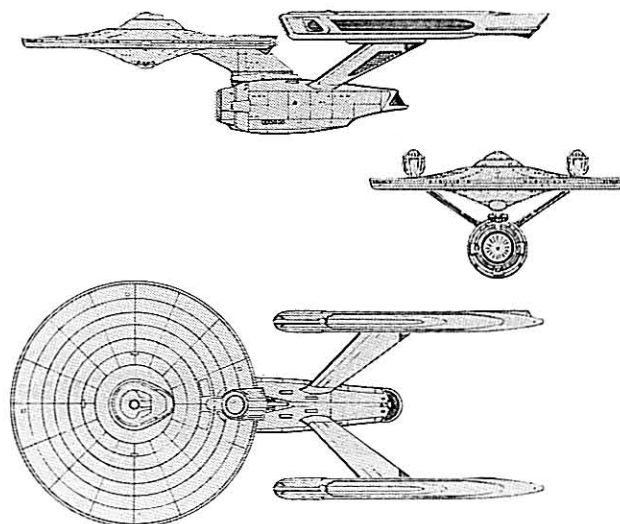
Like many ships, the *Enterprise* Class has been modified. The first modification was made to house the FIF-1 impulse drive system, giving the Mk II seven percent more operating power. The Mk III, likely to replace both the Mk I and II, mounts the FIF-2 impulse drive system, giving 15 percent more power than the Mk I and six percent more power than the Mk II. Also incorporated into this design is an additional bank of FH-11 phasers and an additional FP-4 torpedo bay, both systems firing aft, giving the class much-needed protection there. These modifications have been ordered on several existing Mk Is and Mk IIs, and they may be required on all vessels of this class in the near future. Only two Mk Is are under construction; both are believed to be undergoing the modifications to Mk III.

The *Enterprise* Class cruisers are produced at the Sol III and Salazaar shipyards at a rate of four per year. The number under production varies and should only be used for reference.

The *USS Lexington* is a typical Mk I *Enterprise* Class cruiser, and has a Crew Efficiency Rating of 69.

ENTERPRISE CLASS XI CRUISER

Construction Data:	
Model Number—	MK I
Date Entering Service—	2/1704
Number Constructed—	26
Hull Data:	
Superstructure Points—	26
Damage Chart—	C
Size	
Length—	302 m
Width—	131 m
Height—	74 m
Weight—	160,275 mt
Cargo	
Cargo Units—	450 SCU
Cargo Capacity—	22,500 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-6
Transporters—	
standard 6-person	4
emergency 22-person	4
cargo	2
Other Data:	
Crew—	412
Passengers—	60
Shuttlecraft—	12
Engines And Power Data:	
Total Power Units Available—	60
Movement Point Ratio—	4/1
Warp Engine Type—	FWG-1
Number—	2
Power Units Available—	26
Stress Charts—	D/F
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 10
Impulse Engine Type—	FIE-2
Power Units Available—	8
Weapons And Firing Data:	
Beam Weapon Type—	FH-11
Number—	6 in 3 banks
Firing Arcs—	2l/p, 2f, 2/s
Firing Chart—	Y
Maximum Power—	10
Damage Modifiers—	
+3	(1 - 10)
+2	(11 - 17)
+1	(18 - 24)
Missile Weapon Type—	FP-4
Number—	2
Firing Arcs—	f
Firing Chart—	S
Power To Arm—	1
Damage—	20
Shields Data:	
Deflector Shield Type—	FSP
Shield Point Ratio—	1/4
Maximum Shield Power—	16
Combat Efficiency:	
D—	145.2
WDF—	89.2



RELIANT CLASS XI CRUISER

The *Reliant* Class cruiser evolved from the *Anton* Class research cruiser in much the same manner as the *Enterprise* Class cruiser evolved from the *Constitution* Class. On Stardate 2/1410, the *USS Reliant*, an *Anton* Class research cruiser, was brought into the shipyards of Morena to be refitted as a Mk IV. As the ship was being dismantled for an engine refit, Star Fleet Command decided to mount the FWF-1 and FIE-2 engine systems instead of the FWC-2 and FIC-3 systems normally used on the Mk IV. This change in both the warp and impulse drive systems created several exterior design changes that prompted Star Fleet to christen this a new class.

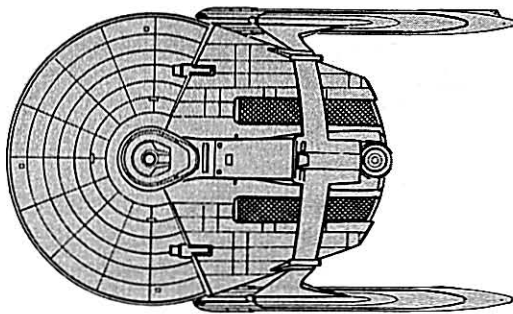
During this time, the *Reliant* was further fitted with the 'roll bar' weapons pod, which gave a better field of fire and allowed the addition of photon torpedoes. The *Anton* Class had suffered from lack of intense firepower during the Four Years War, in which 16 *Antons* were destroyed due to their inability to deliver massive blows to their targets. After the war, when public feeling was to disarm instead of rearming, no consideration was given to re-arm research ships, but after the Klingon attempt to take Organia, public opinion changed and the problem of the undergunned *Anton* Class resurfaced. The problem of preserving the massive on-board research facilities prompted the installation of the 'roll bar' weapons pod. This pod contains phaser banks mounted on the outer edges, and the fore and aft torpedoes mounted centrally. The major components of the fire control system are also located in the pod, thus giving additional room for personnel and work stations.

The *USS Reliant*, being the first of this type, was made the class vessel. It retained its original hull number, as have all converted models, but newly constructed ships have been given a different series of numbers.

Since they entered service, *Reliant* Class vessels have undergone two changes. The first was the upgrade to the Mk II, which brought an improved impulse drive system and FH-11 phasers. The second and most recent change was the refitting to the Mk III. This included a more powerful set of warp drive engines, which are actually lighter than several of the older styles still in use. All new *Reliants* will be of the Mk III type.

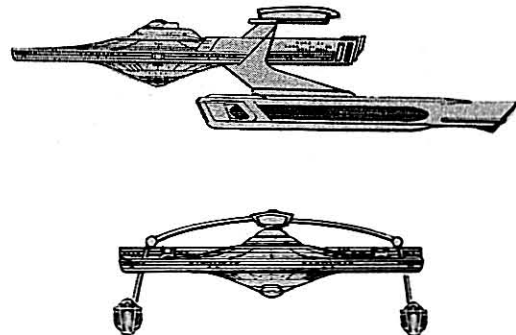
The *Reliant* Class cruisers are produced at the Morena, Sol IV, and Salazaar shipyards. The rate of production is currently ten per year.

The *USS Striker* is a typical Mk I *Reliant* Class cruiser, and has a Crew Efficiency Rating of 59.



RELIANT CLASS XI CRUISER

Construction Data:	
Model Number-	MK I
Date Entering Service-	2/1507
Number Constructed-	52
Hull Data:	
Superstructure Points-	22
Damage Chart-	C
Size	
Length-	233 m
Width-	140 m
Height-	64 m
Weight-	165,800 mt
Cargo	
Cargo Units-	400 SCU
Cargo Capacity-	20,000 mt
Landing Capability-	None
Equipment Data:	
Control Computer Type-	M-4
Transporters-	
standard 6-person	4
emergency 22-person	3
cargo	2
Other Data:	
Crew-	336
Passengers-	75
Shuttlecraft-	4
Engines And Power Data:	
Total Power Units Available-	48
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-	FIE-2
Power Units Available-	8
Weapons And Firing Data:	
Beam Weapon Type-	FH-10
Number-	4 in 2 banks
Firing Arcs-	2/p, 2/s
Firing Chart-	W
Maximum Power-	7
Damage Modifiers-	
+3	(1-10)
+2	(11-17)
+1	(18-20)
Missile Weapon Type-	FP-4
Number-	2
Firing Arcs-	1f, 1a
Firing Chart-	S
Power To Arm-	1
Damage-	20
Shields Data:	
Deflector Shield Type-	FSL
Shield Point Ratio-	1/3
Maximum Shield Power-	14
Combat Efficiency:	
D-	105
WDF-	63.8



LARSON CLASS VII DESTROYER

Designed at the same time as the *Nelson* Class scouts and the *Constitution* Class cruisers, *Larson* Class destroyers share many of the same physical features of these ships. An efficient ship that performed its function well, it was intended to perform the same tasks as other dual-function vessels, namely research and defense. Even so, most of the existing *Larsons* in service are employed by Star Fleet's Military Operations Command, with several serving in the Galaxy Exploration Command.

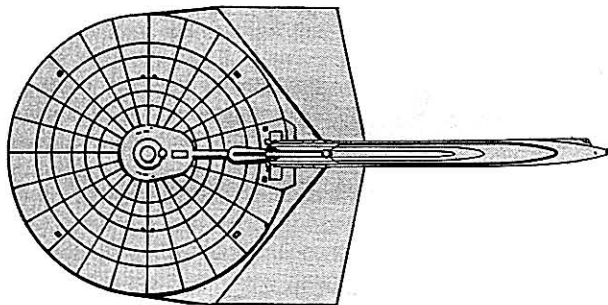
Destroyers such as the *Larson* are frequently employed on patrol duty along frontier areas. In time of war or other military emergencies, *Larsons* and other destroyers may escort convoys or act as scouts for squadrons or small fleets. With its array of weapons, it is a fine combat vessel, though not as powerful as a cruiser or larger ship.

The *Larson* Mk I entered service on Stardate 1/8801, remaining unchanged until the introduction of the Mk II on Stardate 1/9804, when the newer phaser and photon technology replaced the laser weaponry. All Mk I vessels were refitted with the new weapons by Stardate 2/0109. Several small interior changes were also made, but these did not affect the combat performance of the vessels until the introduction of the Mk VI.

The Mk VI mounted a more powerful impulse drive system, improved phaser weapons and the more efficient FSD shield generators. The Mk VII, introduced on Stardate 2/1403, mounted the newer style engine nacelle and a more powerful impulse drive system. This increased the overall power output by 25 percent and extended the service life of the *Larson* Class by several years. As of Stardate 2/2205, all *Larsons* in active service have been upgraded to the Mk VI, and several have been modified to Mk VII.

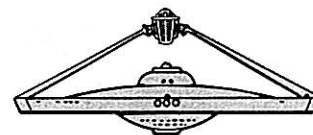
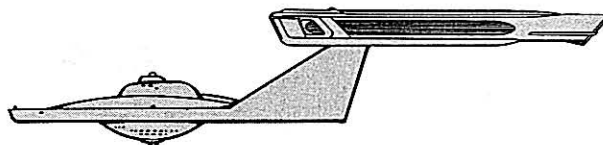
Production of the *Larson* Class was halted on Stardate 2/1808 with the commissioning of the *USS Juno*. Several newer destroyer designs are supplementing the *Larson*, which may see an end to service within the next five to seven years. The *Larson* Class destroyers were produced at the Sol V and Proxima shipyards.

The *USS Nhat-Le* is a typical Mk VII *Larson* Class destroyer, and has a Crew Efficiency Rating of 62.



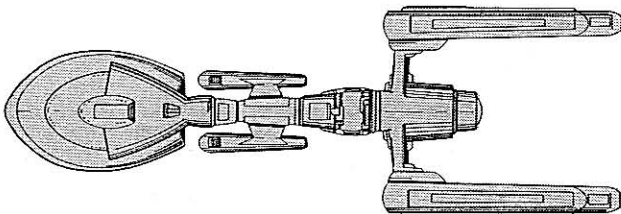
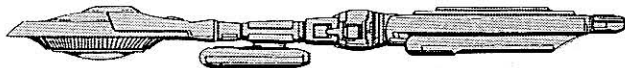
LARSON CLASS VII DESTROYER

Construction Data:	
Model Number-	MK VII
Date Entering Service-	2/1403
Number Constructed-	13
Hull Data:	
Superstructure Points-	16
Damage Chart-	C
Size	
Length-	272 m
Width-	134 m
Height-	62 m
Weight-	88,600 mt
Cargo	
Cargo Units-	200 SCU
Cargo Capacity-	10,000 mt
Landing Capability-	None
Equipment Data:	
Control Computer Type-	M-1
Transporters-	
standard 6-person	4
emergency 22-person	3
cargo	1
Other Data:	
Crew-	200
Passengers-	10
Shuttlecraft-	6
Engines And Power Data:	
Total Power Units Available-	28
Movement Point Ratio-	2/1
Warp Engine Type-	FWC-2
Number-	1
Power Units Available-	20
Stress Charts-	M/K
Maximum Safe Cruising Speed-	Warp 7
Emergency Speed-	Warp 9
Impulse Engine Type-	FIE-2
Power Units Available-	8
Weapons And Firing Data:	
Beam Weapon Type-	FH-7
Number-	6 in 3 banks
Firing Arcs-	2f/p, 2f, 2f/s
Firing Chart-	Q
Maximum Power-	4
Damage Modifiers-	
+2	(1-8)
+1	(9-15)
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-	10
Combat Efficiency:	
D-	77.0
WDF-	23.2



WANDERER CLASS V BLOCKADE RUNNER

The Orion ship involved in the Battle of Omicron Aurigae is a typical *Wanderer* Class blockade runner, with one exception. This particular *Wanderer* is equipped with the only working model of an Orion experimental shearing plane. This device is capable of 'slicing through' tractor beams within the device's range of 1000 kilometers.



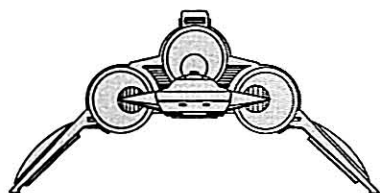
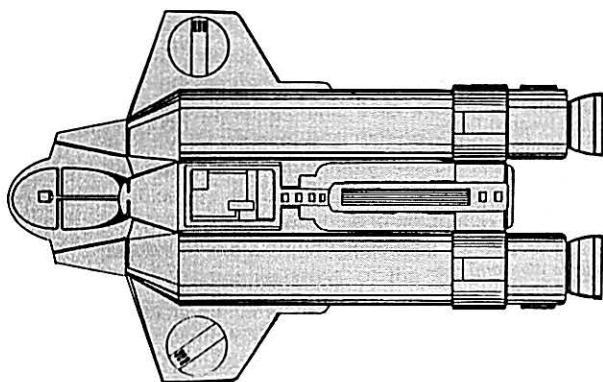
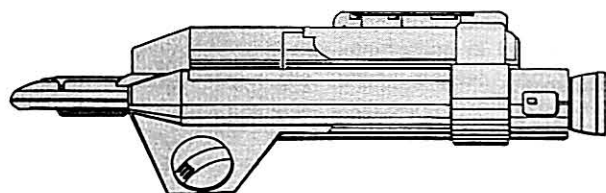
WANDERER CLASS V BLOCKADE RUNNER

Construction Data:	
Model Number-	A
Date Entering Service-	2/1701
Number Constructed-	Approx. 100
Hull Data:	
Superstructure Points-	21
Damage Chart-	B
Size	
Length-	195 m
Width-	66 m
Height-	19 m
Weight-	48,325mt
Cargo	
Cargo Units-	180
Cargo Capacity-	9000mt
Landing Capability-	none
Equipment Data:	
Control Computer Type-	M1
Transporters-	
standard [6] person	2
cargo	
small	2
large	1
Other Data:	
Crew-	102
Passengers-	10
Shuttlecraft-	2
Engines And Power Data:	
Total Power Units Available-	37
Movement Point Ratio-	2/1
Warp Engine Type-	OWA-2
Number-	2
Power Units Available-	17
Stress Charts-	G/F
Maximum Safe Cruising Speed-	Warp 7
Emergency Speed-	Warp 9
Impulse Engine Type-	OIB-3
Power Units Available-	3
Weapons And Firing Data:	
Beam Weapon Type-	OD-4 Disruptor
Number-	4
Firing Arcs-	2f/p/s, 2a/p/s
Firing Chart-	T
Maximum Power-	6
Damage Modifiers-	
+2	(all ranges)
Missile Weapon Type-	FP-1
Number-	4
Firing Arcs-	2f, 2a
Firing Chart-	L
Power To Arm-	1
Damage-	3
Shields Data:	
Deflector Shield Type-	OSJ
Shield Point Ratio-	1/4
Maximum Shield Power-	8
Combat Efficiency:	
D-	114.0
WDF-	38.4

"JUGGERNAUT" CLASS XIV BATTLE CRUISER

This starship, as described in Operation Briefing: **Golden Pheasant** in Background Information, is the sole remaining Romulan battle cruiser from the Romulan War. The Orion pirates who spacejacked the *Juggernaut* intended to refit it with a combination of Orion and smuggled Federation equipment.

The *Juggernaut* is incapable of attacking or defending itself at the time of the Battle of Omicron Aurigae (it is still undergoing modification). The statistics given below represent the vessel's capabilities ONLY if completely refitted for use as an Orion pirate ship.



"JUGGERNAUT" CLASS XIV BATTLE CRUISER

Construction Data:	Unknown
Hull Data:	
<i>Superstructure Points-</i>	75
<i>Damage Chart-</i>	B
<i>Size</i>	
Length-	312 m
Width-	196 m
Height-	96 m
Weight-	245,055 mt
<i>Cargo</i>	
Cargo Units-	1000 SCU
Cargo Capacity-	50,000 mt
<i>Landing Capability-</i>	None
Equipment Data:	
<i>Control Computer Type-</i>	M-4
<i>Transporters-</i>	
standard 9-person	3
emergency 20-person	1
cargo	6
Other Data:	
<i>Crew-</i>	750
<i>Passengers-</i>	245
<i>Shuttlecraft-</i>	None
Engines And Power Data:	
<i>Total Power Units Available-</i>	56
<i>Movement Point Ratio-</i>	5/1
<i>Warp Engine Type-</i>	FWF-1
Number-	2
Power Units Available-	20
Stress Charts-	G/L
Maximum Safe Cruising Speed-	Warp 5
Emergency Speed-	Warp 7
<i>Impulse Engine Type-</i>	FIE-3
Power Units Available-	16
Weapons And Firing Data:	
<i>Beam Weapon Type-</i>	OD-5
Number-	4 in 2 banks
Firing Arcs-	2a/p, 2a/s
Firing Chart-	T
Maximum Power-	6
Damage Modifiers-	
+2	(1 - 18)
<i>Missile Weapon Type-</i>	FP-2
Number-	4
Firing Arcs-	2f, 2a
Firing Chart-	H
Power To Arm-	1
Damage-	6
Shields Data:	
<i>Deflector Shield Type-</i>	FSN
<i>Shield Point Ratio-</i>	1/2
<i>Maximum Shield Power-</i>	14
Combat Efficiency:	
<i>D-</i>	159.2
<i>WDF-</i>	52.0

CAST OF CHARACTERS

The entire six-member crew of the *USS Sparon* has been generated in enough detail for use as player characters. A number of other characters are given less detailed treatments, and are meant to be used as NPCs.

Players are encouraged to use the pre-generated characters provided in this section. The **Player Character Selection** section in **Gamemaster's Notes** contains recommendations on the importance of each character. If there are not enough players to roleplay the *Sparon's* entire crew, fill the empty positions with the pre-generated characters as NPCs. Commander Galle should not be an NPC.

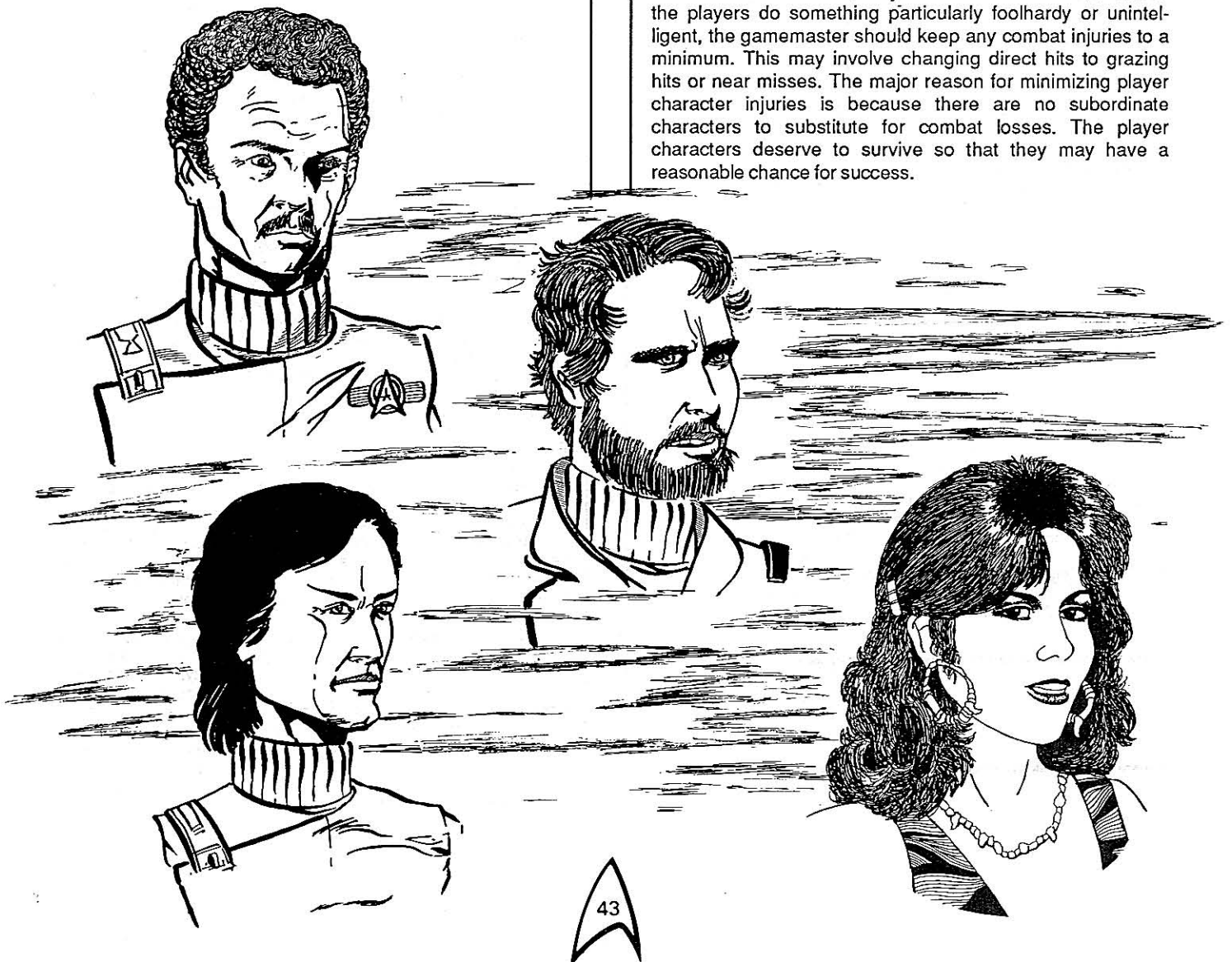
A number of other characters, which include Star Fleet personnel and civilians, play supporting roles in this adventure. They are designed to be NPCs, though they could be used as player characters if the gamemaster desires. If so, then the gamemaster should brief that player on the adventure and the character's role in it before the start of play. In all cases, the gamemaster is free to use the NPCs as they are or to expand on them in detail.

CHAIN OF COMMAND ABOARD THE SPARON

The chain of command is the line of succession if the starship Captain is killed, absent, or otherwise unfit to command. Based on rank, position, and time in grade, the chain of command aboard the *Sparon* is as follows: Commander Galle (Captain), Lieutenant Groom (First Officer), Lieutenant, junior grade Sylik (Sciences), Lieutenant, junior grade Soran (Navigation). The Science Officer is included as part of the chain of command because the *Sparon* is a research and exploration vessel.

GAMEMASTERING CASUALTIES

Although there is some risk in the course of almost any adventure, there are few situations in **Old Soldiers Never Die** that endanger the lives of the player characters. Violence and its effects are all around the group, but the players should remain almost unscathed throughout their mission. However, they should not realize this. Unless the players do something particularly foolhardy or unintelligent, the gamemaster should keep any combat injuries to a minimum. This may involve changing direct hits to grazing hits or near misses. The major reason for minimizing player character injuries is because there are no subordinate characters to substitute for combat losses. The player characters deserve to survive so that they may have a reasonable chance for success.



PLAYER CHARACTERS

Name: GALLE, Lincoln U.
Rank/Title: Commander
Current Assignment: Merchant Marine Command,
USS Sparon, NCC-17125
Position: Captain/Helmsman

Race: Human
Age: 52
Sex: Male

Attributes:

STR	53	CHA	57
END	61	LUC	01
INT	58	PSI	18
DEX	65		

Combat Statistics:

To-Hit Numbers--	Bare-Hand Damage: 1D10+5
Modern: 45	AP: 10
HTH: 43	

Significant Skills	Rating
Administration	79
Carousing	17
Computer Operation	56
Damage Control Procedures	10
Environmental Suit Operation	18
Instruction	21
Language, Classical Greek	15
Leadership	63
Life Science, Exobiology	22
Marksmanship	
Longbow	14
Modern	24
Medical Science	
General Medicine, Human	10
Negotiation/Diplomacy	20
Personal Combat, Unarmed	20
Personal Weapons Technology	16
Physical Science, Chemistry	18
Planetary Science, Geology	10
Small Equipment Systems Operation	10
Social Sciences	
Law, Federation	45
Political Science	20
Racial Culture/History, Federation	20
Space Sciences	
Astronautics	20
Astronomy	14
Astrophysics	12
Starship Combat Strategy/Tactics	51
Starship Helm Operation	60
Starship Sensors	29
Starship Weaponry Operation	54
Starship Weaponry Technology	10
Streetwise	20
Transporter Operation Procedures	10
Warp Drive Technology	14
Zero-G Operations	17

Distinguishing Physical Characteristics:

Galle is a short, dark-skinned man with a large nose, curly black hair, and deep brown eyes.



Brief Personal History:

Birthplace: Greece, Terra
 Cadet Cruise, Colonial Operations Command.
 Merchant Marine Command, 3 years.
 Star Fleet Academy, 2 years.
 Headquarters Command, Star Base 3, 1 year.
 Colonial Operations Command, 4 years.
 Merchant Marine Command, 4 years.
 Star Fleet Academy, 1 year.
 Headquarters Command, Star Base 8, 2 years.
 Colonial Operations Command, 4 years.
 Merchant Marine Command, 3 years.
 Merchant Marine Command, 2 years.

Lincoln always longed to travel in space and command his own vessel. Unfortunately, his luck has not been very good. At age 52, the Sparon is his first command. He obtained this command only after pleading vigorously with his superiors, and quoting carefully researched regulations on rank and its privileges. His efficiency rating was very high during his first term, but it has been marginal for most of his career. This is due more to circumstances than to erratic performance, however.

Personality:

Motivations/Desires/Goals:

Now that Galle has obtained his goal of commanding a starship, he is not exactly sure what to do with it. It is the first time he has ever gotten what he requested, and he is not used to having things go his way. He does not mind commanding a small, unarmed vessel more befitting an officer two grades lower in rank. Instead, he is devoted to his combined duties of Captain and Helmsman, and he is very aware (perhaps too much) of the responsibility he possesses.

Manner:

Galle is cautious and a little unsure of himself. He is competent, but his timidity sometimes gets in his way. He makes a concerted attempt to evaluate every possibility, no matter how remote. His method of inspiring leadership is through his thoroughness; he is a scan-the-tape-and-then-make-a-decision type leader. Galle never acts impulsively. He can be boringly predictable at times, especially with regulations, about which he is something of a stickler. Galle spends most of his free time rereading regulations so that he does not make a mistake. Lieutenant Soran and Dr. Roxun are his closest friends aboard ship.

Special Knowledge/Powers:

Commander Galle has a SECLAR of 3 (despite his rank and position).

Name: GROOM, Caldwell O.
Rank/Title: Lieutenant
Current Assignment: Merchant Marine Command,
USS Sparon, NCC-17121
Position: First Officer/Communications Officer

Race: Human
Age: 41
Sex: Male

Attributes:

STR 69	CHA 50
END 59	LUC 12
INT 60	PSI 10
DEX 61	

Combat Statistics:

To-Hit Numbers--	Bare-Hand Damage: 1D10+6
Modern: 45	AP: 10
HTH: 46	

Significant Skills	Rating
Administration	40
Artistic Expression, Strandspoke	13
Communication Systems Operation	57
Communication Systems Technology	24
Computer Operation	35
Computer Technology	24
Damage Control Procedures	59
Environmental Suit Operation	10
Instruction	19
Languages	
Afrikaans	23
Orion	50
Leadership	45
Life Science, Biology	11
Marksanship, Modern	29
Medical Science	
General Medicine, Human	10
Personal Combat, Unarmed	30
Personal Weapons Technology	15
Physical Science, Mathematics	10
Planetary Science, Geology	12
Shuttlecraft Pilot	18
Small Equipment Systems Operation	10
Social Sciences	
Law, Federation	32
Racial Culture/History, Federation	45
Racial Culture/History, Orion	30
Space Science, Astronomy	32
Sports, Track	14
Starship Combat Strategy/Tactics	40
Starship Sensors	40
Streetwise	26
Transporter Operational Procedures	18
Wilderness Survival, Warm Temperate	13
Zero-G Operations	15

Distinguishing Physical Characteristics:

Groom is a large, muscular, and almost bald Negro. He has a very fast gait, and moves with a fluid grace.

Brief Personal History:

Birthplace: Wunagaland, New Namibia
Cadet Cruise, Military Operations Command.
Merchant Marine Command, 5 years.
Star Fleet Academy, 3 years.
Galactic Exploration Command, 2 years.
Military Operations Command, 3 years.
Merchant Marine Command, 2 years.

Caldwell was born on a colony world, where agriculture and mining were major industries. From his youthful experiences as an apprentice, he learned the value of honest labor, and so was prepared for a career in industrial geology. Then, one day, a pirate ship destroyed the orbital ore refinery where he worked. By sheer luck, he was in a hospital on the planet's surface, and not at the refinery during the attack. He joined Star Fleet with the secret hope of obtaining revenge.

Personality:

Motivations/Desires/Goals:

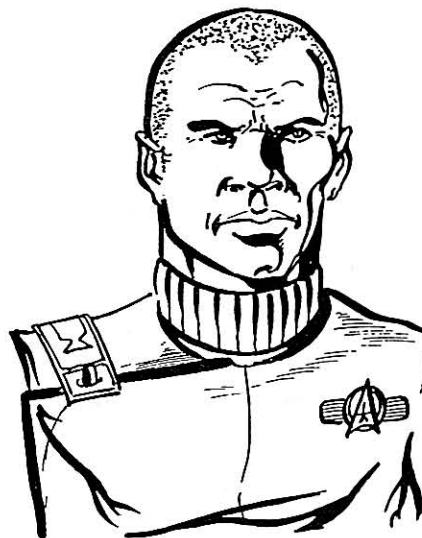
Groom's only goal is to get even in some way with the unknown pirates who destroyed his world's refinery. He has been studying the Orion race because he believes they were responsible. He would like to be posted to a Military Operations vessel on patrol near Rigel, where he might participate in destroying some Orion starships.

Manner:

Groom is generally a mild-mannered and competent officer. Though he despises being on the *Sparon* because it holds little chance for him to seek revenge, he keeps his feelings of frustration to himself. He is rabidly anti-Orion, though not so fanatical to cause a scene. He spends most of his free time practicing his strandspoke, a circular musical instrument with strings extending from the center hub to the outer rim. Though Soran is unaware of it, Groom does not like him because of his pro-Orion attitude. In fact, beside Ensign Masaryk, Groom does not really have any good friends on board.

Special Knowledge/Powers:

Lieutenant Groom has a SECLAR of 3.



Name: SYLIK

Rank/Title: Lieutenant, j.g.

Current Assignment: Merchant Marine Command

USS Sparon, NCC-17121

Position: Science Officer

Race: Vulcan

Age: 32

Sex: Male

Attributes:

STR	78	CHA	58
END	70	LUC	24
INT	80	PSI	61
DEX	68		

Combat Statistics:

To-Hit Numbers--

Modern: 47

HTH: 44

Bare-Hand Damage: 2D10+2

AP: 10

Significant Skills

Rating

Administration	40
Artistic Expression, Vulcan Lyre	31
Carousing	13
Computer Operation	65
Computer Technology	10
Damage Control Procedures	10
Electronics Technology	17
Environmental Suit Operations	49
Instruction	20
Language, Romulan	45
Leadership	30
Life Sciences	
Botany	17
Ecology	42
Exobiology	45
Marksmanship, Modern	25
Medical Science,	
General Medicine, Vulcan	20
Personal Combat, Unarmed	20
Personal Weapons Technology	05
Physical Sciences	
Chemistry	38
Mathematics	42
Planetary Science, Hydrology	50
Shuttlecraft Pilot	19
Small Equipment Systems Operation	10
Social Sciences	
Archaeology	18
Law, Federation	15
Political Science	20
Racial Culture/History, Federation	25
Space Sciences	
Astrogation	15
Astronomy	28
Astrophysics	15
Starship Sensors	45
Streetwise	14
Transporter Operational Procedures	40
Zero-G Operations	30

Distinguishing Physical Characteristics:

Sylik is average in height and build, and the tips of his ears are somewhat less pointed than most Vulcans.

Brief Personal History:

Birthplace: ShilKarr Region, Vulcan

1st Cadet Cruise, Military Operations Command.

2nd Cadet Cruise, Military Operations Command.

3rd Cadet Cruise, Military Operations Command.

Colonial Operations Command, 1 year.

Galaxy Exploration Command, *USS Hawley*, 1 year.

Merchant Marine Command, 2 years.

Sylik joined Star Fleet against his will. He wanted to join the Vulcan Science Academy, but he committed an atrocity (of which he refuses to speak), and was banned from service there. Neither private teaching nor corporate research appealed to him, and so Star Fleet was his only real choice. His cadet cruises reflected his animosity toward his career, and he passed his third with only marginal ratings. His first year of active service was another disaster, but his performance finally improved under Commander Matthews of the *USS Hawley*.

Personality:

Motivations/Desires/Goals:

Sylik has finally decided to accept his fate, rather than fight against it. An excellent efficiency report from Commander Matthews got Sylik his position as Science Officer aboard the *Sparon*, and Sylik is extremely happy with his current duties. He would someday like to command a ship like the *Sparon* or a research ship like the *Hawley*.

Manner:

Sylik can be very curt when under stress. Otherwise, he is a pleasant officer (by Vulcan standards), and gets along well with almost every member of the *Sparon's* crew. Oddly, he does not get along very well with Lieutenant Soran.

Special Knowledge/Powers:

Based on his experience under Commander Matthews, Sylik knows the *Hawley's* commander is a skilled, resourceful, and loyal officer. Though he will not admit this readily, Sylik feels indebted to Matthews.

Sylik has a SECLAR of 2.



Name: SORAN
Rank/Title: Lieutenant, j.g.
Current Assignment: Merchant Marine Command
USS Sparon, NCC-17121
Position: Navigator

Race: Vulcan
Age: 31
Sex: Male

Attributes:

STR 68	CHA 62
END 65	LUC 13
INT 68	PSI 97
DEX 58	

Combat Statistics:

To-Hit Numbers--	Bare-Hand Damage: 1D10+5
Modern: 39	AP: 9
HTH: 39	

Significant Skills	Rating
Administration	40
Carousing	21
Computer Operation	55
Damage Control Procedures	22
Deflector Shield Operation	66
Deflector Shield Technology	15
Environmental Suit Operation	15
Gaming, 3-D Chess	23
Instruction	17
Language, Alpha Centauri Dialect B	15
Leadership	30
Life Science, Exobiology	27
Life Support Systems Technology	11
Marksmanship, Modern	20
Medical Science,	
General Medicine, Vulcan	10
Personal Combat, Unarmed	20
Personal Weapons Technology	05
Physical Science, Physics	10
Planetary Science, Meteorology	13
Small Equipment Systems Operation	10
Social Sciences	
Law, Federation	20
Racial Culture/History, Federation	16
Space Sciences	
Astrogation	67
Astronautics	24
Astronomy	30
Astrophysics	12
Starship Helm Operation	12
Starship Sensors	20
Streetwise	31
Transporter Operational Procedures	14
Vehicle Operation, Atmospheric	18
Zero-G Operations	10

Distinguishing Physical Characteristics:

Soran is a little shorter than average, and his skin is slightly darker than normal. He wears his hair quite long, almost reaching his shoulders.

Brief Personal History:

Birthplace: Sharkhan Region, Vulcan
1st Cadet Cruise, Military Operations Command.
2nd Cadet Cruise, Galaxy Exploration Command, Honors.
Galaxy Exploration Command, 4 years.
Merchant Marine Command, 2 years.

Soran is the son of Spart, a rather influential Vulcan corporate executive working for a major Vulcan starship manufacturing firm. Spart convinced his son that the most honorable profession was serving with Star Fleet, and making sure the galaxy remained safe for business and the beauty of IDIC. Soran took his father's advice, but swore to follow peaceful methods. As a result, Soran's Military Operations cadet cruise was a failure, but Soran received a second opportunity aboard a *Reliant* Class cruiser. From there, it was on to the *Ticonderoga* and the Galaxy Exploration Command, and then to his current assignment.

Personality:

Motivations/Desires/Goals:

Soran is content to serve with Star Fleet as long as he can uphold his conscience while performing his duty. When he has finished his service, he will enter a position in his father's company. He would like the Federation to expand trade, especially with the Orions.

Manner:

Soran is a competent officer. When off-duty, he often talks about his ideals for peace between all trading races. Soran and Sylik do not get along because of the great differences in their personal backgrounds and beliefs. Soran respects the cautious personality of Commander Galle, and he is very loyal to Galle. Soran is getting informal lessons on an Alpha Centauri language from Dr. Roxun, and they sometimes share a friendly game of chess.

Special Knowledge/Powers:

Lieutenant Soran has a SECLAR of 2.



Name: MASARYK, Anna L.
Rank/Title: Ensign
Current Assignment: Merchant Marine Command
USS Sparon, NCC-17121
Position: Engineer

Race: Human
Age: 31
Sex: Female

Attributes:

STR 67	CHA 72
END 71	LUC 49
INT 64	PSI 40
DEX 63	

Combat Statistics:

To-Hit Numbers--	Bare-Hand Damage: 1D10+5
Modern: 42	AP: 10
HTH: 45	

Significant Skills	Rating
Carousing	23
Communications System Technology	10
Computer Operation	20
Computer Technology	23
Damage Control Procedures	10
Deflector Shield Technology	20
Electronics Technology	14
Environmental Suit Operations	15
Instruction	20
Language, Andorian	15
Leadership	10
Life Sciences	
Exobiology	19
Zoology	16
Life Support Systems Technology	40
Mechanical Engineering	31
Medical Science,	
General Medicine, Human	10
Personal Combat, Unarmed	27
Personal Weapons Technology	10
Physical Science, Computer Science	16
Planetary Science, Meteorology	10
Shuttlecraft Systems Technology	18
Small Equipment Systems Operation	21
Social Sciences	
Law, Federation	29
Racial Culture/History, Federation	15
Space Sciences	
Astronautics	59
Astronomy	23
Astrophysics	15
Starship Sensors	10
Starship Weaponry Technology	11
Transporter Operational Procedures	10
Transporter Systems Technology	12
Vehicle Operation, Atmospheric	22
Warp Drive Technology	57
Zero-G Operations	11

Distinguishing Physical Characteristics:

Anna Masaryk is a tall, energetic woman with long, reddish-brown hair and flashing black eyes. Her looks are more handsome than attractive, but she has a witty and clever personality, which adds to her charm.

Brief Personal History:

Birthplace: Romania, Terra
1st Cadet Cruise, Galaxy Exploration Command.
2nd Cadet Cruise, Merchant Marine Command.
3rd Cadet Cruise, Colonial Operations Command.
Colonial Operations Command, 4 years.
Merchant Marine Command, 1 year.

While serving as a computer officer aboard an interstellar transport, Anna's mother had an accident that forced a medical retirement. Despite her mother's injury, Anna was determined to join Star Fleet, and she was accepted without difficulty. Her fiery personality caused some trouble for her, and it took three cadet cruises to accustom her to the routine of shipboard duty and following orders. She had the right combination of skills to handle all aspects of a starship's Engineering Department, and so she eventually found herself posted to the Sparon.

Personality:

Motivations/Desires/Goals:

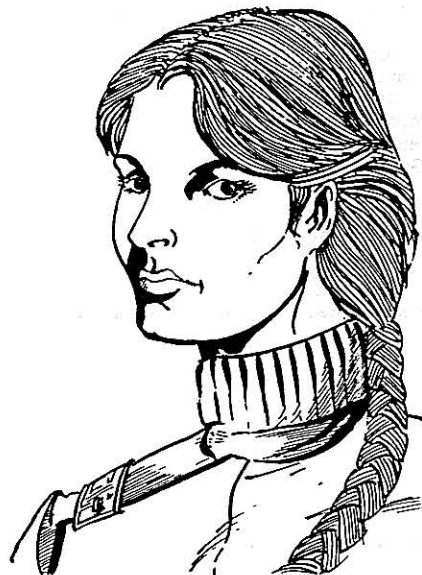
Her goal, somewhat frustrated by her lack of promotions, was to be the Chief Operations Engineer at a Star Base. The fact that such a goal is becoming less and less probable annoys her.

Manner:

Masaryk is the newest and most dynamic member of the Sparon's crew. She makes decisions quickly, acts skillfully, but takes orders very poorly. She is temperamental, and can be motivated more easily through orders phrased as polite requests. Flashes of temper, especially those directed toward her superiors, are the main reason she still has the rank of Ensign. She does not like Commander Galle or Dr. Roxun because they seem too indecisive or timid. She does a little good-natured flirting with Lieutenant Groom during off-hours, but that is the extent of their relationship.

Special Knowledge/Powers:

Ensign Masaryk has a SECLAR of 2.



Name: ROXUN, Talmadge I.
Rank/Title: Lieutenant, j.g.
Current Assignment: Merchant Marine Command
USS Sparon, NCC-17121
Position: Medical Officer

Race: Alpha Centauri
Age: 31
Sex: Male

Attributes:

STR	51	CHA	61
END	58	LUC	87
INT	76	PSI	48
DEX	58		

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10+6
Modern: 44	AP: 9
HTH: 45	

Significant Skills	Rating
Administration	45
Communication Systems Operation	13
Computer Operation	57
Damage Control Procedures	10
Environmental Suit Operations	17
Gaming, 3-D Chess	18
Instruction	24
Languages	
Fabrini	16
Latin	19
Leadership	30
Life Science, Bionics	34
Life Support Systems Technology	15
Marksmanship, Modern	29
Medical Sciences	
General Medicine, Human	69
General Medicine, Vulcan	64
Pathology	40
Psychology, Human	42
Psychology, Vulcan	55
Surgery	49
Negotiation/Diplomacy	11
Personal Combat, Unarmed	31
Personal Weapons Technology	08
Physical Science, Computer Science	25
Planetary Science, Geology	18
Small Equipment Systems Operation	20
Social Sciences	
Law, Federation	20
Racial Culture/History, Federation	19
Space Science, Astronomy	14
Starship Sensors	10
Transporter Operational Procedures	10
Zero-G Operations	11

Distinguishing Physical Characteristics:

Roxun is average-looking in most respects, except for his greenish-brown hair that tends to stick out in all directions. Though he is Alpha Centauri, treat Talmadge Roxun as Human for all purposes.

Brief Personal History:

Birthplace: District 14, Ivorydrift Region, Alpha Centauri
Cadet Cruise, Galaxy Exploration Command.
Colonial Operations Command, 2 years.
Merchant Marine Command, 2 years.

Talmadge was well on his way through Premedical School when he had a falling-out with his fiancée. She challenged his motives for medical service, claiming that he was interested only in gaining material wealth at the expense of others. These remarks were especially odd, because Roxun's medical program involved a socialized medical system. However, he took her comments personally, and joined Star Fleet to prove her wrong.

Personality:

Motivations/Desires/Goals:

Roxun's only goal is to practice medicine as competently as he can. Then, he plans to return home and demonstrate that his motives were good. He would like to go into private practice after he finishes with Star Fleet, if he is still dexterous enough to be a good surgeon. Otherwise, he would like to retire and write about his experiences with the service.

Manner:

Roxun's personality is a little colorless in comparison to his shipmates. He is agreeable, rarely controversial, and usually unassertive. Shyness, and not poise or diplomacy, keep him from being a vital, interesting individual. He does enjoy playing an occasional game of chess with Lieutenant Soran (he loses more often than not) and rock collecting.

Special Knowledge/Powers:

Dr. Roxun has a SECLAR of 2.



NPCs

Name: DEVARTA, Arvam
Rank/Title: Colonel, Retired
Former Assignment: Marine Corps Command
Position: Senior Colonel, DAVAST

Race: Human
Age: 53
Sex: Male

Attributes:

STR 63	CHA 43
END 71	LUC 41
INT 66	PSI 01
DEX 67	

Significant Skills	Rating
Leadership	64
Marksmanship, Modern	88
Negotiation/Diplomacy	25
Personal Combat, Sword	35
Personal Combat, Unarmed	52
Medical Science, Psychology, Human	30
Small Unit Tactics	34
Streetwise	31

Notes:

Devarta has a barrel-shaped body and a bullet-shaped head, with a personality to match. He is the current leader of DAVAST, and he enjoys the power this position gives him. He always speaks in a loud voice and is often insulting, even to his so-called friends. He served bravely during the Four Years War, but did not receive the commendation he felt he earned. This made him bitter and rebellious toward Star Fleet. Devarta is violent, but he is smart enough to do his deeds within the safety of Daraniss' District L.

Name: HAN, Elliot Q.
Position: Financier/Orion Trade Broker

Race: Daranian
Age: 32
Sex: Male

Attributes:

STR 55	CHA 69
END 66	LUC 72
INT 81	PSI 13
DEX 59	

Significant Skills	Rating
Computer Operation	50
Environmental Suit Operation	30
Language, Orion	42
Marksmanship, Modern	20
Personal Combat, Unarmed	27
Physical Science, Computer Science	41
Social Sciences	
Economics	89
Law, Federation	22
Political Science	30
Space Science, Astronomy	39
Trade and Commerce	52
Value Estimation	45

Notes:

Elliot Qenks Han, descendant of Commodore Tonsum Han, is a tall, heavy-set man with carefully-styled hair and a slightly florid face. He wears many rings, and usually has a glass in his hand. His personality and wealth make him seem a gentleman's gentleman. Though he puts on a brave face, his facade crumples easily when forcibly confronted.

Name: HAN, Rilka
Position: Espionage Agent

Race: Orion
Age: 37
Sex: Female

Attributes:

END 61	LUC 58
INT 56	PSI 59
DEX 56	

Significant Skills	Rating
Carousing	30
Clandestine Operations	40
Communication Systems Operation	40
Gaming, Orion Fizzbin	25
Marksmanship, Modern	30
Medical Science	
General Medicine, Orion	26
Personal Combat, Unarmed	58
Personal Weapons Technology	22
Social Sciences	
Law, Federation	24
Racial Culture/History, Orion	30
Trivia, Orion Smuggling Techniques	28

Notes:

Rilka, Elliot Han's illegal wife, is an average-looking Orion woman (she is of the dominant race, and not a Green Slave). She married Han to establish a solid trade connection between Daran and Rigel VIII. Her involvement with the *Juggernaut* is her most recent major project.

Name: HARS, Joko
Rank/Title: Police Inspector
Current Assignment: Law Enforcement Agency of Daraniss

Race: Daranian
Age: 42
Sex: Male

Attributes:

STR 74	CHA 47
END 67	LUC 42
INT 72	PSI 01
DEX 67	

Significant Skills	Rating
Administration	51
Carousing	30
Computer Operation	43
Leadership	51
Marksmanship, Modern	54
Personal Combat, Unarmed	53
Security Procedures	53
Shuttlecraft Pilot	35
Social Science, Federation Law	41
Streetwise	36
Vehicle Operation, Ground	24

Notes:

Hars is a big, beefy officer who usually wears a grim (but not mean) expression. He often smokes a cigar, and scatters ashes when deep in thought. Hars is a good cop, honest and knowledgeable about Daraniss. He is also very aware of his areas of jurisdiction, and he will never exceed his authority. His nephew, Derkon Willz, is a nuisance to him, but he secretly admires the man's free spirit.

Name: LeFEVRE, Mark
Rank/Title: Lieutenant Commander
Current Assignment: Galaxy Exploration Command,
USS Hawley
Position: First Officer

Race: Human
Age: 49
Sex: Male

Attributes:

STR	68	CHA	58
END	70	LUC	57
INT	69	PSI	12
DEX	73		

Significant Skills	Rating
Administration	56
Computer Operation	55
Leadership	56
Negotiation/Diplomacy	31
Social Science, Federation Law	51
Space Science, Astrogation	74
Starship Combat Strategy/Tactics	57

Notes:

Lieutenant Commander LeFevre is a short, slender man with thinning brown hair and a long face. He has several nervous mannerisms, and often drums a table with his fingers. He is a very competent officer, but tends to worry a lot. In fact, he acts somewhat cowardly in dangerous situations. LeFevre is a natural First Officer, and he enjoys his current assignment aboard the *Hawley*. He always tries to get the answers before the questions have been asked. He does not like situations he does not understand.

Name: LUNDBAR, Terence
Rank/Title: Commander, Retired
Former Assignment: Star Fleet Intelligence Command
Position: Unattached Field Observer, DAVAST

Race: Human
Age: 78
Sex: Male

Attributes:

STR	41	CHA	60
END	51	LUC	41
INT	54	PSI	01
DEX	44		

Significant Skills	Rating
Administration	49
Computer Operation	43
Gaming, Hex-Words	64
Intelligence Procedures	61
Language, Klingon	25
Leadership	50
Marksmanship, Modern	42
Negotiation/Diplomacy	30
Social Sciences	
Law, Federation	25
Racial Culture/History, Federation	26
Surveillance	75

Notes:

Lundbar is a tall, energetic man with short white hair, an erect carriage, and a ready smile. He is retired, but is helping out Stone as a favor. He was only involved with DAVAST to monitor their activities. Lundbar's granddaughter is Lila Lundbar Rannan.

Name: MATTHEWS, Gabriel
Rank/Title: Commander
Current Assignment: Galaxy Exploration Command
USS Hawley
Position: Captain

Race: Human
Age: 51
Sex: Male

Attributes:

STR	57	CHA	52
END	66	LUC	25
INT	79	PSI	22
DEX	58		

Significant Skills	Rating
Administration	48
Carousing	34
Computer Operation	75
Leadership	52
Marksmanship, Modern	42
Negotiation/Diplomacy	31
Social Science, Federation Law	25
Starship Combat Strategy/Tactics	49
Streetwise	44
Vehicle Operation, Ground	09

Notes:

Matthews is tall, dark, and handsome, with a square jaw and a strong chin. However, his rugged good looks are offset by an often-abrasive personality. He is wily, innovative, and likes to run his command his way. He will listen to others, but he usually disagrees with their opinions. His brother, Rafe, is Mine Superintendent on the Triangle world of Iovine.

Name: O'CORKHIL, Woodrow "Woody"
Current Assignment: Star Fleet Education and Training
Command
Star Fleet Museum, Memory Alpha
Position: Operations Engineer

Race: Human
Age: 41
Sex: Male

Attributes:

STR	57	CHA	51
END	59	LUC	24
INT	60	PSI	31
DEX	70		

Significant Skills	Rating
Carousing	25
Computer Technology	57
Electronics Technology	29
Life Support Systems Technology	48
Mechanical Engineering	47
Social Science, Federation Law	36
Transporter Systems Technology	40

Notes:

O'Corkhil is a thin man with delicate features. He has bright blue eyes and short, curly sandy hair. He is a nervous man, but withstands all complaints and insults impassively. Whenever he receives any praise, however, he is incredulous and enormously grateful. He does not mind being called "Woody", except when Commander Romaine refers to him that way.

His position as Engineer would normally be handled by a Star Fleet officer. The Star Fleet Museum is part of an experimental program, however, and nonmilitary personnel handle certain support duties. O'Corkhil does not dislike Romaine, but he does wish she would mellow a little.

Name: RANNAN, Lila Lundbar
Position: Attorney

Race: Human
Age: 30
Sex: Female

Attributes:

STR	49	CHA	82
END	66	LUC	62
INT	69	PSI	32
DEX	55		

Significant Skills	Rating
Carousing	23
Computer Operation	54
Gaming, Hex-Words	25
Language, Latin	39
Negotiation/Diplomacy	24
Social Sciences	
Economics	45
Law, Orion	70
Law, Federation	32
Racial Culture/History, Orion	40

Notes:

Lila Lundbar Rannan is the very beautiful granddaughter of Terance Lundbar. She is a statuesque beauty, with silky, bluish-black, shoulder-length hair and sparkling brown eyes. In addition, she is a warm, sensitive woman with an almost empathic personality.

Lila is divorced with no children. She is a legal counsel for a small but reputable Daraniss firm. She does not know about her grandfather's background, appreciating him simply for his games and amusing ways.



Name: ROMAINE, Mira
Rank/Title: Commander
Current Assignment: Star Fleet Education and Training Command
Star Fleet Museum Command, Memory Alpha
Position: Assistant Curator

Race: Human
Age: 45
Sex: Female

Attributes:

STR	61	CHA	81
END	63	LUC	52
INT	70	PSI	12
DEX	55		

Significant Skills	Rating
Administration	65
Computer Operation	78
Gaming, Backgammon	23
Instruction	36
Language, French	43
Leadership	30
Marksmanship, Modern	29
Personal Combat, Unarmed	28
Social Sciences	
Archaeology	48
Law, Federation	20
Law, Vulcan	35
Racial Culture/History, Federation	52
Racial Culture/History, Vulcan	40
Space Science, Astrophysics	27
Starship Sensors	40

Notes:

This is the same woman who captured the heart of Montgomery Scott, and underwent the effects of the Zetarian life-forms as described in the *STAR TREK* TV episode "The Lights of Zetar". That was her first deep-space assignment, and also her last. Romaine has been at Memory Alpha since the *USS Enterprise* brought her there. She was promoted through the ranks and finally attained the Museum's highest administrative post.

Romaine is much the same as she was nearly two decades earlier. Her eyes are as bright, and her figure as attractive, though her hair now has a few strands of gray in it.

Her personality has not changed much either. She has a very strong will, and likes to keep things neat and orderly. Dr. McCoy of the *Enterprise* was correct when he predicted the Zetarian encounter would strengthen her psychological ego structure. Anything that disrupts her routine is anathema, and she will react strongly to correct the situation. She can be persuasive when she wants, but more often, she takes a less tactful approach. She is very duty-conscious, and hostile to any criticism.



Name: STONE, Adamm
Rank/Title: Lieutenant Commander
Current Assignment: Star Fleet Intelligence Command, Romulan Sector
Position: Cover Agent, Daran V Station
Cover Assignment: Law Enforcement Agency of Daraniss, HQ Precinct
Position: Police Sergeant/Administrative Officer

Race: Human
Age: 31
Sex: Male

Attributes:

STR	51	CHA	65
END	63	LUC	41
INT	81	PSI	03
DEX	60		

Significant Skills	Rating
Administration	40
Clandestine Operations	20
Computer Operation	35
Intelligence Procedures	37
Language, Romulan	17
Leadership	30
Marksmanship, Modern	58
Negotiation/Diplomacy	14
Personal Combat, Unarmed	52
Security Procedures	60
Shuttlecraft Pilot	24
Small Unit Tactics	46
Social Sciences	
Law, Federation	29
Racial Culture/History, Federation	37
Surveillance	30
Vehicle Operation, Ground	13

Notes:

Adamm Stone has been working in Intelligence almost since he joined Star Fleet. His exceptionally quick mind and his ability to draw conclusions from insufficient data have put him in good stead with his superiors. Stone is average in height and weight, with medium-length brown hair and unusually bright green eyes. His only other distinguishing characteristic is a small black birthmark on his left cheek.

Stone took the 'shallow' duty assignment of administrative officer under Joko Hars, so that he could keep in contact with Daranian police activities. Hars does not know of Stone's double duties, and Stone has been careful to remain as inconspicuous as possible.

Stone is a talented agent, experienced as well as highly trained. He is very closed-mouthed, revealing what he knows only reluctantly.

Name: TYPICAL VETERAN/STREET THUG
Race: Humanoid

Attributes:

STR	55	CHA	40
END	60	LUC	25
INT	50	PSI	15
DEX	55		

Significant Skills	Rating
Leadership	15
Marksmanship, Modern	45
Negotiation/Diplomacy	10
Personal Combat, Unarmed	35
Streetwise	30
Vehicle Operation, Ground	15

Notes:

The gamemaster can use these characters as veterans attacking the player characters in District L, thugs attacking Elliot Han, or in any similar encounter calling for nonessential, belligerent individuals.

Name: WILLZ, Derkon
Position: Petty Thief

Race: Daranian
Age: 25
Sex: Male

Attributes:

STR	60	CHA	62
END	69	LUC	45
INT	53	PSI	01
DEX	63		

Significant Skills	Rating
Clandestine Operations	47
Communication Systems Operation	40
Computer Operation	20
Language, Tellarite	45
Marksmanship, Modern	27
Personal Combat, Unarmed	20
Physical Science, Computer Science	20
Social Sciences	
Racial Culture/History, Tellarite	30
Racial Culture/History, Federation	26
Streetwise	41
Vehicle Operation, Ground	32

Notes:

Willz is average in height, but is very thin, almost gaunt. His face is remarkable for its lack of expression. Only his piercing black eyes make him look alive. He dresses in the clothes of a petty hoodlum, and he has a sense of humor and a devil-may-care attitude. Willz has a mercenary attitude toward everyone, but is respectful (and a little afraid) of his uncle, Joko Hars.

Name: YEWLING, Andrew L.
Rank/Title: Captain
Current Assignment: Galaxy Exploration Command
Position: Captain

Race: Human
Age: 44
Sex: Male

Attributes:

STR	58	CHA	56
END	79	LUC	35
INT	72	PSI	66
DEX	63		

Significant Skills	Rating
Administration	59
Computer Operation	60
Deflector Shield Operation	50
Instruction	22
Leadership	52
Negotiation/Diplomacy	60
Social Sciences	
Law, Federation	25
Racial Culture/History, Federation	24
Space Science, Astrogation	50
Starship Combat Strategy/Tactics	60
Starship Sensors	32

Notes:

Yewling is a tall, solidly-built man with short, steel-gray hair and eyes to match. He is a disciplinarian who goes strictly by the Book. He always does what is 'correct', knowing no other way.

GAMEMASTER'S NOTES

SETTING THE TONE

As the adventure begins, the gamemaster should fill in its background for the players' group, and then present the mission as an investigation of a simple, though unusual, burglary. When the players learn about the tractor controls on Sub-level 4 and the thief's dual purposes for making the attempt, however, they may realize that there is more than just starship replicas involved. Although the *Tantrak Nightwalker* incident is a red herring, the encounter may make the players wonder about nearby Orion activities.

As the *Sparon's* crew lands on Daran V, they will find many suspicious parties. The odd conversations with E.Q., the hostility of the DAVAST organization's members, the cooperativeness of their captive and his uncle, and the out-and-out strangeness of Lieutenant Commander Stone should have the players pointing accusing fingers in every direction.

The best way for the gamemaster to present this adventure is as a whodunit, a mystery with pieces of the puzzle scattered throughout. Some of the pieces do not fit correctly, while other pieces do fit together but turn out to be wrong. The gamemaster can stereotype some of the NPCs: the thief-turned-good-guy, the gruff-on-the-outside, gentle-on-the-inside cop, the fallen hero, the sneaky spy type, the beautiful heroine, the dead man and his last gasp revelation, and so on.

This can be an especially dramatic and exciting adventure for gamemaster and players alike. The players may think it is impossible to make a connection between the stolen starship and someone on Daran in the time remaining, but like any good mystery tale, there is a solution just waiting to be discovered.

TIMELINE

The following timeline is provided for the gamemaster's convenient reference. It lists events occurring at a specific time as well as events that will only happen under certain conditions.

Because the amount of time spent searching for the *Tantrak Nightwalker* depends upon the players, the dates given here may not correspond exactly. Beginning on Day 1, all events listed are based on the Daranian 28-hour day.

Stardate 2/2107.13

The *Sparon* receives a subspace transmission from Commander Romaine on Memory Alpha requesting Star Fleet assistance.

Stardate 2/2107.15

The *Sparon* receives a transmission from the *Tantrak Nightwalker* reporting the presence of Klingon warships within Federation space.

Stardate 2/2107.16

The *Sparon* receives a transmission from Star Fleet Admiral Morrow concerning the Organian Peace Treaty and possible war with the Klingon Empire.

Stardate 2/2107.17

The *Sparon* arrives at Memory Alpha, and its crew meets with Commander Romaine.

Stardate 2/2107.21

Upon completing their investigation at Memory Alpha, the crew of the *Sparon* begin their five-month voyage to Daran V. Derkon Willz is aboard ship.

Stardate 2/2112.24

An Orion Wanderer pirate ship spacejacks the battle cruiser *Juggernaut* from orbit around Memory Alpha. Commander Romaine sends a message to the *Sparon*.

Stardate 2/2112.27

A contingent of Star Fleet Marines arrives at Memory Alpha to provide additional security. Commander Romaine sends a message to the *Sparon*.

Stardate 2/2201.10

The *Sparon* arrives at Daran V during the late afternoon.

0000 Hours, Day 1 (Stardate 2/2201.11)

The *Sparon* receives a message from Commander Romaine describing the spacejacking of the *Juggernaut*. The 'timed' portion of the adventure begins from this point.

1600 Hours, Day 1

E.Q. places a call to a commlink booth at the uniraill station in District I.

1000 Hours, Day 3 (Stardate 2/2201.13)

If the players' group contacts Police Inspector Hars during Day 1, Lieutenant Commander Stone, pretending to be on Hars' staff, contacts the group at this time.

0600 Hours, Day 4 (Stardate 2/2201.14)

The *Sparon* receives another message from Romaine, reporting the arrival of Star Fleet Marines at Memory Alpha.

2300 Hours, Day 4

DAVAST holds its regular meeting in District L. While Terance Lundbar speaks, Commander Matthews creates a scene.

1900 Hours, Day 8 (Stardate 2/2201.18)

If Stone is working with the group, he leaves them at this time to file another report.

0800 Hours, Day 9 (Stardate 2/2201.19)

A newsfax report describes the homicide of Commander Matthews.

1500 Hours, Day 9

Lieutenant Commander LeFevre of the *USS Hawley* angrily contacts the player characters at this time regarding Matthews' death.

0900 Hours, Day 10 (Stardate 2/2201.20)

If Stone has not yet contacted the group, he does so now.

2300 Hours, Day 10

DAVAST holds its regular meeting. As the meeting ends, the players' group may be threatened or attacked.

1700 Hours, Day 11 (Stardate 2/2201.21)

The player characters encounter Elliot Han, and prevent thugs from attacking and robbing him.

2200 Hours, Day 11

Han prepares an excellent dinner for the group at his palatial home.

1600 Hours, Day 12 (Stardate 2/2201.22)

E.Q. is supposed to place a call to a commlink booth at the uniraill station in District G. The call does not take place at this time.

2000 Hours, Day 12

E.Q. places a very brief call to a uniraill station commlink booth in District G. He says he will call at the next scheduled rendezvous.

2300 Hours, Day 16 (Stardate 2/2201.26)

DAVAST holds its regular meeting. Some members remove Terance Lundbar and the player characters from the line at weapons-point, and take them away for questioning. They warn the player characters and kill Lundbar. Lundbar makes a speech before dying, telling the group to contact Lila Rannan.

2700 Hours, Day 16

After meeting with Lila and Stone (not necessarily in that order), the players' group confronts Elliot Han and obtains his confession. He describes where the pirates have taken the *Juggernaut*.

0000 Hours, Day 17 (Stardate 2/2201.27)

The *Sparon* sends a message to the *USS Lexington*, informing it of the *Juggernaut's* probable presence in the Omicron Aurigae system. The group is free to wait for the results.

0300 Hours, Day 31 (Stardate 2/2202.10)

The *Lexington* receives the message from the *Sparon* and responds to Omicron Aurigae.

1200 Hours, Day 40 (Stardate 2/2202.19)

The *Lexington* and two other Federation starships encounter the pirate ship in the Omicron Aurigae system. They cripple the Orion Wanderer, which self-destructs. The *Juggernaut* is caught in the explosion. Captain Yewling of the *Lexington* sends a message to the *Sparon*.

1800 Hours, Day 54 (Stardate 2/2203.05)

The *Sparon* receives the *Lexington's* message describing the encounter at Omicron Aurigae. The adventure is over.

DIVIDING PLAY

Old Soldiers Never Die will take a lot of time to play out. The players should take at least four to six hours just to examine and become familiar with *The Romulan War* booklet, the base at Memory Alpha, and so on. They may study these topics during the gaming session or between sessions, whichever works best. If possible, the gamemaster should provide players with their player character sheets before play starts. This will minimize the time required for the players to assume their character's persona.

This adventure should be played in at least two gaming sessions, and probably more. The only mandatory point to interrupt play is when the group is about to begin the Hex-Words puzzle. At that point, the gamemaster should give the players plenty of opportunity to study *The Romulan War* before resuming play.

Other appropriate points to stop play are after ending the investigation on Memory Alpha; right after receiving Romaine's message about the Juggernaut spacejacking; after spending the evening with Elliot Han. If the players plan on reenacting the Omicron Aurigae engagement, this could occupy one session in its own right.

PLAYER CHARACTER SELECTION

This adventure should have a minimum of two players and a maximum of six. Groups, however, do not always have the recommended number of members. Some characters are more essential to this adventure than others. Refer to the following suggestions for play based upon the number of players available. When a slash appears between the positions of two characters, it is possible for a single player to roleplay both characters, at the discretion of player and gamemaster.

Two players: Commander, First Officer, OR Commander/Navigator, First Officer/Science Officer.

Three players: Commander, First Officer, Science Officer, OR Commander/Navigator, First Officer/Medical Officer, Science Officer/Engineer.

Four players: Commander, First Officer, Science Officer, Medical Officer, OR Commander, First Officer, Science Officer/Engineer, Navigator/Medical Officer.

Five players: Commander, First Officer, Science Officer, Medical Officer, Navigator, OR Commander, First Officer, Science Officer, Medical Officer, Navigator/Engineer.

Six players: Commander, First Officer, Science Officer, Medical Officer, Navigator, Engineer.

Seven or more players: The same as with six players, with the extra players role playing a number of NPCs.



SKILLS ACQUISITION

All player characters should receive 10 to 15 skill points at the end of the adventure, distributed by the gamemaster to reflect new knowledge and training in the skills that character used during the adventure. Base the actual number of points partly on how much time the player character spent on studying, and partly on the number of skill rolls made while performing duties. For example, if the character served only on bridge duty, and neither made any skill rolls, nor participated in the investigation or in studying the Romulan War, the gamemaster may be hard pressed to award even 10 points. On the other hand, if the crewmember spent every day searching Daraniss or studying the information at hand, appropriate skill rating increases should reflect this tedious and painstaking learning process.

If the adventures of the *Sparon* will continue, the gamemaster should award skill points to NPCs belonging to the *Sparon's* crew as if they were player characters. Otherwise, all NPCs should receive only 5 to 10 skill points each, if the gamemaster plans to use them in another campaign or adventure.

Player characters can increase their skill ratings in skills used in operating the ship's systems while in deep space. Characters involved in DAVAST meetings and covert rendezvous could increase their ratings in *Streetwise*, *Administration*, *Negotiation/Diplomacy*, or any combat skills used. Characters involved in the Hex-Words puzzle should receive a few points in *Gaming*. Every player who reads *The Romulan War* should add 5 skill points to their character's rating in *Racial Culture/History*, *Federation* to reflect their additional study in this field. Of course, the gamemaster is the final arbiter for skill point awards and distribution to appropriate skills.

ADVENTURE OUTCOMES

Although the Omicron Aurigae scenario gives detailed victory conditions, *Old Soldiers Never Die* has no complex formula for evaluating the players' success or failure. If the group does not make the vital connection between Lundbar's last speech, the Hex-Words game, and Elliot Han, then they have failed. If they figure out the mystery and send a message to the *USS Lexington*, then the group have succeeded.

Should the players' group fail to solve the mystery, the *Lexington* will accidentally locate the *Juggernaut* when the refitted battle cruiser is en route to Rigel VIII. At that point, the stolen starship and Orion pirate vessel will be destroyed. Thus, the group's failure will not benefit Orion piracy operations or have a major impact on the Federation's future. Of course, the group should not know this.

FURTHER ADVENTURES

Following are some hints for the gamemaster on how to continue the adventures of the crew of the *Sparon*, and how to adapt this adventure into an established campaign.

CREATING A CAMPAIGN

This is a good adventure to use in beginning a campaign. There is enough background material to give the player characters a 'feel' for their ship and its possible assignments. The greatest difficulty in using this ship and crew is that the *Sparon* has limited capabilities in several areas. Being small and unarmed, the ship cannot receive 'run-and-gun' type assignments. Also, an entire crew of six provides no expendable personnel. Some starship commanders have problems if they do not have several dozen Security officers to use as phaser fodder.

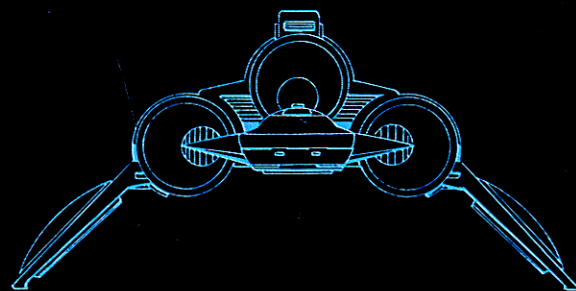
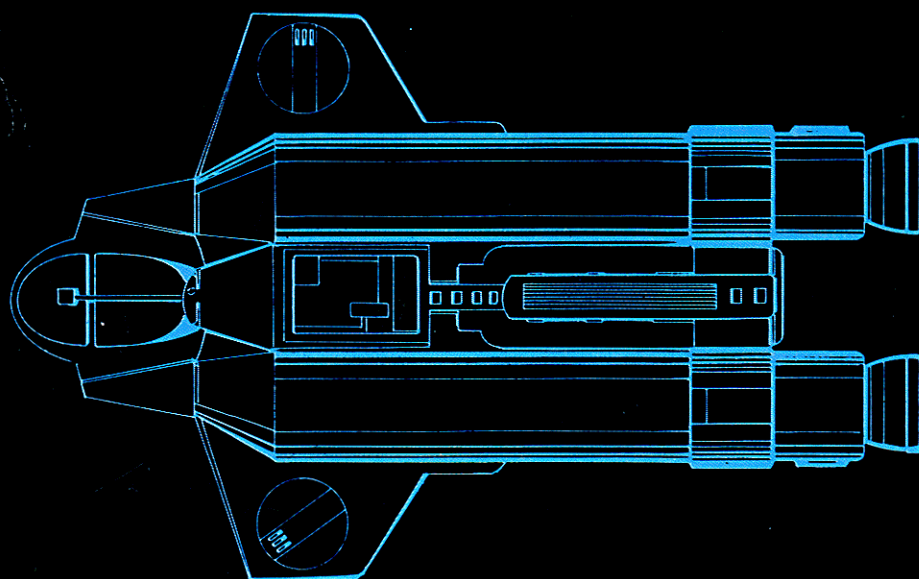
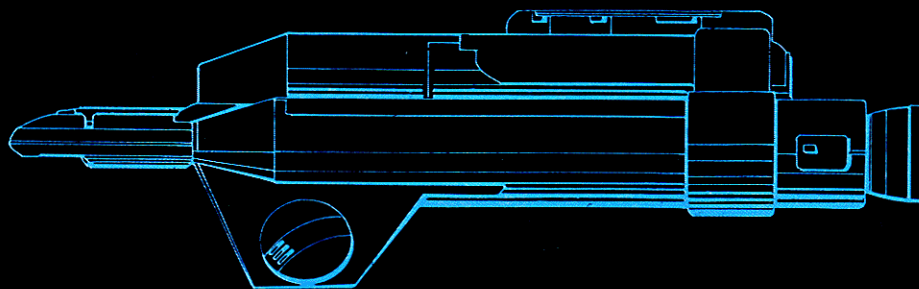
If gamemaster and players are willing, however, this vessel would be ideal for many peaceful missions. These include transporting dignitaries, answering distress calls from transports, and making first contacts on reasonably hospitable worlds. Creating missions of this type could prove to be very challenging for the gamemaster. They will also be a challenge for the players because such adventures require more thought and skill to develop and act out.

ADAPTING FOR ONGOING CAMPAIGNS

It would be possible for players to use previously-generated characters aboard the *Sparon*. The gamemaster may substitute some of the characters provided, or replace the entire *Sparon* contingent with the players' preferred characters, creating an entirely new crew. The only restrictions are that the Commanding Officer of a *Karekh* Class explorer must be at least a Lieutenant, and the First Officer must be at least a Lieutenant, junior grade. Of course, this 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 very difficult to substitute another class of starship for the *Karekh* Class, although a *Mission* Class courier would serve almost as well. A faster ship would not be a problem; it would only change the timing between the spacejacking and the conclusion of the mystery. A slower ship would force the gamemaster to make major changes in the sequence of events. A ship with a larger crew would greatly diminish the excitement of having a mere handful of crewmembers to solve the mystery of the stolen cruiser. Also, the DAVAST members would not be a threat if 30 or 40 Security guards joined the player characters. If the group has an armed ship, they might go after the *Tantrak Nightwalker* or the imaginary Klingon task force, both of which are irrelevant to this adventure. The gamemaster may have to rewrite the entire adventure unless the players use a *Karekh* Class explorer or something very similar.

In any event, the gamemaster should tailor the adventure to the group of players. Every group of people has its own unique, inherent characteristics, limitations, and special skills. If the gamemaster is familiar with the group, those skills and limitations can either be used to advantage or sidestepped when necessary. He should emphasize the elements of the adventure that will work for this group, and should modify or eliminate the portions that would not be effective. Adapting the adventure ensures that it fits the group as closely as possible. The gamemaster's objective is to make the game interesting and enjoyable, especially in an adventure like this one, where the group has no victory conditions for which to strive.



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THE ROMULAN WAR

While on a routine survey mission, the crew of the *USS Sparon* receives an urgent message from the Star Fleet Museum at Memory Alpha. As the closest available ship, the *Sparon* is ordered to investigate an attempted break-in of one of the museum's storerooms. The investigation leads to the planet Daran V and a group of dissatisfied Star Fleet veterans who voice the opinion that much stronger measures should be taken against the Federation's enemies.

Decisive action is needed when the museum reports the successful theft of a mothballed battleship, the *USS Juggernaut*, a relic of the Romulan War. If this ship were fitted with modern warp engines and other equipment, it would be a very potent vessel. The adventurers must find those responsible for the theft before the *Juggernaut* can be used against Star Fleet.

This adventure module also includes a separate book describing the Romulan War, fought between the United Federation of Planets and the Romulan Star Empire. Included are essays by Federation experts on the causes of the war, the major battles, and the political, social, and economic factors involved.



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THE ROMULAN WAR

A Concise Compilation of Library Information on the Conflict Between the United Federation of Planets and the Romulan Star Empire, Stardates 0/0610 through 0909.

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DEDICATION: To Cal Milan, Reed Forman, and Dr. George Larsen, for letting me change the game plan with two minutes remaining in the final period, and to Dr. Fred Zook, for letting the game go into overtime.

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INTRODUCTION

The text and timeline contained in this publication were compiled, edited, and annotated by Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha. This material should be made available, either as general knowledge or specific library information, to anyone serving in Star Fleet who requests such information.

The following material is derived from numerous diverse sources to provide a balanced, objective, and concise summary of events surrounding the Romulan War. Any annotations made by Academician Brighton appear as editor's notes in the text. All Stardates given are Reference Stardates.

CONTENTS OF THIS BOOK

Background Information contains two essays and a media report on the development of the first faster-than-light warp communications system. This section discusses the general causes of the war and summarizes some of the major differences between the Romulan War and other Federation conflicts.

The History contains detailed information on the historical events leading up to the Romulan War. Two essays explain the sociopolitical and military conditions within the Federation from before its creation to the time of war. This section includes the official theory of the Romulan Star Empire's motives for starting the Romulan War. There is also a personal narrative describing Star Fleet Command's exploration policies and the individual autonomy of starship Commanders within Star Fleet.

The War describes the Romulan War itself. It covers the period of time from the attack on the *USS Atlas* to the declaration of peace, and describes major battles and strategic events occurring during that time. In addition, this section contains several media special reports and the final log entries of the *USS Atlas*.

Related Issues contains information on issues dealing indirectly with the war. It examines the effect of the war on certain Federation industries, the Treaty of Peace, starships used in the war, and a discussion of military tactics used in the war.

The Consequences section examines the lasting effects of the Romulan War on military technology and policy, postwar Federation/Romulan relations, and the socio-economic effects of the Romulan War on the Federation.

Timeline contains a chronology of events relevant to the establishment of the United Federation of Planets and the Romulan War. The timeline also includes specific significant events related to Federation technology and sociopolitics.

UFPI REPORTS

A number of entries in this publication are taken from unclassified media reports filed shortly after the reported event took place. The SNA reports are from the Solarian News Agency, a direct outgrowth of 20th-century Terran news reporting services. Shortly after the United Federation of Planets was formed in Stardate 0/8706, the Solarian News Agency merged with similar information-distribution services from other UFP member worlds to form the United Federation of Planets Infonet, or UFPI.

These news reports made distant news readily available to the average Federation citizen. The specific facts and details in the reports were correct in most cases, and the reporters made genuine efforts to maintain objectivity while exercising editorial prerogatives. The UFPI reporter had almost complete freedom to travel, observe, and report news-making events, even during wartime. Censorship was the exception rather than the rule. In addition to their journalistic duties, many reporters performed as unofficial crewmen aboard the vessels on which they traveled.

EDITOR'S NOTE

The sociopolitical situation between the United Federation of Planets and other spacefaring governments is steadily deteriorating. Consequently, officers and crewmen of Star Fleet Command must be on the alert for any indications that may signal renewed warfare. It is important to examine historical records for hints or patterns in order to predict future events.

Yet, to include every minute detail surrounding the Romulan War would require many volumes and prove uninteresting to all but the most devoted. Many Star Fleet servicemen may wish to have detailed but compact information on this historical event, including the factors that caused it and effects resulting from it. As a result, this compilation, the second of its kind, 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. Although this may result in some inconsistencies, it also provides a more personal touch. Inconsistencies that might prove confusing are annotated. Otherwise, the text is essentially unaltered from the time it was written.

I hope this information is useful to Star Fleet personnel as they carry out their duties. We must remember the lessons of past generations.

—Sir Kenneth A.F. Brighton

BACKGROUND INFORMATION

DEVELOPMENT OF F-T-L COMMUNICATIONS

From SNA Spcial Report, Stardate 0/7404.17.

This is Adam Willheight, Chief Executive Officer of the Solarian News Agency. I am coming to you live from the FarPluto Transmitting Platform, where those in attendance today witnessed a technological milestone. We have seen a tremendous stride in communications research and an engineering marvel second only to Cochrane's warp theories. We, the Vulcans, the Alpha Centauri, and the Tellarites are now able to reach out through the vast, almost unimaginable reaches of interstellar space to touch other beings on other worlds by means of practical, faster-than-light communication.

A message was transmitted via warp radio from here on Pluto to Terra. Using conventional frequency or amplitude modulation techniques (regular radio to you and me), the signal would have taken about seven hours, give or take a couple of minutes, to travel each way. But instead, the message was transmitted, received on Earth, and a response sent back here in a total elapsed time of 14 minutes! The result, though not unexpected, led to pandemonium. Scientists, researchers, military officers, and civilians alike were ecstatic. On this historic day, we have entered another new technological era.

From now on, we can send messages via the new warp-radio Interstellar Communications Network. The speeds involved, gentle public, are simply astronomical — no pun intended. The system operates at the incredible speed of Warp 4, or 64 times the speed of light. A message can be transmitted between two planets in a matter of a few weeks, instead of a few years. Spaceships will now be free to perform more important duties. Routine interstellar communications can be handled by the faster and virtually cost-free warp radio system.

It is hardly a surprise that the Solarian News Agency has been granted the first block of access time on this new communications network. When we say that the Solarian News Agency is truly light-years ahead of its competition as an information source, it is more than just a slogan.

CAUSES OF WAR

From *Psychohistorical Study of Known Space*, Academician Sir Kenneth A.F. Brighton, Professor of Psychohistory, Star Fleet Museum, Memory Alpha.

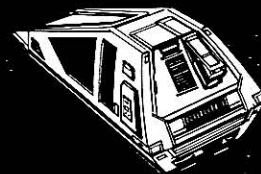
Wars have been fought throughout thousands of years of Terran recorded history. Causes for war varied widely from era to era. Some wars have been fought over conflicting political or religious ideologies, and, in typically human fashion, the leaders on both sides believe theirs is the banner of goodness and morality. More often, wars occurred because of constricting territorial areas, uncontrolled population expansion, or limitations in (or greed for) valued resources, such as food, fuels, or minerals.

After surviving the frequently-hostile and often world-threatening 20th and 21st centuries, Humankind felt that the worst moments of crisis had passed. Because the people of Terra did survive that tumultuous period, a theory developed that the Human race had matured in the process. Some said we had outgrown the need for war, and indeed, many hoped it was so.

But mankind was resourceful, able to imagine the unimaginable, to think the unthinkable. Even with the unexplored vastness of space, sheer statistical probabilities meant there would inevitably be unfriendly conditions or confrontations. The possibility of war in space had to be faced. Thus, from mankind's need for a unified military force was Star Fleet Command born.

As thinking beings spread out through the neighboring stars, we made several quantum leaps: from dominating a single world to colonizing many; from securing a fragile-but-lasting peace among the geopolitical divisions at home to establishing contacts with friendly races from other worlds; from having the skill and resources to wage war on a small scale to having the rapidly-expanding technology to wage war throughout known space.

Like the wilderness-conscious youth scouts of the 19th and 20th centuries, mankind decided to be prepared. After taking the first tentative steps, we ventured headlong into space, always carrying along those things that made us feel safer in confronting the unknown. It made sense for the voyagers to want weapons while in the isolation in space. Weapons offered security and reassurance, and perhaps even a little familiarity. After all, the technology that permitted space travel did not change man's underlying tendency toward social aggression, seen in its most extreme form as war. Technology only gave man a greatly expanded field in which to express that aggression.



CHARACTERISTICS OF THE ROMULAN WAR

Summation adapted from *The War-Torn Galaxy: A History Of The Romulan War*, John Gill (Written in Stardate 2/02).

The United Federation of Planets has had a long and proud history. Many hostile encounters, conflicts, skirmishes, battles, and even wars have been fought within its boundaries. Nevertheless, every situation is unique, and every war has its own characteristic features. There are several factors that make the Romulan War unlike any other conflict fought by Federation races. The most significant items are summarized below.

1. The Romulan War was the first full-scale conflict fought after the foundation of the United Federation of Planets. Consequently, it was the first war using the men and resources of Star Fleet Command.

2. It was the first war in which Terrans fought in a unified alliance with other races. Andor, Alpha Centauri, Tellar, and Vulcan were the primary non-Terran allies.

3. It was the first war in which warp-driven vessels built for the sole purpose of combat were used. While most prewar starfaring vessels were armed, their armament was of secondary importance to transportation, exploration, research, or similar duties. During the Romulan War, however, certain classes of starships, notably the various starfighters and the *Marshall* Class destroyer, were built specifically for fighting.

4. The Romulan War was the first war fought in interstellar space. Before the Romulan conflict, space battles were fought for specific territorial objectives, and took place within the confines of a planetary system. By the time of the Romulan War, however, sensor detection

equipment and propulsion systems had advanced far enough to permit deep-space encounters.

5. This was the only war in which beings from the two opposing governments never met personally, neither in ship-to-ship encounters nor in diplomatic negotiations. Another characteristic unique to this war was that neither side succeeded in capturing enemy vessels or personnel.

6. The Romulan War was the only one in which both sides had almost no military or sociological knowledge of the other, even at the war's conclusion. Neither side learned the location of any of the opposition's home worlds. Though border outposts from both sides were destroyed during the Romulan War, locations of the planets Terra, Tellar, Andor, Vulcan, and Alpha Centauri, and their Romulan equivalent(s) were never discovered by opposing forces.

7. It was the first war in which large groups of hostile, alien vessels entered Federation-controlled space from outside the Federation.

8. It was the first time that the Federation encountered a massive, decentralized, industrial civilization. Instead of one world or a half dozen, the Romulan Empire had several hundred planets and colonies involved in the logistics and manufacturing of ships and other war-oriented materiel.

9. It was the only war in which neither side could claim a significant victory.

10. The Romulan War inflicted the highest percentage of fatalities among starship crews in the entire history of known space warfare. There would be more crew casualties during the Four Years War, but there also were far more ships. The Romulan War was not the largest, but it was the most hazardous.

11. The Romulan War represented the first serious threat to the continued existence of the United Federation of Planets.



THE HISTORY

STAR FLEET EXPLORATION AND COMMAND AUTONOMY

From *Sailing A Starry Sea*, Admiral Stuart Mann, Retired (written in Stardate 1/12).

The Cochrane drive ushered in an exciting era for interstellar merchants who plied their trades and peddled their wares upon distant and unfamiliar worlds. Though the physical shapes and skin tones of alien races were quite different from anything found on Terra, the merchants' language is spoken everywhere.

It was an equally exciting time for starship captains. Back in the days of sailing ships on old Earth, a ship's captain was the arbiter of high, middle, and low justice. No single individual had more life-and-death authority, as he could have his crew punished or even passengers disciplined to maintain his command. The captain set his own course, travelled for weeks without any contact from superiors, fought other vessels when and as he wished, and generally served as master of all he surveyed. His only ruling authority was his own conscience.

Nowhere was that more true than aboard a warp-driven starship. A single vessel, containing perhaps 100 or 200 crewmen, might hold the only living things for a dozen parsecs in any direction. The stars beckoned many of us. Indeed, the lure of the cosmos was the reason why I joined Star Fleet. And of these captains of the stars, I had the fortune to be in the forefront, freer even than most, and able to explore wherever I and my vessel sailed among the twinkling lights.

[section omitted]

Mankind explored space because he could. The technology was present, and the individual spirit to venture forth had been rekindled. Space possessed many mysteries, and Humans always liked to solve puzzles, no matter how frustrating or potentially dangerous.

The official reason for border expansion and the Galactic Exploration Command of Star Fleet was to survey interstellar space. Searching for new life forms, habitable worlds, and any and all hazards were high priorities. We would go as far as we could, stopping only when we had to re-supply or when we could go no farther. Although we were not looking for trouble, we had to be prepared for its eventuality.

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My first major command was the *USS Horizon*, flagship of the Galactic Exploration Command at that time. As Commander of that magnificent starship, I had command of 40,000 tons of streamlined power and over 220 crewmen. Like hundreds of other Star Fleet vessels, we travelled widely, slowly expanding the frontiers of known space.

The work was systematic, time-consuming, very meticulous, but I never found it boring. The first step in charting a region of space was to locate major fixed astrophysical phenomena in the sector. Large stars like Arcturus, Deneb, and Rigel made excellent reference points. The second step was to determine the coordinates, ascension, and declination (not exactly the correct terms, but similar enough to explain their function) to the nearest

Star Fleet facility. The third step was to travel in set patterns to map the local space, and to place automated navigational beacons, space buoys, at regular intervals. The ship would travel at low warp speeds, making pass after pass, as we detected and logged stars of every spectral class, clouds of interstellar dust, or belts of meteoric shower activity. As the quality of ships' sensors and propulsion systems improved, the surveying speed increased somewhat, but the work remained slow.

The final step of surveying was to evaluate our findings. If a solar system was discovered in the surveyed area, it was standard procedure to determine whether life existed there, the life form, and its sentience, if any. Every once in a while, ships would discover a world with a race of intelligent beings. In situations like these, a starship captain was on his own. His superior could easily be 30 or 40 parsecs away. Even warp communication to the nearest base could take months, and the senior officer on board a starship rarely had months to spare. Thus are decisions made in space, and one reason why I decided to beam down on Dana lotia II.

[section omitted]

I had the dubious fortune of holding the post of Chief of Staff of Star Fleet Command during the Romulan War. During this time, I saw a Captain's autonomy from the position of the superior trying to get in touch with the far-flung vessels under my command. Space travel was fast in real terms, but frustratingly slow in terms of distances to be covered. While ships and men could go many times the speed of light, it still took time. A lot of time.

As the Federation grew in both area and membership, the centralization of Star Fleet Command on Terra or Andor became less and less effective. For this reason, star bases were constructed. These massive installations would serve as headquarters, repair and recreational facilities, and, during war, locations for assembling or regrouping combat task forces. More importantly, however, each Star Base was staffed by high-ranking, experienced admirals and commodores. These senior officers had the authority and responsibility to make decisions that could affect the fate of their entire region.

Time proved this to be effective. By dividing the UFP and Star Fleet's resources into a number of semi-autonomous regions, many of the enormous delays in communications and tactical fleet response could be reduced dramatically. Star Base 3, for example, was crucial to Star Fleet's effort in fighting the Romulan War because it was much closer to the front than any major Federation homeworld. Star Fleet forces took orders from the ranking officials there, instead of waiting for instructions from Terra, and saved much time.

Even so, starship commanders had to wait long periods of time for instructions from a star base. Also, it could take weeks or months for reinforcing starships to move from one area of the Federation to another. That is where the squadron commanders and outpost commanders came in. These officers, also possessing great authority and responsibility, were actually present in the front-line sectors. Lacking senior officers to advise, these line officers decided local policies. Their duties included determining

local strategies, issuing patrol assignments, organizing tactical formations, and making other decisions that just could not wait.

The system worked well during peacetime. In wartime, though things never go according to plan. During the Romulan War, for example, a few squadron commanders took it upon themselves to conduct their own little wars. They would authorize squadron- and battle group-sized maneuvers, attacks, and withdrawals without contacting a ranking officer. Faced with a potentially disastrous Romulan advance, one squadron commander went to his personal quarters and refused to come out. Only the flag captain's quick commands in his superior's name saved the squadron.

Having autonomy at this level of command worked because most squadron commanders were hand-picked for such assignments. There were very few occasions when the senior officer's decision was not effective. A time when Star Fleet officers-of-the-line possess as much personal freedom to act may not come again.

ED. NOTE: Admiral Mann's perceptions are generally accurate. Individual squadron commanders and other field officers of similar rank and position had more autonomy and decision-making authority during this period than at any time before or since. Of course, the Admiral did not realize the effect his visit would have on the imitative population of Dana Iotia II. Indeed, he would have been chagrined if he had learned that another starship, the *USS Enterprise*, would be called upon to counteract the effects of his visit on that world. Refer to the *STAR TREK* episode "A Piece of the Action" for a popularized account of that particular mission.]

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 were characterized by territorial expansion and technological and cultural growth. Except for violent contacts with such races as the Vegan Tyranny, the period between Zephram Cochrane's development of the warp drive in Stardate 0/4812 and the loss of the *USS Atlas* to the Romulans in Stardate 0/9211 was generally peaceful. The establishment of the United Federation of Planets on Stardate 0/8706.06, with its charter calling for 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. The antimatter warp drive had opened up space, but even it could not do the impossible. Advances in propulsion permitted speeds of Warp 3.5, but no higher. Significant breakthroughs in interstellar travel would not be forthcoming until the discovery of dilithium in Stardate 1/7603.

On the sociological front, though, things were progressing well. During the early 21st century, Terrans finally had been able to form a single, cohesive world government, and were psychologically ready to make contact with races among the stars. After the genocidal war started by the infamous Colonel Green, Terrans needed a positive sociological experience. Contact with the Alpha Centaurans proved to be just such an experience. They

were humanoid in physical appearance, and their culture, though different, was not incomprehensibly so. Less than four years after first contact, the Alpha Centauri Zancmar Hodgkins formulated Hodgkins's Law of Parallel Planet Development, a brilliant piece of biosociological reasoning. This theory stated that two planets possessing similar temperatures, gravities, and atmospheres would produce similar intelligent life-forms and even similar cultures. When the *UNSS Bonaventure* discovered another intelligent, humanoid race on Axanar in Stardate 0/6507, it provided further evidence supporting the theory.

Ironically, while Hodgkins's theory was being transmitted back to Terra, the Xenobiological Probability Study was being completed. Underwritten by the University of Luna in Stardate 0/5706, this study postulated little chance of finding any non-humanoid intelligent life during the next century of galactic exploration. The study met serious criticism, however. Some scientists called it the homo-centric ego theory, because it emphasized Humans and humanoid life, implying their superiority. As a race, though, Terrans were grateful that their first encounter beyond their planet was with an intelligent race similar to their own. They were equally thankful that there was little chance of meeting non-humanoid intelligence, as they as yet had no basis for dealing with totally alien beings.

Meanwhile, in Stardate 0/6201, the Martian Colonies declared their independence from Terra. Though not a surprise in itself, this marked the first separatist political action in the Terran system since the United Nations became Terra's ruling governmental body. The practicality of extraterrestrial independence won out over a hasty attempt to keep a united Terran government in sole control of all Humans everywhere. Aside from a few protests, Terran imperialism met no further challenge until the formation of the Terra-Return League in Stardate 1/5708.

As more intelligent races were discovered, the need for an interstellar government to maintain security, promote trade, and serve all member worlds became evident. First efforts toward that end began in Stardate 0/6807, when delegates from Vulcan and Alpha Centauri met on Terra to discuss a formal alliance. Although many people welcomed the idea of such an alliance, there was not universal acceptance for it. Certain financially powerful groups were opposed to a multi-planet coalition, and they waged an intense media and legal battle for nearly two years. Public opinion eventually favored the coalition, however. In Stardate 0/7006, the first of ten fusion-powered 'Space Arks' was launched from Terra.

During the next four years, meetings between the major races continued. They established an unofficial economic alliance, and diplomats urged their leaders to ratify a formal alliance between the respective governments. First contact with the Tellarites in Stardate 0/7308 proved the existence of yet another race and bolstered the argument for an interstellar governing body. The development of warp radio eight months later overcame the last technological obstacle to a workable interstellar community.

The first, hostile contact with the Andorian Empire proved that a military alliance could be extremely useful. The only way to secure the regions of space between the major worlds would be through a single coalition of planets and a corresponding force of armed starships. Though diplomacy resolved the Andorian problem, there were bound to be less cooperative races even deeper in space, and an organized defense was desperately needed.

In Stardate 0/8204, a diplomatic meeting on Vulcan was unable to resolve the coalition question. Though delegates from five of the six major spacefaring governments were in attendance (the Rigel/Orion Colonies were not), plans for a federation were incomplete. The primary goals and policies of such an interstellar government could not be defined to everyone's satisfaction, and several officials raised questions about authority and liability.

Five years later, these problems were finally resolved in Stardate 0/87 with the drafting of a comprehensive 109-article blueprint for interstellar government. Not quite four decades after Terra's *UNSS Icarus* arrived at Alpha Centauri, the Articles of Federation were signed at the First Babel Conference on Stardate 0/8706.06. The original signatory powers were the United Nations of Terra, the Alpha Centauri Concordium of Planets, the Planetary Confederation of 40 Eridani (Vulcan), the United Planets of 61 Cygni (Tellar), and the Star Empire of Epsilon Indii (Andor).

The UFP's specific functions and objectives listed in the Articles of Federation were varied and extensive. They included maintaining interstellar security, conducting galactic exploration, establishing an interstellar judicial system, and promoting economic trade, scientific research, and interracial cultural exchanges. In conjunction with these objectives, Articles 52 through 54 called for the establishment of Star Fleet Command within the next three years. Its express purpose would be to provide a unified military force for exploration and common defense.

The Rigel/Orion Colonies were also invited to join the Federation, but their official delegate-observer replied that certain conditions must first be met. As it turned out, the Orion Colonies would only sign the Articles if each of the founding member worlds paid them an economic compensation of two trillion credits. The exact nature of this compensation, however, was never explained. The other delegates were amused, until they realized the Orions were completely serious.

Needless to say, there were bad feelings toward the Orions at this point. When an enzyme-transmitted plague killed 200 people on an outpost on Pluto, it was linked directly to inadequate Orion trade-goods decontamination procedures. For this and other reasons, no one was willing to 'compensate' the Orions. The Rigel/Orion Colonies did not join the Federation at that time. As of Stardate 2/23, they still have not joined.

Aside from the problems inherent in any new government, the first real test of the UFP's cohesiveness, decision-making capabilities, and military effectiveness came after the destruction of the *USS Atlas* led to the inconclusive Romulan War of Stardate 1/0610 through 1/0909.

When that conflict finally ended, peace again became the Federation's watchword. Outposts along the Romulan border became operational in Stardate 1/1804, at which time the Federation continued its efforts toward galactic expansion and economic and sociopolitical prosperity.

UFP MILITARY BACKGROUND

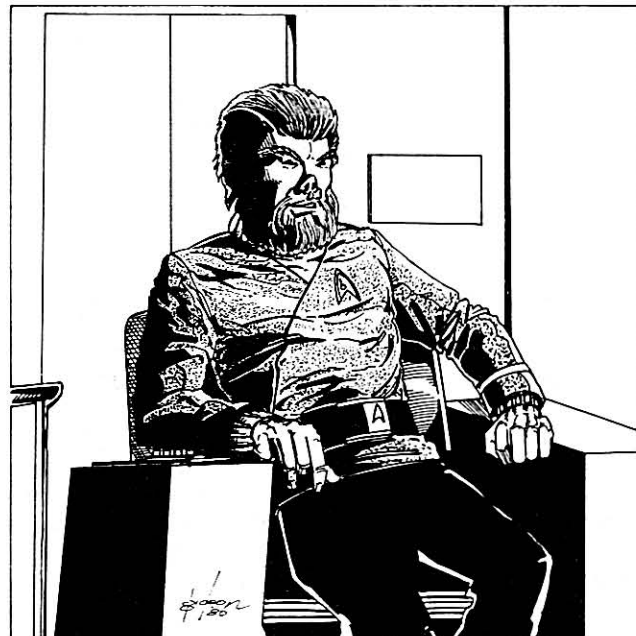
From **Massed Fleets**, Admiral Samuel Shepherd, Chief, Star Fleet Command (written in Stardate 1/93).

Before the United Federation of Planets, each of the major worlds had its own fleet of armed starships and system defense craft, but there was no central force. These ships maintained security in the vicinity of their homeworld and any neighboring colonies, and general strategic policies varied widely depending upon the psychological makeup and astrophysical location of each government.

Around Stardate 0/85, for example, Terran forces were primarily assigned to exploration and patrol duties, though a variety of ship classes were available for assignments. *Verne* and *Messier* Class cruisers made up the bulk of the United Nations Space Force's offensive potential at that time. The *MD-1000* Class sublight-drive construction dock was used to supplant Terra's surface-based repair and manufacturing facilities. *Cosmos* and *Edison* Class scientific ships began studying space on a comprehensive basis, but neither vessel was designed for long-range scouting missions. A number of scout classes would be manufactured in the not-too-distant future, however. The *Assist* Class tender resupplied starships and provided equipment and personnel for limited field repairs.

In comparison, Vulcan forces were used almost exclusively for scientific research or an occasional rescue mission. Alpha Centauran and Tellarite warships were frequently employed for commerce escort. Finally, Andorian vessels were used most often for colonization and offensive military operations.

After the Articles of Federation were signed in Stardate 0/8706, Terran and Alpha Centauran military officials began working together. Joint fleet maneuvers took place and construction projects started to take shape. In Stardate 0/8806, the Alpha Centauran government gave permission to begin building a massive industrial complex in their system. This base, the Centauri Test Range, was a research center and facility for testing shipboard weapons and propulsion systems. Even before the installation was



finished, Star Fleet's Engineering Command worked there on new ship designs and weapons. Stardate 0/9310 marked the very successful culmination of the Range's first full-scale project, the *Horizon* Class cruiser. Within the next two decades, a new generation of launch torpedoes and lasers would also be designed and tested at that site. These new weapons would see service on many Star Fleet vessels during the Romulan War.

Not everything, however, was going well. During Stardate 0/8909, a squadron of Terran and Alpha Centauran warships was operating in a routine joint fleet maneuver. The squadron was in the middle of a training mission when tragedy struck.

Because of a translation error, an Alpha Centauran corvette misunderstood their set of navigational instructions. Taking the wrong course, it inadvertently struck the side of the Terran destroyer *UNSS Scythe*. At that moment, the *Scythe* had been firing its lasers at two other 'attacking' Terran destroyers. Unlike future practice, warships did not have the capability to fire reduced-power lasers for combat simulation. Instead, the weapons were fired at full strength, but on a wide-diversion arc, to deliberately miss their intended 'target'. In any event, the impact of the corvette reoriented the *Scythe* and changed its firing arcs. This caused the beams to rake the hulls of the *UNSS Enmity* and *UNSS Hammer*, with a total of 232 casualties. Captain Henri Fourier, Commander of the *UNSS Scythe*, reported later that there was a component failure in his ship's weapon fire-control systems. This failure prevented the ship from ceasing fire once the lasers began to hit the other destroyers.

This accident vividly pointed out the need for a single command structure and a central training facility for starship crews. Ironically, Star Fleet Command was born during the next month, but it was no consolation to the families of those killed, or to Captain Fourier, who retired from the United Nations Space Force just three days after completion of the exercise.

When Star Fleet Command was founded and the agency received its initial funding in Stardate 0/8910, its first assignment was one of organization and policy development. For example, all Terran vessels previously designated as "United Nations Space Ships" became "United Space Ships". The same also held true for the Alpha Centauran "Concordium Fleet Vessels" and starships from other worlds. Star Fleet's senior officers were fully aware that their forces could be misused. For this reason, and to allay some Vulcan concerns, General Order Number One was formulated and adopted as the most important regulation within Star Fleet.

After that, starships had to be acquired. Some of the vessels, particularly Terran and Tellarite designs, were conscripted from local defense forces and reassigned to Star Fleet. The Andorians, possibly the best warship-manufacturing race, showed great reluctance to share their military secrets or hardware. Andorian warships were added to the fleet only after Star Fleet officials demonstrated enormous patience, giving the Andorians time enough to feel secure with the situation. Other classes also had to be designed to fulfill the special needs of an interstellar combat force.

Star Fleet was established to replace the spacegoing military forces of its members, and each member planet was free to maintain its own system defense forces. Though some governments did retain their own forces for a few years, the success of Star Fleet showed that the additional expense was not necessary. Within three decades, almost every local defense force had been disbanded except for ground forces. Incidentally, the creation of the Marine Corps Command in Stardate 1/09 led to the disbanding of most local ground forces as well.

After the war games disaster, efforts were intensified to complete the Star Fleet Academy. By Stardate 0/9109, the training facility was founded, and its first class had 300 representatives from eight different races. Most of these students were high-ranking Star Fleet officers who had served with their respective planetary navies before the UFP was formed. Having an enormous pool of talent to draw upon, the entire Academy curriculum was designed and written by this 'class', and then used for all future classes. By developing and standardizing the training process for all Star Fleet field officers, quality and competence increased immediately. Before the Romulan War began, every member of Star Fleet had gone through the Academy, regardless of rank. Time showed that the lessons learned there were the most effective training program possible outside actual combat experience.

Aside from the Centauri Test Range, Star Fleet's engineers had one other major accomplishment. They completed designs for a "star base": an enormous headquarters and construction, repair, and service facility to meet Star Fleet Command's growing needs. After several years of preparation and construction, Star Base 1 was completed in Stardate 0/9507. Though each base was enormously expensive, a total of seven star bases were built and in operation before the Romulan War began.

[section omitted]

After the Romulan War, high officials in the Federation felt certain another war would not occur quickly. Once border 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 were allocated mainly for the replacement of unsafe vessels, with very little toward research and development. At one point, Star Fleet submitted plans for an entirely new generation of combat vessels, but the Federation Council rejected any further expenditures.

It is difficult to say how much this cutback was due to fiscal restrictions and how much was prompted by the recent and drastic failures of the Star Fleet Engineering Command. The unsuccessful performances of the *USS Goliath* and *USS Juggernaut*, two prototype battle cruisers, cast doubt on the reliability of that Command's architects and technicians. Fortunately, conditions remained peaceful, and the battle-proven *Horizon* and *Marshall* Classes served Star Fleet's needs admirably for the next decades.

ROMULAN MOTIVATION FOR WAR

Intelligence Analysis of the Romulan Empire, Volume IV, Star Fleet Intelligence Command, Romulan Sector (written shortly after the Romulan War ended).

It is extremely difficult to evaluate the Romulans' racial motivations for war because no direct contacts with them have been made. Nevertheless, we can draw some conclusions by translating subspace communications and making other educated guesses. Future intelligence reports may change or radically contradict the suppositions made in this report, however.

Based on all available information, the Romulan War began because of a territorial dispute. In their spinward expansion of territory, the Romulan Empire claimed an area of space within the Federation's sphere of influence and exploration. When the *USS Atlas* unwittingly entered that portion of space, the Romulans attacked it. Simply put, it was a matter of Romulan expansion versus Federation exploration.

The Romulans' actual reasons for expansion toward Federation space in the first place are not clearly understood. There were possibly conditions preventing the Romulans from expanding in other directions. It may also be that, once they became aware of the Federation's existence, their psychological makeup made them want to fight. Perhaps such a conflict between the two powers was inevitable; even the galaxy is limited in size.

It is fair to assume that the Romulans are a resource-poor race. Their general combat tactics emphasized the most efficient use of available personnel and materiel, as they were inferior in sheer manpower, too. Oddly, the general region of space they occupy has a higher stellar density than most areas within the Federation, offering more stars and more usable planetary systems as well. One possibility for the Romulan shortages is that those stars may not contain needed resources, or they may not be suitable for Romulan life. Only direct investigation will confirm or refute this hypothesis, but that is impossible at present.

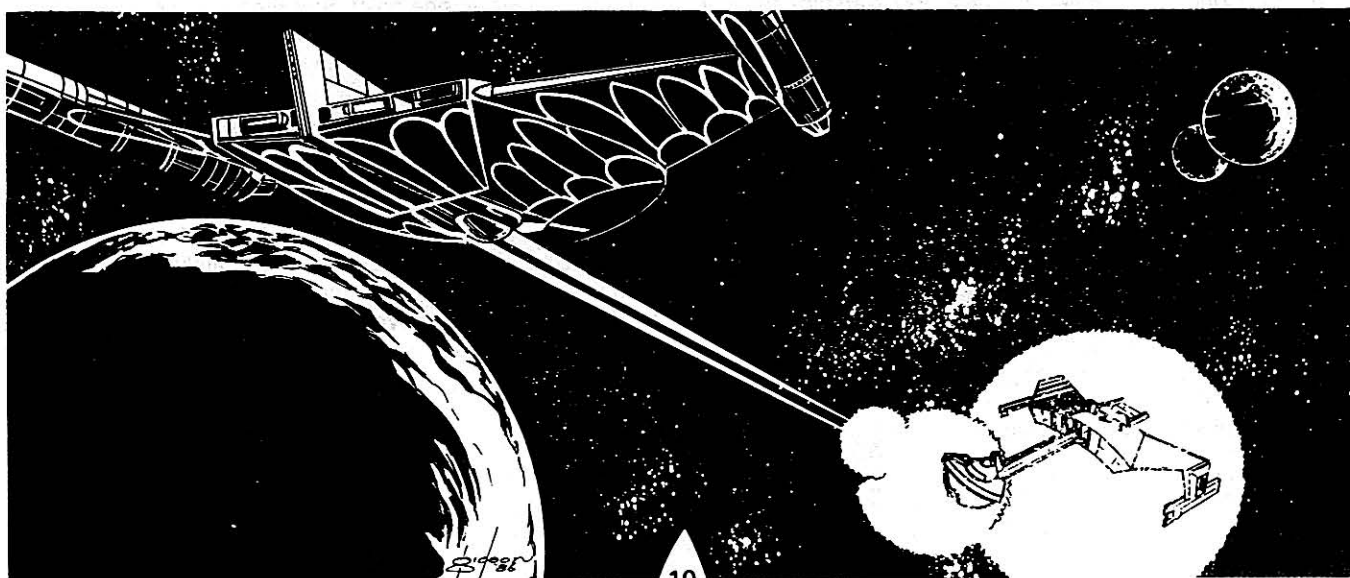
The unprovoked attack against the *USS Atlas* was only the first indication of their ferocity and hostility toward

non-Romulans. A willingness to destroy their own coveted resources, including ships and personnel, to avoid capture reflects a spartan ethic. Based on Hodgkins's Law, both qualities usually are indicative of a warlike race. Unfortunately, it is not possible to determine whether Romulan aggressiveness is due to previous encounters with an equally hostile race, or to a violent xenophobia — that is, fear and hostility toward alien life-forms. If the Romulan Empire feels threatened by another hostile spacefaring race, we must find out about them, too.

Another factor characterizing the Romulans is their tenacity. During 14 years of undeclared action and almost three years of open war, Romulan forces conducted attacks and attempted to invade Federation-controlled space. Several hundred starships were destroyed as a result, with casualties in the tens of thousands. This points to a military government willing to devote resources exclusively to combat, if necessary. It seems unlikely that a civilian ruling body (if such a phrase holds any meaning for a race like the Romulans) would be able to maintain power under such conditions. Despite this, the Romulan who signed the Treaty of Peace holds the translated title of "Leader of the People". The governmental relationship between the Romulans' military and nonmilitary is another area requiring further information.

The only thing that could so strongly motivate an impoverished race to open hostilities is a need for something they do not already possess. If this is the case, we can expect the Romulans to attack again in the future whenever they feel their goals have a chance for success. Depending on how long it takes for them to recover from this war, it could be decades before they make another move against the UFP. Or, it could be weeks.

ED. NOTE: The findings in this report are still considered to be accurate for the most part. Some evidence has recently been acquired, however, that indicates the Romulans knew of the Klingon Star Empire before the UFP made contact with the Klingons. If there was an old animosity between these two empires, which now seems likely, the Romulans may well have taken the *USS Atlas* for a Klingon vessel. The Romulans might not have even known they were fighting the Federation until it was far too late for them to turn back.



THE WAR

USS ATLAS: FINAL LOG ENTRIES

From Ship's Log-Recorder Buoy, *USS Atlas*, Captain Genevieve Horowitz, commanding (written Stardate 0/9211.03).

CAPTAIN'S LOG, STARDATE 0/9211.03

While en route from Delta II to the Sector 5D Agricultural Colony, I have authorized a course change. We are being diverted, and are now diverting slightly from our original course to avoid entering a major ion storm in our previous path. This may force us to be several days late, but it is well within acceptable timetables. The precautionary maneuver preserves the integrity of our valuable cargo, a shipment of neutronic fuel and cobalt tetroxides.

CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.58

Science Officer Sprik has detected an unidentified vessel of completely unknown design on the scanners. Oddly enough, the hull of this vessel is painted with the image of some kind of large hunting bird, vaguely similar to a Terran hawk or Andorian seize-vulture. The hull itself is even shaped a little like a bird. One of the younger officers commented on its uniqueness, and respectfully suggested that we have a similarly distinctive design painted on the *Atlas*. I don't think so ... too gaudy.

I have ordered Lieutenant Withel to send hailing messages on all frequencies in all known languages, but so far there has been no response whatsoever. I unreservedly admit that the situation concerns me. Though the ship has made no hostile move, its silence is unnerving. The *Atlas* will continue to send messages until we receive a response.

CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.89

The *Atlas* has gone to battle stations. After pacing us for eleven hours, the unknown bird-vessel has moved in closer. In an entirely unexpected and unprovoked attack, the ship has opened fire with an incredibly powerful beam-weapon, striking our aft section and crippling the warp drive. Casualties at the moment include one dead and eleven severely burned. I am sending repeated surrender messages, and a complete description of the cargo manifest. If

this is some kind of pirate vessel, I pray they will consider the cargo worth capturing, and will stop their attack. I would rather lose my ship and its cargo than be responsible for my crewmen's deaths.

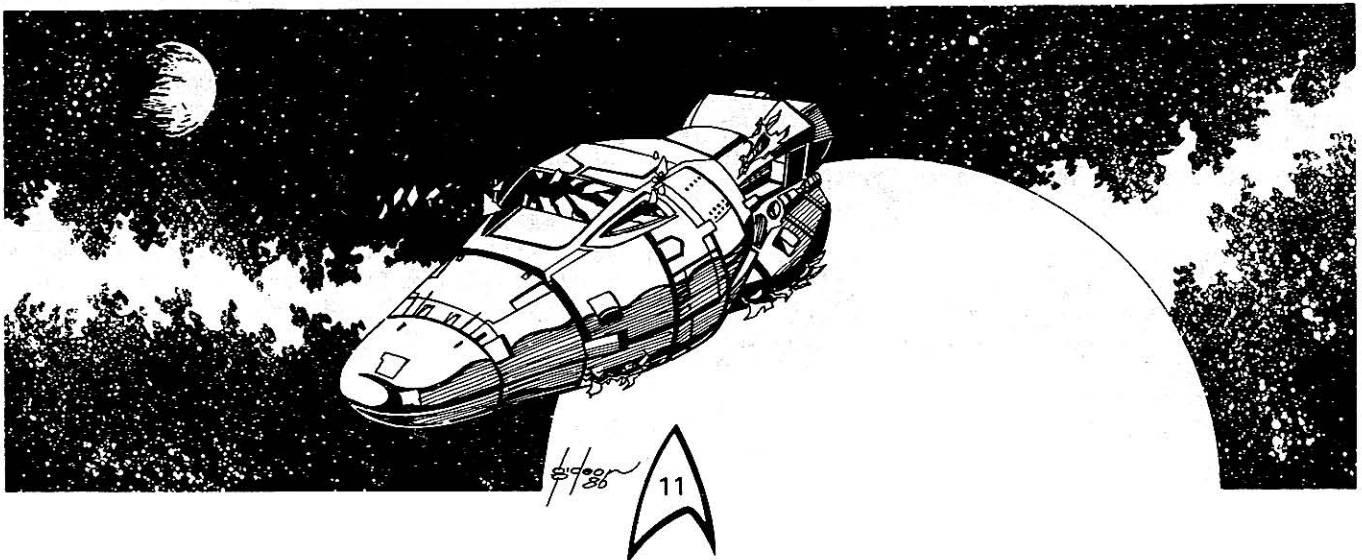
CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.95

Science Officer Sprik has detected a second alien warship, identical to the first. Our surrender messages have been ignored, and the attack continues. The cargoship *Atlas*, completely inoffensive in every way, is now operating on its auxiliary fusion drive. Blast after blast of pinpoint firepower have raked this ship's hull. I have included an excerpt from the scanners and external cameras, as the warship made its second strafing pass at us. Damage control crews, or what is left of them, are fighting fires. There are hull breaches on almost every deck. The ship no longer has integrity, and the remaining crew are now in suits. We are a sitting duck for the sniping warships toying with us. What kind of barbarians are these demons, to continue attacking a defenseless ship?

CAPTAIN'S LOG, SUPPLEMENTAL, STARDATE 0/9211.03.97

There is nothing more we can do. The ship will not last more than another few minutes. Out of a crew of 92, there are now 53 dead and 26 more injured. Sprik, O'Connell, Michaelson, Wiram, Jones, all dead. Withel, though wounded, is still attempting to contact either ship. Efforts to do so have been entirely futile. He has not even been able to intercept ship-to-ship communications between the two vessels. The subspace is quiet, just background static. They are not in touch with each other, and that only makes this attack seem all the more strange. Ominous, quiet, and yet their efforts were perfectly coordinated. It is almost — almost as if they had practiced this type of attack before.

Incredible! Both ships are coming around for another run, as we sit absolutely dead in space. All defensive systems are dead, the engines are dead, and I feel quite confident that we too are dead. I am sending out this log-recorder buoy before they close again, in the hope that a friendly starship will pick it up someday, and learn of this horrendous crime against humanity. May we not die in vain.



FROM USS ATLAS TO SS DIANA

From a lecture in Federation Military History (Romulan War Period) FEH-417/3K (taught by Lieutenant Rantha at Star Fleet Academy).

On Stardate 0/9211.17, the Federation cargo ship *USS Atlas* failed to arrive at the Sector 5D Agricultural Colony as scheduled. Three months later, a Federation scout ship recovered a marker/recorder buoy launched by the *Atlas*. According to the buoy, the vessel was fired upon and destroyed by two hostile alien starships on Stardate 0/9211.03. If Captain Horowitz had not ejected her ship's log, the fate of the *Atlas* might never have been discovered.

Three months after retrieval of the *Atlas*' ship's log, another ship failed to arrive at its destination. This time, it was the *USS Mol Ask'nnar*, a *Degbaxis* Class frigate, also operating in that sector. Manned by a mixed crew of Tellarites and Humans, the vessel was contacted by another Star Fleet vessel to make a rendezvous. The *Mol Ask'nnar* did not acknowledge the message, and never showed up. According to its last routine subspace transmission of seven months before, the ship was continuing its patrol of Federation space along the unexplored frontier. An entire squadron of corvettes and destroyers was dispatched to search for the vessel, but no wreckage was ever found. After four months, the search was cancelled.

There is some confusion as to exactly where and when the *Mol Ask'nnar* was lost or destroyed. In fact, the ultimate fate of this ship is shrouded in mystery, even to this date. It seems most likely that the frigate was destroyed shortly after sending out its last message. No one has proven it, but Star Fleet believes this vessel was also destroyed by Romulan cruisers, possibly even before the *USS Atlas* met its fate. As a result, some accounts list it as the first ship lost to Romulans. In either event, if it was not the first ship destroyed by them, it was a close second.

ED. NOTE: Star Fleet did not know the exact identity of the attacking forces until the latter part of Stardate 1/00. At that time, the term 'Romulan' became identified with the ongoing attacks. Before that time, they were called pirates and marauders, and worse. In instances where Romulans or Romulan ship classes are specifically mentioned, this information was usually derived from postwar intelligence. In all cases, these descriptions refer to what we now know, and not necessarily to what Star Fleet knew then.

Incidentally, many of the Humans serving aboard the frigate nicknamed it the "Muleskinner", even though that was not an accurate translation of the vessel's name. This unofficial (and incorrect) designation even appeared in several Star Fleet records, and somehow became juxtaposed with certain records on the *Atlas*. As a result, the *USS Mol Ask'nnar* was referred to as the *USS Muleskinner*, an ore carrier, in at least one major historical account.

ED. NOTE: This compilation lists the *USS Atlas* as the first ship lost to a Romulan attack. Precise information concerning the time of that ship's fate takes priority over imprecise information regarding the *Mol Ask'nnar*, for the purpose of historical accuracy.

The destruction of the *Atlas* and the disappearance of the *USS Mol Ask'nnar* shocked Federation diplomats. Many were sure it was some kind of horrible mistake. After all, the Federation had made no aggressive moves against another race. Consequently, the Federation Council ordered Star Fleet to maintain their standing policy of nonaggression. New efforts would focus on establishing communications and, if possible, some form of diplomatic contact.

Meanwhile, Star Fleet increased its patrols of sectors in this area, but made no plans for escorting unarmed vessels. In Stardate 0/9310, this proved to be folly. In transit to a border outpost, the *SS Amaretto* was attacked by two starships of unknown configuration. Both vessels were similar to those described by the Commander of the *Atlas*. Luckily, the ship's Commander got a message off, and a Star Fleet patrol was not far away.

By the time the task force arrived, which consisted of four *Djartanna* Class destroyers, the *Amaretto* had been severely damaged. The alien vessels had apparently detected the Federation warships, and had broken off their attack before destroying the disabled ship. Both marauders, later identified as Romulan *U-7* Class cruisers, slowly accelerated to warp speed. Aboard the *USS Aristocles*, Commander Jan Thomas attempted to contact the pirates. He wanted to make a definite identification and obtain an explanation for their actions. Neither alien vessel responded, and so the destroyers continued pursuit. A nearby meteor belt provided some sensor cover for the Romulans, however, allowing them to successfully evade the Star Fleet warships.

As the situation grew more serious, Star Fleet officials were glad that the *Horizon* Class cruiser became operational at this time. Designed by Star Fleet's engineers, the class possessed superior torpedo armament, making it a valued starship during the Romulan War.

Things were quiet for almost four months, until the Federation's Delta VII outpost suddenly ceased communication during a transmission. The outpost's Communications Officer had been reporting detection of an unidentified starship, and inquiring whether it might have been a Star Fleet vessel. According to later findings, a group of up to twelve Romulan cruisers and gunboats swarmed in from divergent directions, overwhelming the outpost crew before they ever knew what hit them. More than 300 people were killed in this attack.

By plotting out the past four attacks, Federation officials began to deduce the region of space from which their attackers might have come. Over the next nine months, a group of 32 *Franklin* series probes were prepared. Each probe contained symbolic instructions and messages in every spoken or written language. The objective was to establish diplomatic relations with the unknown attackers, and resolve any dispute by nonmilitary means. During Stardate 0/9411, all the probes were launched from border worlds toward several areas of uncharted space beyond Delta VII. No word was heard, and no probes returned. To everyone's consternation, another attempt for a peaceful resolution had failed. Nor was Star Fleet any closer to identifying this deadly new enemy.

Star Fleet spent the next several months setting up enormous quantities of small, automated starship-detection sensors throughout the areas of previous attacks. Also, the *Franklin* series probes were removed from service during this peaceful interlude. No probes launched toward enemy space ever returned, and the public outcry seemed to be demanding a scapegoat. As a result, the probe series was condemned as defective, and honor among diplomats and military officers was preserved.

This unexpected period of peace lasted for over one-and-a-half years, until new violence erupted again in Stardate 0/9510. Several dozen starship-detection probes in Sector 7L were destroyed by an unidentified starship. Set on automatic transmission, the probes relayed their message to the *USS Marconi*, a *Verne* Class cruiser responsible for patrolling that particular area of the sector. Though travelling at maximum warp, the obsolete cruiser arrived long after the attacking vessels departed, and so was unable to pursue. Stemming from this failure, the *Verne* Class was removed from service two months later.

In Stardate 0/9511, the Federation Council passed a special authorization of funds for ship construction by Star Fleet Command. This single appropriation was the largest ever made, and would hold that record until just before the Four Years War. In addition, several cruiser squadrons were to be transferred from other parts of the Federation to reinforce those sectors where attacks had taken place. Finally, a special Star Fleet Intelligence Command scout squadron was launched. Twelve ships and 180 volunteers attempted to enter enemy space on a reconnaissance mission. None of these ships were heard from again, and the names of the crews were added to the growing casualty list.

Stardate 0/96 was a year without incident, further confusing Star Fleet analysts. If nothing else, it was an excellent opportunity to augment and improve Star Fleet battle forces. Two classes of starfighters entered service, a second star base was activated, and engineers began work on new shipboard laser weapons at the Centauri Test Facility. More importantly, Andor grudgingly released the first group of *Taholsin* Class destroyers to Star Fleet Command. Though somewhat cramped, these warships were excellently designed and extremely spaceworthy.

Another major project was also underway. Starship construction facilities were being decentralized for the first time. Though small when compared to later construction yards, new shipyards were constructed near combat areas, making possible speedier deliveries. A total of eight shipyards were built to support Star Fleet's needs during the Romulan War. Most of them, however, could construct only three to six ships per year.

The first UFP victory was obtained during next contact with the enemy. In Stardate 0/9706, an alien cruiser, later identified as a Romulan *U-9* Class, was englobed near Epsilon XII by one of Star Fleet's newly-formed anti-piracy task forces. This group, the Twenty-Fourth Tactical Anti-Piracy Group, consisted of eight *Messier* Class cruisers and one *Cavalry* Class destroyer. The group was in standard wide-dispersion, and so the enemy ship apparently did not detect its presence. In command of the group, Senior Captain Kevin Crump V achieved surprise and encircled the ship. His orders were to maintain close surveillance and attempt contact, preferably by subspace radio.

Instead of surrendering or responding to hailing frequencies, the encircled cruiser opened fire. Its beam struck the starboard underside of the *USS Oort*, causing light damage but no casualties. Crump had no choice but to order his force to return fire. A single round of torpedoes from the *USS Hubbell* struck and damaged the Romulan ship's aft section. To Crump's surprise, however, the alien vessel disintegrated. The explosion seemed to result from some kind of internal detonation, though the *Hubbell's* attack had not been powerful enough for such a violent explosion. No Federation ship was damaged by the explosion, but nothing remained of the cruiser except a small cloud of expanding metal and gas particles. Later encounters revealed that Romulan ships would often self-destruct when damaged, rather than risk capture.

During the next month, Stardate 0/9707, the pirates carried out another probe-destroying mission. This time, the target was Sector 5K. Two *Degbaxis* Class frigates responded at maximum warp velocity, and found three Romulan *U-4* Class cruisers still in the vicinity. The cruisers



crippled one of the frigate's propulsion and life-support systems, and so the other Federation frigate was forced to retreat. Apparently satisfied with the damage wrought, the undamaged Romulan ships accelerated to warp speed and departed the scene.

Then, a full year went by without incident. Star Fleet's continued efforts to locate the pirates' bases of operation were unsuccessful. Then, a group of six *Zeus* Class automated transports were attacked in Sector 7C. By this time, all ships were equipped with damage sensors, and each began transmitting as soon as the first beam struck. Two days later, a Federation destroyer reached the scene of destruction. In each case, the transport's warp propulsion system had been crippled, and the large cargo holds drilled with holes. Most of the tritanium ore carried by the transports was missing. Of special interest was the fact that one of the transports had been carrying a cargo of high-tech machine tools, worth much more than raw ore. Though the ship's hold was also penetrated, apparently the pirates did not want the equipment, as they left them all behind.

Over the next few months, the best minds in the Federation studied the puzzling problem. That the pirates stole certain goods while ignoring others had to be important, but no one was sure how such information would

become useful. At this time, the Andorians finally realized the gravity of the situation and released their excellent *Tholsin* Class cruiser to Star Fleet's Military Operations Command.

The most tragic incident of piracy came in Stardate 0/9905. The unescorted commercial passenger liner *SS Diana* was en route from the inner Federation to Alpha Omega B, a major frontier world. A luxury starship, the *Diana* was carrying 593 passengers and crew when it was attacked by at least two pirate cruisers. They used the same methodical approach as against the *USS Atlas*, killing the passengers and crew, and making off with the *Diana*'s cargo of valuable personal effects and an assortment of luxury trade goods. Captain Henry McKenna of the *USS Intrepid* reported that he had never before seen so much carnage in one place. Unfortunately, all these incidents were only the beginning.

ED. NOTE: The "inner Federation" is an informal phrase that describes the pre-expansion territory of the UFP. It conforms roughly to the area now called the "original Federation".

THE UNDECLARED WAR CONTINUES, PART I

From *A War Of Survival*, Ballancourt McUrkis (written shortly after the Romulan War ended).

The callous and premeditated destruction of the passenger liner *SS Diana* drastically affected the attitude of the general population within the Federation. The earlier attacks against freighters, warships, and unmanned transports had been accepted rather quietly. Although deplorable, such mishaps were considered part of the price paid for creating an interstellar community. Actually, few people outside the government had even been aware of the growing problem.

This situation changed after the *Diana* was destroyed. The public and the media called for action from every agency in the Federation's large and growing bureaucracy. This single event did more to shape public opinion than any other prewar piracy incident. The *Diana* passengers' next-of-kin were determined to see their loved ones live in the

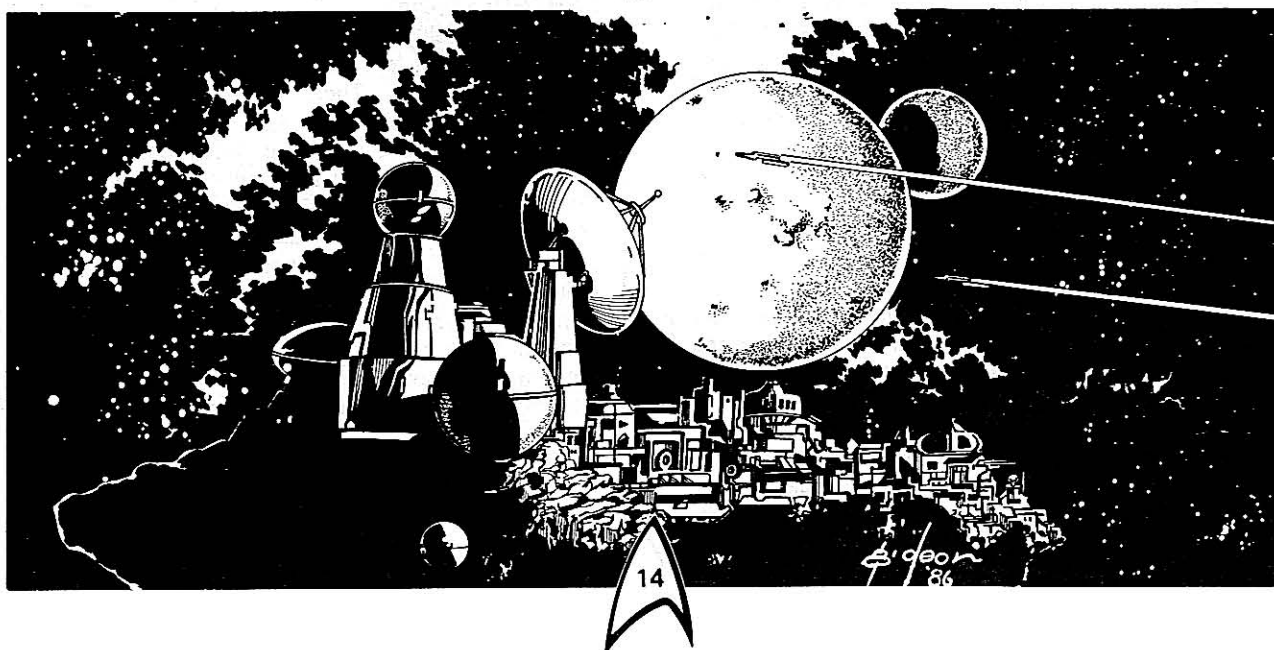
memories of others. An organization calling itself the *Diana Lives!* Foundation was established to promote the construction of a permanent memorial. Though the group never did get the memorial, the words "*Diana Lives!*" became a rallying cry throughout the upcoming war.

In Stardate 0/9907, two months after the *Diana* incident, two Romulan *U-7* cruisers surprised a convoy of a dozen *Vanguard* Class transports carrying foodstuffs from the Raman system to frontier colonies. The cruisers were not fazed by the convoy's escort of five destroyers and corvettes. The pirate ship's commander carried out evasive maneuvers and then seized the combat initiative, attacking and annihilating two destroyers with drill-lasers and 'cell-rupturer' guided missiles. The other cruiser fared nearly as well, destroying one corvette and at least five transports before the remaining escort damaged it slightly. The pirate cruisers then retreated at reduced speed, leaving a scattered convoy and the demoralized remnants of the escorting task force. The Federation's initial numerical superiority was no match for Romulan tactics. This skirmish set the tone for the next six years of undeclared combat.

Five months later, a number of major Federation exchange programs were suspended indefinitely. Interstellar tourism, a recently growing industry, took a sharp nosedive. It became impossible to obtain insurance coverage on interstellar starships and cargoes for certain vast areas of the Federation. The UFP was under siege psychologically. All this, and yet who these pirates were, where they came from, or why they were attacking us remained unknown. Star Fleet Intelligence Command's Project Roundtable, created to evaluate the military potential of the pirate race, ended up raising far more questions than it answered.

Another long, peaceful period ensued. Some began to wonder if the last few years had been only a bad nightmare. The *Diana Lives!* Foundation assured the public otherwise. On Stardate 1/0011.21, the disaster at OSDO 4 proved the Foundation correct.

The Outer Sector Defense Outposts were, in essence, miniature, surface-based star bases. Built on small, uninhabited planets in frontier areas, they provided the same support services as their larger cousins for a fraction of the construction cost and personnel requirements. Also, if anything should happen to such a base, the crisis would not



"induce a critical materiel or support services reduction to decentralized field operations units", as one manual put it. In other words, we could afford to lose a few of them, if push came to shove.

In Stardate 1/00, OSDO 4 was under construction, and the incomplete base was crowded with engineers and the crews of the 155th Combat Squadron. Nearly the entire squadron was using the base as a recreational facility, though it was more a change of scenery than a place with true R & R resources. Many of the ships had better libraries and game room equipment than the base.

While the crews were milling about, a circuit overload temporarily knocked out lights, communications, and other nonessential systems. Though no one knew it, the base's ship-detection sensors were also rendered inoperative. As fate would have it, a squadron of Romulan *U-7* and *U-9* Class cruisers was in the general area and just happened to investigate. Two hours later, the Romulans left the area, their curiosity satisfied.

Three *Tholsin* Class cruisers, four *Taholsin* Class destroyers, two *Cavalry* Class destroyers, an *Assist* Class warp-tender, and a *G'buqoff* Class armed transport were obliterated. The Romulans did not attack the base itself, probably because they mistook equipment crates scattered around the base for weapons emplacements. The ships' crews survived the attack because they were on the base. The life-support system, however, was not designed for so many people, and gave out after almost two weeks. By the time reinforcements arrived, everyone was dead.

Ironically, the only ship to escape the carnage was the *USS Carronade*, a *Cavalry* Class destroyer. Having amassed the worst discipline and administrative efficiency records in the squadron, its crew had been denied shore leave privileges. Instead, the *Carronade* was on patrol outside the planetary system, arriving back at the base in time to observe the attack's conclusion. Fortunately for the Federation, several Romulan ships broke protocol after the attack, exchanging signals with their squadron-mates. A great deal of information was learned from their various messages, including the name of their race — the Rom'lnz. After monitoring the Romulan squadron's communications long enough to verify their exact course away from OSDO 4, the *Carronade* returned to base, bringing news of the horrible attack back with it.

Two months later, a Romulan *U-4* Class cruiser ran into the *USS Runemark*, a *Zoenamy* Class corvette, near Canis Minoris 12. The corvette moved away as fast as it could, and a long chase ensued as the cruiser continued its attack. The battle lasted six hours. The *Runemark's* Lieutenant Commander Rossi Zadamar's final message was "I think we have hurt it more than it has hurt us." Apparently, he was wrong.

Star Fleet continued to patrol the sectors in the Romulan-disputed area. In Stardate 1/0108, elements of an Andorian squadron caught a pair of *U-15* cruisers by surprise near Gamma Hydra. One Romulan cruiser launched a huge salvo of their 'cell-rupturer' guided missiles, diverting the attention of the task force. The other cruiser then broke off contact and escaped. Though harrowing, the missiles did little damage, and the Star Fleet vessels succeeded in destroying the cruiser. This appears to have been the first time the Romulans felt outgunned. It also showed the Federation that perhaps it could win this war after all. The key would probably be in massing superior numbers.

UFPI SPECIAL REPORT: AN ORGANIZED ENEMY

From UFPI Special Report, prepared Stardate 1/0202.18.

There is growing concern on Terra, as well as among the other Federation member worlds. Evidence continues to pour in from the outlying sectors. The Romulans, as they call themselves, are not merely a large band of warring pirates seeking to attack and plunder randomly. Instead, they appear to be a highly organized, intelligent starfaring race much like Humans, Vulcans, and the other major Federation races. Their skill in combat tactics, the widespread availability of high-technology warships, and their overall ability to make war support this conclusion.

We speculate that they may have colonized a number of worlds in their own region of space, wherever exactly that may be. In fact, the extent of their territory may be as large as ours, if not larger. This changes the entire complexion of the war for Star Fleet Command personnel. We are no longer fighting a localized, loosely-organized scourge. Rather, we are up against an interstellar civilization existing along our borders; a civilization fully capable of wide-scale aggression and destruction.

THE UNDECLARED WAR CONTINUES, PART II

From *A War Torn Galaxy: A History of the Romulan War*, John Gill.

The next Romulan attack came during Stardate 1/0209. Three Romulan cruisers attacked a convoy of transports in Sector 10E. The convoy's escort, consisting of several frigates and destroyers, ambushed the attackers, overwhelming them with laser and torpedo fire. Only one transport was destroyed and two escorts damaged. The Romulans lost one cruiser before they withdrew. This was Star Fleet's first indication that new tactics designed for anti-Romulan combat were beginning to pay off.

Not everyone learned the lessons of war easily. Commodore Tonsum Han was Commander of the 159th Combat Squadron, stationed at Outer Sector Defense Outpost 1 in the Delta II System. A proud, rather vain officer, Han was very possessive about his command and the base from which he operated. For some reason, he often referred to the outpost as Star Base 1. Perhaps it made him feel more important. He also thought he knew more about Romulan tactics than any other officer alive, without yet having battled them. He also liked to exercise his authority whenever conditions permitted, often taking his ships out on maneuvers and subjecting them to various whims.

That is exactly how his force was occupied on Stardate 1/0311.02, when a Romulan cruiser squadron swept through the system and discovered the outpost. Captain Artemus Carr, the base Commandant, was asleep at the time, and he woke to the sounds of explosions. Hurrying to the communications station, he contacted Commodore Han on subspace radio and gave a complete status report. At first, Han thought Carr was joking. When the truth finally sunk in, he ordered all ships to the base at maximum speed.

By the time the squadron returned, the Romulan cruisers had already gone, leaving behind only rubble. More than 1900 men and women had lived and worked at the

base. Only twelve survived by getting into space suits and hiding among the rubble. After being rescued by ships of the 159th, the survivors recounted horror stories of what had happened, including Carr's last curses against the squadron Commander.

Seeing the destruction, Han screamed from the bridge of the *USS Garibaldi*, "They have destroyed my star base! Star Base 1 is gone!" A novice reporter aboard the *Horizon* Class cruiser heard Han's cry, and, not realizing the installation was only an outpost, reported that Star Base 1 had been destroyed. This error found its way into at least one major historical text, and subsequent editions were never corrected. After an investigation, Han was court-martialed and discharged from Star Fleet. Within a year, he committed suicide.

ED. NOTE: Outer Sector Defense Outpost 1 is not the same base as Federation Outpost 1, which currently exists just outside of the Triangle. Since the Romulan War, all OSDOs along the Romulan Neutral Zone have been recategorized and renumbered. When reading any historical accounts, care must be taken to discriminate among similarly identified bases.

Effective Stardate 1/0312.06, Star Fleet Command took the first step toward declaring war. A Mobilization Alert was ordered, bringing all star bases, defense outposts, and military construction facilities to combat readiness. A Zone of Transport Escort was also declared for Sectors 5, 7, and 10. From this point on, warships would be assigned to escort all transports carrying priority goods. The protection was greatly welcomed by Star Fleet's Materiel Command and private transport companies alike.

[section omitted]

ED. NOTE: Information on the Romulan Biosocial Evaluation, released in Stardate 1/0405, has been deleted from this compilation by the order of Star Fleet Intelligence Command.

The Romulan War was perhaps the last war of great individuals. Another officer came to Star Fleet's attention, but this time, it was for meritorious service. On Stardate 1/0408.16, Captain William Gustavus Larson, commanding the *USS Excelsior*, detected two Romulan cruisers attacking some asteroid mining outposts in the area of Sigma Cancri. Once again, it was clear the Romulans made no distinction between military and civilian targets. Anything was fair game for Romulan strikes.



ED. NOTE: Obviously, Captain Larson's *Excelsior* is not the same as the Federation battleship now in service. The name *Excelsior*, like many other classic Terran names, has been assigned to a number of nautical vessels and starships throughout history. This trend probably will continue in the foreseeable future. No warships serving during the Romulan War are still in service.

The *Excelsior*, along with her sister-ship *Matador*, drove the enemy cruisers off, destroying one in the process. The *Matador* took a number of superstructure hits, but the *Excelsior* was unscathed in the attack. Even though only two starships participated on each side, it was the first time Federation starships decisively defeated an equal number of Romulan starships. Larson received a Distinguished Service Medal and a promotion to Commodore.

Effective Stardate 1/0501, Star Fleet Command took the second step toward war. All subsectors within Sectors 5, 7, and 10 went to Code 1 War-Alert status. This meant all warships would remain at general quarters or battle stations while away from their bases. Also, any crews on leave would be subject to a 24-hour recall to duty. In some areas, it was a mere formality. In others, it proved how serious senior Star Fleet officers were about the situation.

The situation was indeed serious. In Stardate 1/0507, the Romulans proved once and for all that this was a no-holds-barred war. Two Romulan gunboats, the first ships of that size to be seen, got themselves trapped in the Sexton System. The 123rd Combat Squadron moved in and crippled the life-support and propulsion systems of both ships. The Federation vessels closed, intending to board and take the gunboats, if possible. Then, both Romulan ships self-destructed, destroying four Star Fleet vessels in the explosion. New orders were issued: There would be no prisoners and no prizes taken. Each engagement would be a fight to the death.

Effective Stardate 1/0512.09, Star Fleet Command and the Federation Council took the third, unprecedented step toward war. High-ranking Federation Secretariat officials and Star Fleet Admirals were authorized to make contact with the Romulan government during any future encounter, if possible. The message to be delivered was simple: either the Romulans must stop attacking Federation space, or formal war would be in effect.

Less than four weeks later, an Andorian frigate met a small Romulan cruiser in a ship-to-ship engagement near the Pretoric System. Based on subspace communications and wreckage found later, both ships were destroyed in the combat, presumably by each other. The Andorian CO, Ruhathaar, was only a Commander, and so he was not informed of the authorization issued only weeks before.

The Federation Council was now sure that it would be only a matter of time before an opportunity to notify the Romulans occurred. As it turned out, more than six months would pass from the time of authorization until a suitable encounter took place. On Stardate 1/0606.16, Admiral Rex Gunther's 150th Combat Squadron made contact with a Romulan cruiser near Eta Leonis VI. Gunther assigned a ship to rotation duty in the area to await a response from the Romulan government.

The ultimatum was delivered to a silent enemy, and a response came four months later. On Stardate 1/0610.14, a Romulan star-bomb destroyed the *USS Patton* while it was on-station at Eta Leonis VI. A state of war now existed between the United Federation of Planets and the Romulan Star Empire.

OPEN WARFARE DECLARED

Excerpted from *A Short History Of The First Romulan War*, Admiral Richard Delgado, Retired.

There were very few differences between the prewar skirmishes and the battles fought after war was officially declared. Dozens of individual Federation ships met, engaged, and won or lost against their Romulan counterparts. There were a few major fleet actions, but for the most part, the First Romulan War was one of single-ship attrition. The last side with a functional starship would win the battle, or the war.

A squadron commander would often not know how many ships he had remaining in his unit until he tried to regroup. Some UFP ships sent out messages at the last moment, transmissions that said they were locked in combat and were losing. Many other vessels were lost and never heard from again. It was difficult to fight a war this way, to say the least.

The first fleet action of the declared war occurred in Stardate 1/0703. Two squadrons of Romulan cruisers were intercepted as they tried to sneak through the Triangle. Star Fleet Intelligence later learned their intended destination was toward the Orion Colonies, though their motives were never discovered. Postwar intelligence revealed that the Orions had never met the Romulans. Two Federation squadrons under the command of Admiral James Hunnawalt met and stopped the Romulan squadrons at Prantares.

The Romulan *U-13* and *U-15* Class cruisers were superior to Hunnawalt's older *Messier* Class cruisers and *Degbaxis* Class frigates, but the Romulans were not expecting any opposition. To the Romulans' surprise, the Federation ships used fierce, almost suicidal, tactics to obtain a momentary edge in combat initiative. After that, it was a simple bloodbath until the Romulans had had enough.

The Romulan advance was stopped, but our forces paid a high price for making them retreat. Hunnawalt lost his life and two-thirds of his command, and the Romulans lost at least seven cruisers. Still, it was a moral victory for Star Fleet Command. To commemorate the first fleet 'victory' in Star Fleet Command's young history, a special combat award, the Prantares Ribbon of Commendation, was created. Admiral Hunnawalt posthumously received the first.

ED. NOTE: Many battles referred to as Federation 'victories' must be evaluated in terms relative to the time. Aside from the Romulan debacle at Manarram, there were no decisive fleet-action victories or defeats during the Romulan War. The nature of the conflict made it impossible.

Over the next few months, Star Fleet authorized several squadrons of volunteer crews to enter into Romulan space. They were ordered to go as far as they could, learn as much as they could, cause the greatest amount of damage possible, and then return. Many of those missions lasted the entire war, and brought little reward.

ED. NOTE: These volunteer squadrons seriously depleted available Star Fleet strength. Though this was not of consequence during the earlier months, the forces sent deep inside Romulan space were needed desperately in Federation combat zones by Stardate 1/0808. The win at Manarram and the loss of Alpha Omega B can both be linked directly to the deployment of Federation ships in Romulan-controlled space.

There were, however, a few quick benefits from these assignments. In Stardate 1/0706, the 44th Cruiser Squadron's mission paid off almost immediately when the squadron accidentally located an unguarded forward supply depot just inside Romulan territory. The base, though unmanned, possessed several thousand tons of supplies, foodstuffs, missiles, and other starship ex-pendables. According to Lieutenant Commander Rand Wenphrew, the First Officer aboard the *USS Orpheus*, the base made "a satisfactory pyrotechnic display after we totally blasted it." No casualties were suffered, but there was one case of temporary blindness caused by observing the explosion directly without protective eyegear.

Of course, it worked both ways. Several dozen Star Fleet corvettes and destroyers were assigned picket duty within Sector 5, but the coverage was far from complete. Our inability to be everywhere at once cost us. When the Sector 5B Mining Complex was destroyed by a wing of Romulan cruisers in Stardate 1/0711, for example, it was a major setback for local industrial efforts. Many of the nearest shipyards, begun back in Stardate 0/96 and 0/97, depended upon the processed ore from such bases. The loss of the Sector 5B installation delayed local starship production by more than a year.

During Stardate 1/0802, Romulan cruisers deep inside Federation territory scattered and destroyed at least three UFP supply convoys. Although the convoys were escorted, the Romulan attacks often caught the defending units by surprise. Because ship-to-ship combat was generally to the death, casualties in these brief but intense skirmishes were extremely high. The losses caused some severe localized shortages for Federation forces, and greatly hampered our war effort.

An intense battle occurred three months later. This conflict, the largest fleet action of the war, demonstrated that both sides were having problems meeting their military objectives. A fleet of 60 Romulan cruisers and support vessels was intercepted by the Ninety-Eighth, 161st, and 102nd Star Fleet Combat Squadrons near Gamma Hydra. All three UFP squadrons had suffered casualties in the last four months of combat, and a number of Romulan ships had unrepaired battle damage.

According to Star Fleet Intelligence, the Romulan fleet, under Commander Marrsal, was heading for the Triangle when it ran into the opposition. Tired Federation crews went to battle stations as their starships fell into hastily-organized formations and engaged the advancing force. Although badly outnumbered, they were determined to keep the Romulans from reaching the Triangle and threatening the Federation on a second front.

As the Romulan fleet decelerated from warp speed, they fired off hordes of guided missiles in an attempt to weaken the UFP squadrons from long range. In at least two cases, the swarms of partially-controlled torpedoes actually struck other Romulan ships, obliterating them instantly. Other huge missiles exploded amidst Federation formations, destroying two or three starships in each detonation.

The attack routed the 102nd squadron momentarily. Minutes later, the squadron's surviving ships reentered battle with renewed ferocity. After the battle, it was learned that Commodore Harg Gujlik had retired to his personal quarters, refusing to come out or retake command. Flag Captain Sigul, personally commanding the squadron's

flagship, assumed authority of the entire formation and continued the attack. Because his actions maintained the integrity of Federation forces, Sigul was later decorated with the Prantares Ribbon. Suffering from physical and mental exhaustion, Commodore Gujlik received a medical discharge within two months.

As the two fleets met head-to-head, both sides were ferocious in their tactics. The explosions of starships, often fighting at ranges of less than 10,000 kilometers, filled space with soundless light. In the end, however, the remnants of the Federation force were forced to disengage the much-reduced, but still numerically superior, Romulan fleet.

It appeared the Romulans would be free to continue their advance. Hours later, however, the surviving Federation ships received word of impending reinforcements. Admiral William Larson's oversized 132nd Strike Squadron arrived, and he conducted a lengthy and inspiring subspace briefing with the ship commanders. Armed with new orders and an upsurge of enthusiasm, elements of four Federation squadrons re-engaged the remaining Romulan ships within hours. Cries of "*Diana Lives!*" and "This one is for the *Muleskinner*" rang out over the intercoms and subspace radios. Larson's forces bombarded any Romulan ships within range with laser and torpedo attacks, beating the enemy back with its own style of warfare.

By the time the Battle of Gamma Hydra was over, the Romulan fleet had lost 46 of its 60 ships, and the few surviving ships turned back toward Romulan territory. Star Fleet lost 36 cruisers, frigates, and destroyers from a total of 54 combat vessels, and UFP casualties totalled more than 7,600 dead and severely wounded. Despite the huge losses, it was an important strategic victory for Federation forces. It proved the Federation could defeat the Romulans, provided we had enough ships. For his indispensable role in the battle, Admiral Larson received the Federation Medal of Honor.

THE TRIANGLE FRONT

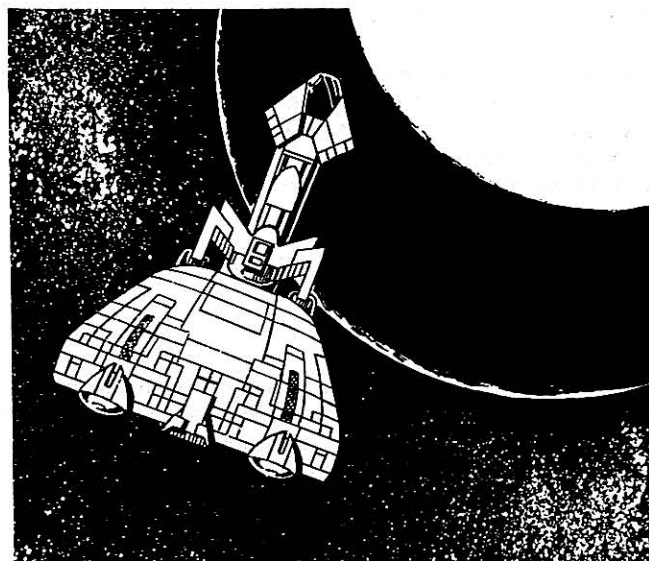
From *War Within The Triangle*, Lee Willson (written in Stardate 2/21).

The first conflict of the Romulan War within the Triangle area, the Battle of Nu Chalcedonis, occurred in Stardate 1/0712. Although taking place just spinward of Cyclopus (Verigus K), the Battle of Prantares is not considered by Triangle historians to be part of its history because the Triangle was not the military objective of either combatant. Our region of space may have been close to the action, but not its destination or cause.

In Stardate 1/0712, a Romulan convoy under Commander Lasus was travelling from the Romulan base at D'latta toward the Triangle, searching for a suitable site for a resupply base. Due to communications and navigation problems, Lasus' force was behind schedule, and he was unsure of his exact coordinates.

When Lasus came upon the Nu Chalcedonis system, he sent a gunboat ahead to investigate. The gunboat reported that the system was empty. Gratified by the lucky break, Lasus ordered the convoy to enter the system, hoping to make some repairs before continuing on with their mission.

Less than three days later, an entire Federation wing under Admiral Erin Dar returned to Nu Chalcedonis, a predesignated Federation rendezvous and resupply point. Lasus had found a resupply base, all right, but it was a Star Fleet base. Taken completely by surprise and heavily outnumbered, Lasus fought as well as he could. Nevertheless, his entire convoy, consisting of four U-4 Class cruisers, three R-1 Class escorts, and thirteen J-2 Class freighters, was destroyed. The Federation lost only two destroyers and a transport.



Long after the Romulan War ended, the Romulan Star Empire renewed its interest in the Triangle. They annexed the Nu Chalcedonis system, and renamed the primary and its class M planet in memory of the battle fought so long before. Nu Chalcedonis became known as Lasustelvan, which means "Lasus' Sorrow" in Romulan, the name it bears to this day.

After Admiral Larson's success at the Battle of Gamma Hydra, the Romulan Navy could not mount another serious offensive into the Triangle. The Federation was also unable to support any large force in the region because it was too far from the main front. Despite this, numerous small Romulan patrols continued to meet similar Federation patrols in the Triangle. The exact number of casualties between those opposing forces may never be known, because many ships were logged officially as "missing in action" or "lost, whereabouts unknown".

The fate of at least one such ship, the *USS Cavalier*, is recorded. That vessel was destroyed by two Romulan cruisers at what is now known as Baker's World, but the *Cavalier's* destruction had unintended benefits. A landing party from the ship was marooned on the planet for a number of months. After being rescued, the group made plans to colonize the world after the war's end. Today, Baker's World is the capital of the Affiliation of Outer Free Worlds, a multi-planet coalition similar to the Mantiev Colonial Association.

ED. NOTE: Lee Wilson is the current president of the Mantiev Colonial Association and a noted Triangle historian. This excerpt shows his careful objectivity in discussing the UFP and the Romulan Empire, despite Willson's personal sympathies toward the Federation.

UFPI SPECIAL REPORT: ALPHA OMEGA B DESTROYED

From **UFPI Special Report**, prepared Stardate 1/0807.26.

An estimated four squadrons of Romulan cruisers have attacked Alpha Omega B with ship-launched missiles. In a nine-hour barrage, more than 800 missiles, including at least 20 of the huge 'star-bomb' type, struck the world's surface. Unconfirmed reports describe scenes of unimaginable destruction and loss of life.

This major border planet was the permanent home of almost 21,000 Star Fleet personnel, engineers, and civilians. Possessing a small, naval shipyard, Alpha Omega B was used as a supply and formation rendezvous point for Federation vessels. It was colonized nearly 20 years ago, and its pleasant climate, excellent agricultural conditions, and accessible mineral resources made it a popular frontier world. It was designated as the primary hospital and recreational facility for Federation forces serving in Sector 7D.

The attack against Alpha Omega B proves beyond doubt the barbaric viciousness of the secretive Romulan race. Although portions of this world were used for military purposes, small enclaves on other continents were devoted to purely peaceful endeavors. All received equal treatment at the hands of the Romulans.

Because of the transient nature of the population, exact casualty estimates are not yet possible. Rescue crews on the scene have found almost no survivors. At least 20,000 inhabitants were probably killed in the attack.

Some of the more prominent casualties identified to date include Dr. Milton Kornheiser, a well-known Star Fleet starship designer; Surok, Alpha Omega B's planetary governor; Commodore Seth Tanjik, CO of the 113th Cruiser Squadron; Cornwallis McGinnes, merchant Captain of Pegasus Starlines... [remainder of section omitted].

ATROCITY TO ATTRITION

From **Star Fleet Command Official Campaign History of the Romulan War**, J.G. Tamuchal and the Star Fleet Office of Public Affairs and Information.

After attacking Alpha Omega B, the Romulan forces scattered. Over the next months, individual Federation warships played a deadly game of hide-and-seek with the Romulan cruisers. Casualties continued to mount, as many Star Fleet squadrons were reduced from 15 or 20 warships to six or eight.

Ironically, the only area of the front where the UFP still maintained a concentrated force was within Romulan-controlled territory. The volunteer squadrons were still searching for Romulan bases or homeworlds. It was not easy to find such a base without accurate coordinates and while searching through unfamiliar space for unfriendly vessels. In the end, luck proved to be as important as astrogational skill.

On Stardate 1/0811.25, the *USS Machiavelli*, a *Cavalry* Class destroyer serving as the 'point ship' for five Star Fleet squadrons, detected major energy emissions in the planetary system ahead. As the UFP force drew nearer, a number of starships were also detected. According to the best intelligence reports, there should not have been a base

in this area. Something was definitely there, however.

The target found was not a homeworld, but it was the Romulan base on the planet Manarram. Better equipped even than the Federation Outer Sector Defense Outposts, the Manarram base was the primary resupply depot for an entire Romulan sector.

ED. NOTE: The Romulan base on Manarram should not be confused with the Klingon-controlled world of Marram IX within the Triangle. There is no relationship between the two, despite a similarity in names.

Admiral Uli Blackwater, commanding the combined force from his *Horizon* Class cruiser *USS Hewlin*, ordered the ships to slow down and deploy into battle formations. Before them was a Romulan fleet of 28 cruisers, gunboats, and escorts surrounding more than 50 transports, all in divergent cometary orbits around the planet. Six other escorts were patrolling in-system, and two X-2 Class Romulan defense outposts stood guard on the ecliptic approaches.

After an hour of close observation, Admiral Blackwater discovered that the Romulan ships were stationed in standard orbit. He thought it possible their crews were not at battle stations. By moving in from above the planetary system's ecliptic plane, Blackwater suspected it might be possible for the Federation fleet to avoid the defense outposts and the system escorts. It certainly was worth a try, and Blackwater ordered the attack.

The first UFP cruisers and destroyers moved in, with no major reaction from the base or the Romulan fleet. Blackwater's force then split into three parts to attack the base, orbiting ships, and in-system defense ships. Moments later, the first salvos of torpedoes and laser bursts struck their targets, wreaking havoc throughout the system.

The first part of the attack came off perfectly. As the defense outposts were placed outside the orbit of Manarram, any missiles they fired would not have enough momentum to threaten the Federation ships. One outpost fired a swarm of missiles anyway. As each missile ran out of propellant, it coasted harmlessly past the Federation's force. Most of the Romulan escorts were caught unaware and were immediately destroyed. The outposts were also destroyed in turn, and no Star Fleet ships were damaged in this phase.

The second part went nearly as well. At the time of the attack, the orbiting fleet and its auxiliaries were involved in a resupply mission. A few of the base crews had been shuttling supplies between transports and their ships, but the remainder of the crews were on the surface of Manarram. At least six suborbital shuttles were destroyed as they attempted to return to their ships. Moving at high sub-light speeds, UFP destroyers flashed past the hapless Romulan ships, strafing them with lasers and torpedoes. Over the next five hours, every orbiting ship was destroyed. During the whole attack, not a single Romulan ship returned fire.

In the third phase of the battle, our ships met some resistance. Manarram's surface-based defense emplacements were fully-manned and ready for combat. Romulan surface-launched missiles managed to strike one cruiser and three destroyers, but damage was not critical. The Federation ships were moving so quickly and had surprised the Romulans so much that the defensive attacks could not be executed perfectly. In one instance, the destroyer *USS Ilianna* maneuvered so that an orbiting Romulan ship drifted



between it and the planet. In the ensuing firefight, the Manarram gunners actually fired upon and hit their own ship.

After three hours of combat, Federation torpedoes began to take their toll on the surface base. Large sections were damaged severely, and any defensive systems were no longer functional. Suddenly the base was gone, literally vaporized as it self-destructed. Six Star Fleet ships, including the *Machiavelli*, were in close orbit at the time and were also incinerated.

The two cruisers, one frigate, and three destroyers caught in the self-destruction were the only Federation losses in the entire attack. The Romulans, on the other hand, lost 34 major warships and 58 transports, in addition to the base. Federation forces even located and destroyed some self-contained supply caches in the planetary system's asteroid belt. It was a crushing defeat for the Romulans, and one from which they were never able to recover.

ED. NOTE: The Battle of Manarram is reminiscent of two battles from Terran history. The first was known as the Attack on Pearl Harbor. It occurred on Stardate -1/4112.07, and plunged the United States into the Second World War. The second, earlier incident was fought between England and France in the Napoleonic era. An English fleet attacked a French fleet anchored in Egypt, virtually obliterating it. This is known as the Battle of Aboukir Bay, or the Battle of the Nile, and it took place on Stardate -3/9808.01.

Two months after the Battle of Manarram, Federation Councilman Dannon raised the issue of a peace treaty with the Romulan Star Empire. After lengthy discussions, his efforts led to diplomatic negotiations with the Romulans, and culminated in the bilaterally-ratified Treaty of Peace.

ED. NOTE: A complete description of the negotiations, treaty, and Abraham Dannon's personal role in them are described in Dannon's book, *Ingratitude*. This book was begun after he was removed from office, and it was unfinished at his time of death. An anonymous associate finished the work and arranged for its publication. Though *Ingratitude* is heavily biased by Dannon's personal observations, the essential facts are presented accurately. Still available in microfiche or IRAM bubble versions, the volume provides an interesting view into the inner workings of high-level Federation politics during that period.

The Marine Corps Command, Star Fleet's newest combat-oriented branch, was established in Stardate 1/0903. Hostilities ended too soon for any Marines to see service during the Romulan War, and it is unlikely that they would have been of much use. However, marines should prove invaluable in more conventional conflicts. They shared the Star Fleet Academy with the naval officers, and were a welcome addition.

The last fleet action of the war took place on Stardate 1/0905.01 at Cheron. Two squadrons under the command of Admiral Alexander C. Hamilton met 15 Romulan ships, and the fighting lasted for more than two hours. Hamilton had been looking for another Romulan base to eliminate, while the Romulans apparently were regrouping from several different operations.

When the dust from battle cleared, both sides were out of torpedoes and missiles, making close assault tactics necessary. Four Federation cruisers still had maneuverability, but their weapon turrets had been shot off. Three Romulan ships could attack with drill-beams, but they had suffered impulse propulsion damage and could not maneuver in combat. Issuing orders from the *USS Hannibal*, Admiral Hamilton permitted the Romulans to disengage. He had already had three different flagships 'shot out from under him' in the past month, and saw no benefits in attacking further. The Romulans slowly accelerated to warp speed and departed.

The long-running war between the UFP and the Romulans may have begun with a bang — the loss of the *USS Atlas* — but it ended with a definite whimper. Both sides were too weak to fight any longer. Four months later, the Romulan Imperial Senate broadcasted their ratification of the Treaty of Peace, and peace was declared.

OPERATION GOLDEN PHEASANT

From UFPI Update, Stardate 1/0811.30.

This is Ballancourt McUrkis, reporting from the balmy world of Drulaxar IV, near the location of Star Fleet's 25th Cruiser Squadron. For the first time since I began covering this two-and-a-half year conflict, I find myself grounded on the surface of a planet, instead of aboard the squadron's flagship, the *USS Persuader*. Why, you may ask, am I not reporting the latest exploits of our hard-fighting Star Fleet crews as they continue to fight a seesaw battle of attrition with an invisible foe? I have posed the same question without success to a number of high-ranking officers within the Military Operations Command.

Until now, war reporters have been permitted to travel freely aboard almost any starship. Despite the danger and the deaths of many fellow journalists, we continue to cover the war first-hand. We have been free to speak with captains and crewmen alike without restriction or limitation, and to report without censorship. Most reporters, volunteers all, have taken advantage of this freedom without abusing it in any way. On a number of ships, the *Persuader* included, reporters are actually treated as full-fledged crewmembers, with assigned duty stations and specific combat responsibilities. If a reporter did not cooperate, he would be put off the ship and not permitted to return. But that is not the issue here.

According to a briefing I received before being dumped onto unfamiliar terrain, a special security project is underway in this area of Federation space. This project, code-named "Operation Golden Pheasant", supposedly involves the construction and transportation of a new class of battle cruiser for Star Fleet. I am well aware of a prototype battleship being developed back at Alpha Centauri. Hopefully, our engineering boys will have the bugs out of the design within the next few months.

But why have I been kicked off a cruiser half a galaxy away from AlphaCent? How can this ensure security for a project that is not classified, and has no obvious connection with activities in this area? Is there a secret Federation shipyard in this area of space? If so, their actions make some sense. If Operation Golden Pheasant is such a vital secret, though, why did they give us any briefing at all? We were deliberately informed about the existence of a secret project, given the names of the ships involved, provided with an overall description of the mission, and then told no more. If their actions were intended to whet our professional appetites, they were entirely successful on that count.

The reason reporters are on these ships is to provide the civilian population with information on the war's status. Why tell us all they have and then say no more? For security purposes? Are they afraid we might be covert agents, or that we will reveal what we know under torture to the Romulans? Certainly, it is downright laughable that there could be spies or traitors among the journalistic coalition because no one has yet met a single Romulan, whoever he, she, or that might be. Is this an example of one brass-plated bureaucrat not knowing what the other bureaucrats are doing -- or is something else going on?

I am not alone in these questions. Ships' reporters from several dozen of Star Fleet's newest and most powerful vessels in this sector are here with me on this quiet little world. With little else to do, I am about to join what may be the largest, nastiest, cutthroat card game in all of inhabited space. I wonder who said the greatest danger was at the front?

UFPI SPECIAL REPORT: PEACE TREATY SIGNED

From UFPI Special Report, prepared Stardate 1/0909.26.

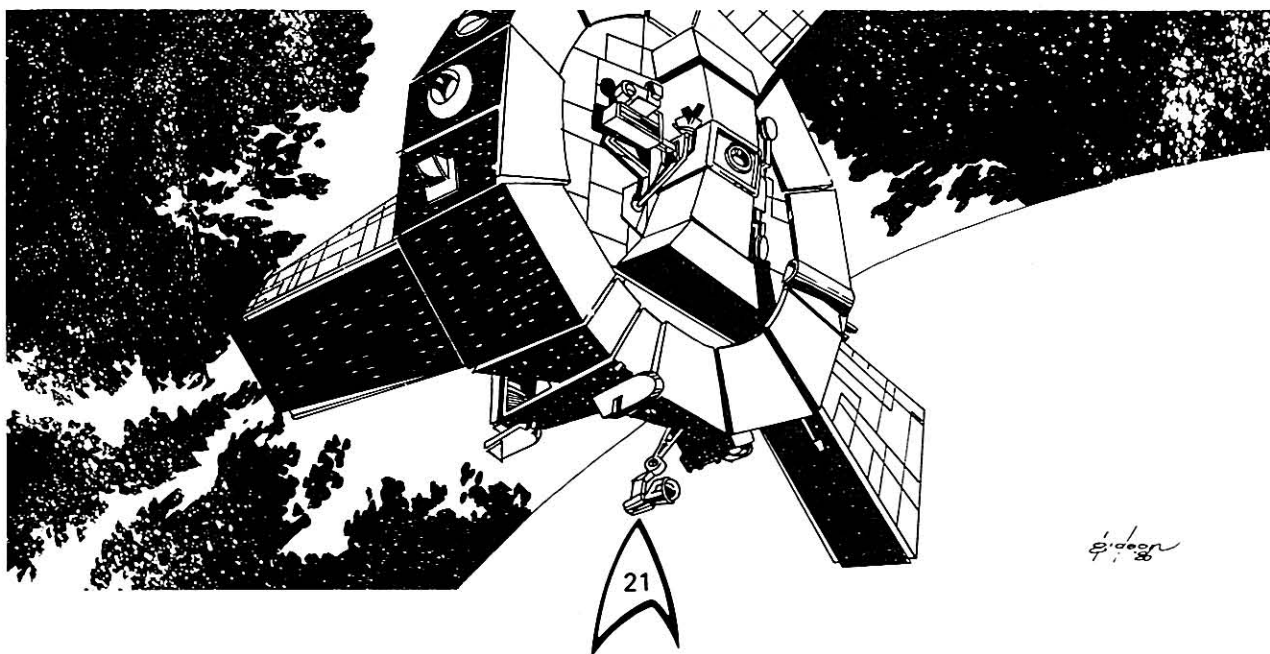
Peace has been declared between the United Federation of Planets and the Romulan Star Empire. Although exact details are rather sketchy at this time, it has just been announced that Cristofur Thorpe, President of the UFP's Federation Council, has executed a binding peace treaty with Karzan, Pratoram Rom'Inz of the Romulan Star Empire. If it is honored by both sides, this treaty ends a state of hostility that has lasted for 35 months of declared war and 14 years of intermittent combat preceding the war. President Thorpe is not offering any comment at this time, but more information will be provided as it becomes available.

THE AFTERMATH

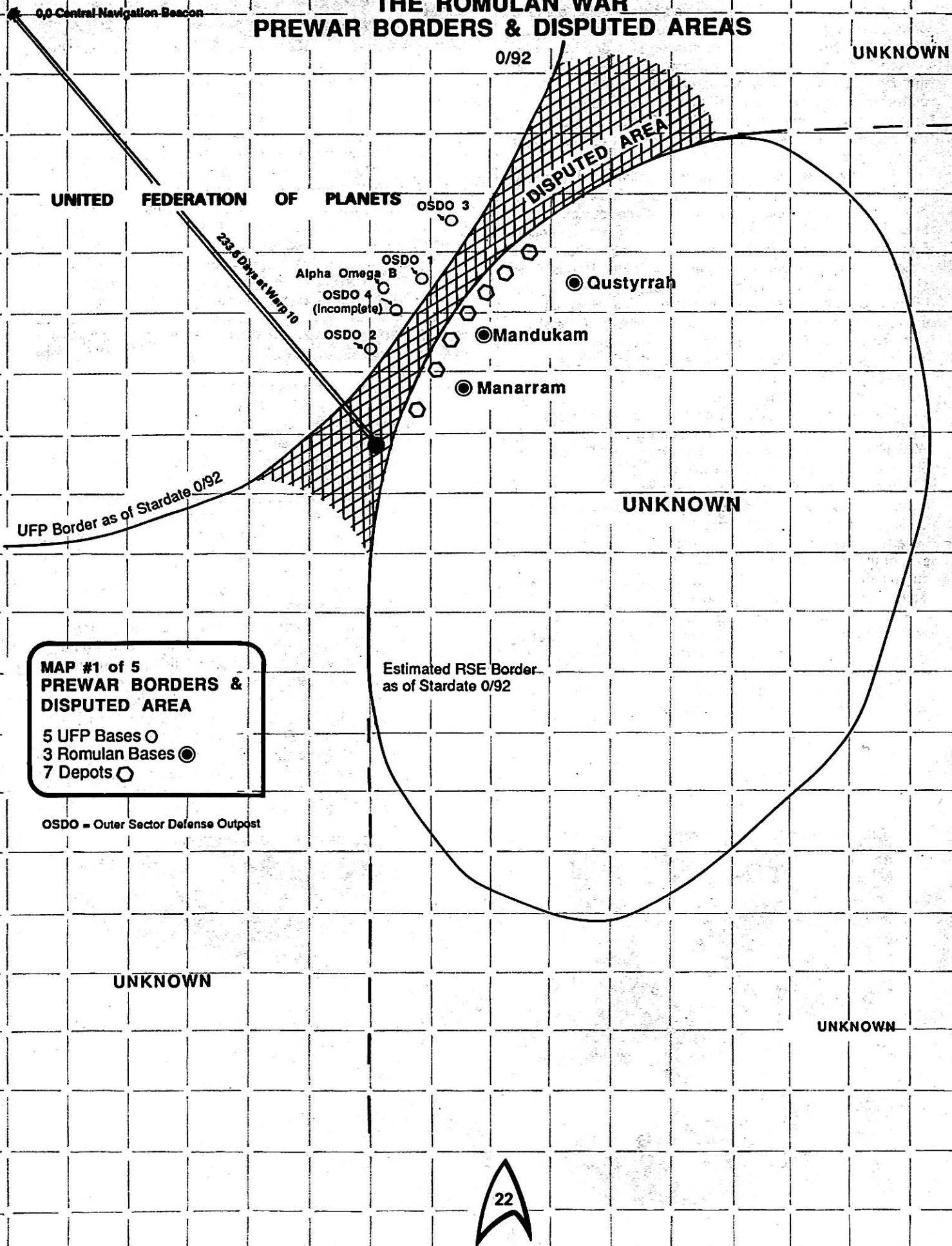
From Star Fleet Command Official Campaign History of the Romulan War, J.G. Tamuchal and the Star Fleet Office of Public Affairs and Information.

Over the next several months, both sides withdrew their ships from each other's newly-defined territory. Star Fleet immediately began plans for a second UFP/Romulan war, and engineers created designs for manned and unmanned zone intrusion-detection outposts. The economy quickly assumed prewar conditions, and Star Fleet was forced to cut expenditures sharply. The star base construction program continued, but decades would pass before Star Bases 10, 17, and 20 were built.

The Zone of Transport Escort was lifted, promoting trade and encouraging the Federation's cultural exchange programs. In a surprise move, the Orions signed nonaggression treaties with the UFP. Councilman Abraham Dannon was assassinated by an angry spectator at a political rally. Research began on transtator physics. The Federation side of the Romulan Neutral Zone was equipped with outposts to keep the Romulans out. Lastly, the races of the United Federation of Planets were free to enjoy the peace and prosperity that their new government had worked so long and hard to attain.



THE ROMULAN WAR PREWAR BORDERS & DISPUTED AREAS

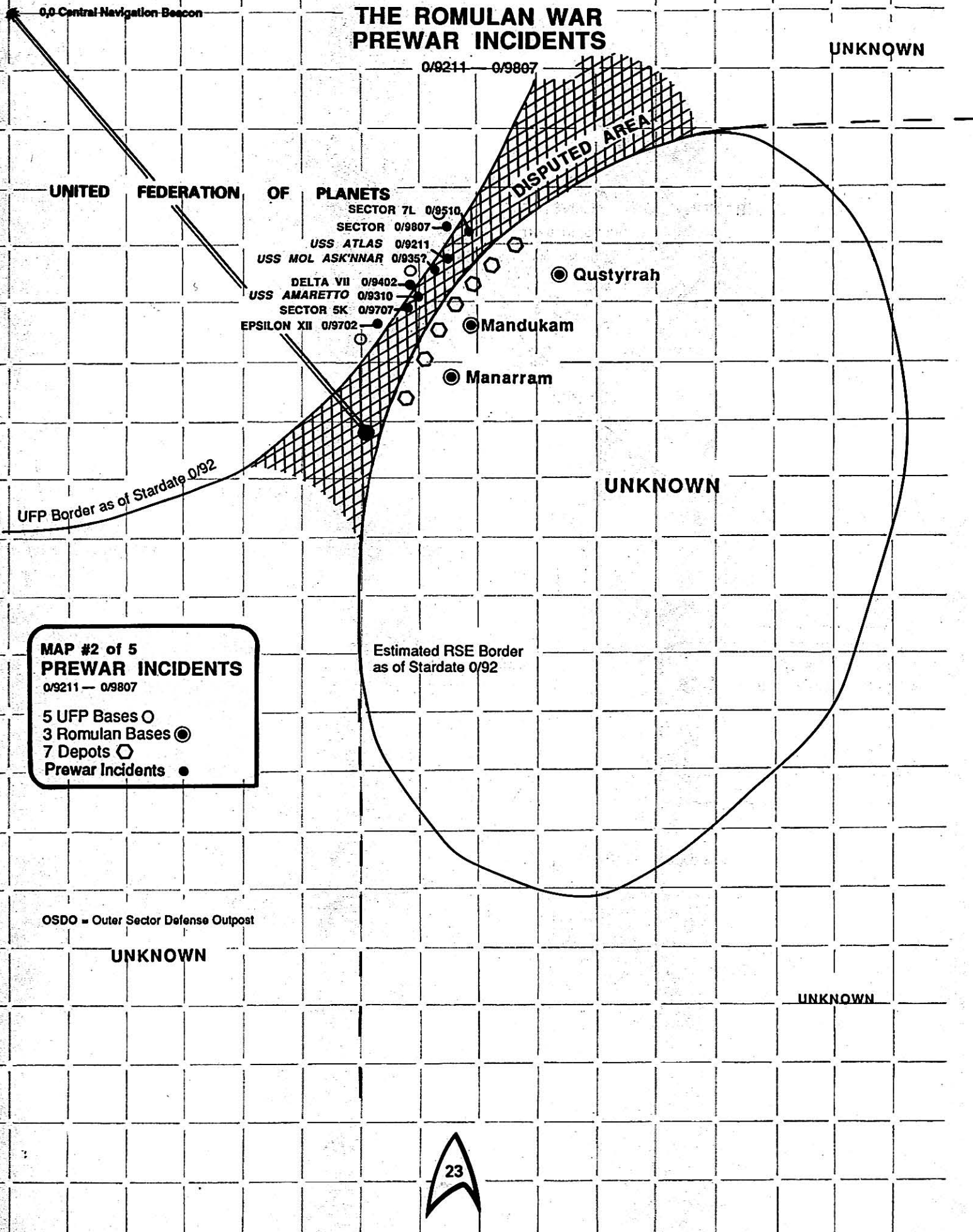


MAP #1 of 5 PREWAR BORDERS & DISPUTED AREA

5 UFP Bases ○
3 Romulan Bases ●
7 Depots ◐

OSDO = Outer Sector Defense Outpost

THE ROMULAN WAR PREWAR INCIDENTS



THE ROMULAN WAR PREWAR INCIDENTS

0/9905 - 1/0610

UNKNOWN

UNITED FEDERATION OF PLANETS

SECTOR 10 E 1/0209

PRETORIC SYSTEM 1/0601

SS DIANA 0/9905

SEXTON SYSTEM 1/0507

OSDO1 1/0311

OSD04 0/9907

RAMAN 0/9907

ETA LEONIS 1/06064

CANIS MINORIS 12 1/0101

SIGMA CANCRI 1/0408

GAMMA HYDRA 1/0108

Qustyrrah

Mandukam

Manarram

ZONE of TRANSPORT
ESCORT S.D. 1/0312

UFP Border as of Stardate 0/92

UNKNOWN

Estimated RSE Border
as of Stardate 0/92

MAP #3 of 5 PREWAR INCIDENTS

0/9905 - 1/0610

5 UFP Bases ○
3 Romulan Bases ●
7 Depots ○
Prewar Incidents ●

OSDO = Outer Sector Defense Outpost

UNKNOWN

UNKNOWN

THE ROMULAN WAR BATTLES AND ENCOUNTERS

1/0610 - 1/0909

UNKNOWN

UNITED FEDERATION OF PLANETS

SECTOR 5B COMP. 1/0711
ALPHA OMEGA B 1/0809

VP 18 MARK 30.2 1/0706
● Qustyrrah

GAMMA HYDRA 1/0805

● Mandukam

CHERO 1/0905

● Manarram

PRANTARES 1/0703

● NU CHALCEDONIS 1/0712

UFP Border as of Stardate 0/92

BAKERS WORLD ●
1/0811

UNKNOWN

Estimated RSE Border
as of Stardate 0/92

MAP #4 of 5 BATTLES AND ENCOUNTERS

1/0610 - 1/0909

5 UFP Bases ○
3 Romulan Bases ●
7 Depots ○

UFP Movement →
Romulan Movement →
Estimated Romulan
Movement - - - - -

OSDO = Outer Sector Defense Outpost

UNKNOWN

THE ROMULAN WAR DEEPEST PENETRATIONS

UNKNOWN

UNITED FEDERATION OF PLANETS

UFP Deepest Penetration

Romulan Deepest Penetrations

ALPHA OMEGA B

NEUTRAL ZONE

Qustyrrah

Mandukam

Manarram

UFP Outpost

UFP Deepest Penetration

BAKERS WORLD

Romulan Deepest Penetrations

MAP #5 OF 5 DEEPEST PENETRATIONS

5 UFP Bases ○
3 Romulan Bases ●
7 Depots ○

OSDO = Outer Sector Defense Outpost

Estimated RSE Border
as of Stardate 0/92

UNKNOWN

UNKNOWN

UNKNOWN

RELATED ISSUES

THE MYSTERIOUS ROMULAN RACE

From A Report on the Psychological Impact of Romulans and Corresponding Myths of Romulan Origin, prepared for the UFP Council by Dr. C.J. Richter (written during the Romulan War).

In the past few years, a number of ships and installations have been attacked by individuals calling themselves Romulans. There has been much discussion as to the nature of these undeniably vicious beings. They are intelligent enough to develop space travel, yet savage enough to destroy peaceful vessels without accepting surrender.

From where did these beings come? What do they want from us? Why do they refuse to surrender, even when heavily outnumbered? Any evidence we have in answer to these questions may help us better understand the enemy we face, yet never truly meet.

Rumors abound, many of them with no basis in fact. Before these take on further credibility and frightening proportions, let me shatter a few of the myths by providing the facts as best we know them.

First of all, there is no evidence that the pirates could be descendants of Khan Noonian Singh or any of his fellow escapees aboard the *SS Botany Bay*. This idea is absurd, to put it politely. Although the *Botany Bay* has not been located, it is highly probable that it was destroyed in space. Khan was a brilliant, if insane, dictator possessing enough knowledge and hatred to endanger the entire Federation. Yet even he could not alter fundamental physics. The *SS Botany Bay* was a *DY-100*, a class equipped with an incredibly primitive fission drive. Such a propulsion system is barely capable of effective interplanetary travel. It certainly could not propel a vessel to the edge of Federation space where the violent contacts with Romulans have taken place.

Second, passengers of the ten Space Arks launched from Stardate 0/70 through 0/72 have been mentioned as possible 'Romulans'. The Arks were manned by individuals unsatisfied with the political situation within the Sol system, and elected to exile themselves. Thus, they also possessed the motivation for being hostile to Federation forces.

There are, however, three problems with this theory:

1. Though far more modern than the *Botany Bay*, even the Arks had only fusion drive, incapable of faster-than-light speed.
2. The people aboard the ships were mostly political refugees, possessing only a minimum amount of skill in astronomical sciences. They certainly would not have had the knowledge to independently design, manufacture, and operate new classes of warships.
3. Of the ten Space Arks, only one was launched in the direction of the area in conflict.

There has been some talk, usually whispered, about the Vegan Tyranny. It is far more likely for the Khan to be the head of the Romulans than it is for the Vegans to be responsible for the losses we have suffered. The Vegans are gone, period. Further, the Vegans controlled only a small portion of space (relative to the Federation), perhaps



25 parsecs in diameter and centered around Vega. Vega is well over 100 parsecs from the areas where the Romulans have attacked. Though we may never fully understand the mysteries enshrouding that now-extinct race, we have to look elsewhere to solve our current problem.

Finally, there is the question of the children's fables. On Vulcan, there are a number of legends told to young children as a form of instruction. In some provinces on that world, a parable relates the existence of a warlike being from a faraway star, looking very much like Vulcans. Although these stories serve only to broaden young Vulcans' conceptual horizon, they do lead me to wonder.

If I were to hear a story, a myth, or a fairy tale concerning savage rabbits with long ears and long fangs, I might smile and say that no such creature existed. Nevertheless, there is overwhelming evidence that such a creature once did exist during a prehistoric time on Terra. It is unwise to reject arbitrarily such ancient stories.

Vulcans are noted for their accuracy and precision. While other races might fictionalize, the Vulcans simply report observations. Could it be that there is some kind of connection between a single Vulcan children's lesson and the faceless enemy across the galaxy? It is a question worth investigating. The answer might have an enormous effect on beings throughout the known universe.

TRADE AND COMMERCE

From **UFPI Update**, Stardate 1/0805.11.

Although thousands or millions of people die during wars, they are not bad news for everyone. Conflicts, especially modern ones, require material and equipment with which to fight. In fact, highly sophisticated equipment and armaments are needed in enormous quantities.

That means someone has to manufacture, market, and then transport these weapons of war. These and other war-related products and services are now in great demand. As a result, a number of new companies have sprung into existence, while other companies have grown enormously.

Terran Service Industries, LIC. is an excellent example. Ten years ago, TSI, as it is known, was just an idea in the minds of two men. Six years ago, the company started with two storefront offices on Terra and one quonset hut on Mars. Since then, TSI has grown tremendously, now branching to 60 planetary systems. Tai Jonson, the Terran co-founder and general manager of TSI, explains the firm's goal:

"This is a big galaxy. To be safe from all the dangers out there, man needs weapons and the know-how to use them. These weapons have to be rugged, dependable, efficient, readily accessible, and able to do the job for which they were created. Many companies manufacture fine products, but they have no way to market the equipment on a large scale. Other companies can provide interstellar transport, but speculative trade is a risky business. And very few institutes teach survival training for conditions on other worlds.

"That's where Terran Service Industries comes in. We are an interfacing service, with interstellar communications connections, ready access to transport capacity, brokerage capability, and educational facilities. We learn the particular needs of private colonization and exploration parties on the Federation's frontiers. The groups we serve don't provide us with an order. Instead, they describe their situation, manpower, skills, and financial limitations, and give a shipment target time. From that, we evaluate their needs, determine the availability of appropriate resources, and make all necessary arrangements. If time permits, we'll even train their personnel on the weapons they purchase. In addition, we provide an annual environmental bulletin for many inhabited worlds. These bulletins provide would-be colonists with a wealth of information on new dangers from life-forms and geophysical and astrophysical phenomena."

Kraigg E'riksn, the Martian co-founder and CEO, adds: "Of course, now we have expanded beyond aiding colonization parties. With the war going on, we have gotten several major brokerage contracts from Star Fleet. We're contracted to do everything from locating and transporting fabricating equipment to supplying outposts with needed personal effects. And what makes it interesting is that our company owns no spacecraft and controls no factories. Everything we do, we do as a commodity interface service. Other people do the work, and we coordinate their efforts on an interstellar level. All for a respectable percentage."

Before Stardate 2/05, Terran Service Industries, LIC. had annual sales in the hundreds of thousands. Sales for this fiscal year will probably approach two hundred million credits. For a business with no inventory and little overhead, that is an enormous financial return. Jonson and E'riksn both refuse to disclose their personal salaries.

This is just one of the companies spawned by the war. Other examples of companies whose total sales and net profits have increased by at least 1000 percent since the *USS Atlas* was brutally destroyed include:

Stellarjet Incorporated, an Alpha Centauri corporation that manufactured the first commercial warp nacelles and now builds warp engines for *Zoenamy* Class corvettes and *Djartanna* destroyers.

New Amsterdam Gravitics Company, a major Terran-colonial manufacturer of gravity control devices for Federation starships.

Shuvinaaljis Warp Technologies Incorporated, a Vulcan-based corporation that manufactures warp nacelles for some Star Fleet cruisers and transports.

Chiokis Starship Construction, an Andorian corporation that manufactures the hulls for some Star Fleet vessels, most notably the *Thofsin* Class cruiser.

Amalgamated Starships, a Martian firm that manufactures small warp-driven spaceships and probes, most notably the *Franklin* series message-probes and *Mercury* Class scouts.

The industriousness of these companies cannot be faulted. There have been no incidents of shoddy workmanship, price-fixing, price-gouging, or other similar tactics. Certain parties have always profited from war, judging from Terran history. These manufacturers are at least earning their rewards honestly. Apparently, there is more than one way to make a killing during a war.

ED. NOTE: Of the companies listed, all firms except for Stellarjet are still in operation as of Stardate 2/2306. Stellarjet merged with Geodyne Fusion Engines in Stardate 1/50 to form Starwarp Limited, which later went into economic receivership. The continued success of the other companies may be due to their favorable start, but that has not been accurately verified.

THE BAKER'S WORLD 'COLONY'

From **Neither Butcher Nor Candlestick-maker: A Biography of David Lawrence Baker**, Lieutenant Commander Jason Dinardis, Retired (written in Stardate 1/14).

A hero is nothing more than a man or woman who remains calm under the worst possible conditions. Though frightened, even terrified, he still retains control over mind, body, and soul. Such a person can give or take orders that may threaten the well-being of himself or other people to gain some good result.

Some people go out of their way to look for trouble in an attempt at heroism. More often than not, their actions only create more trouble, bringing harm to themselves and others. Another person, forced into an dangerous situation due to circumstances beyond his control, might never have dreamed of becoming a hero. If this person does not have the vitality, the conviction to make and enforce decisions, he will usually be worse than useless. Conditions behind a life-or-death decision are always difficult, at least from an ethical standpoint. Also, the occupation of hero has an unpleasantly high mortality rate, and is often synonymous with being a 'dead hero'.

Fortunately for myself and eleven others, we did have a genuine hero in our midst, although he would be the first to deny it. David Lawrence Baker has not got a grain of false

modesty in his body. He claims that he was only doing his duty when he saved my life and the lives of the other members of the *USS Cavalier's* landing party during those seven months on an unknown world.

It started out as a normal enough duty shift on the afternoon of Stardate 1/0811.01. As I looked out one of the observation ports before reporting to my watch station, the stars seemed as comforting as ever in their jewel-on-black-velvet brilliance. An Ensign-grade Security Officer aboard the *USS Cavalier*, I had been fortunate to have my turn at bridge duty for that week. Lieutenant David Lawrence Baker, a Science Officer, was on the bridge, performing routine duties. Lieutenant Commander Giuseppe Schiaperelli, the First Officer and Helmsman, was also on the bridge, and as senior watch officer, he had the conn.

For the previous months, the *Cavalier* had been on a scouting mission throughout this area of space. Our mission was to determine whether it might be possible to open up a flanking attack on the Romulans. While a fine ship, the *Cavalier* was not exactly the speediest. A *Mercury* Class scout, the *Cav* had a crew of 62, a displacement just under 7,000 tons, and a cruising speed on the slow side of Warp 3. A respectable speed, but this patrol nevertheless seemed to be taking forever. I was looking forward to some R & R at one of the new star bases. Maybe Star Base 3, where I got along pretty well with a young blonde technician.

Anyway, Baker was manning the scanners as he kept an eye out for planets, stars, and other ships. Especially other ships, because we were the only UFP ship in the area. If we sighted another, it could only mean trouble. While maintaining standard surveillance, as we had been doing for so many weeks, Baker picked up a previously-undiscovered star. Closer observation revealed that it had a number of planets, eight in all. The only class M planet in the solar ecosphere was sixth in position, but it looked promising.

When Baker looked at me, I winked, then watched Gus Schiaperelli's expression as Baker proceeded to report his findings. I commented that the star and planet would have to have a name for the official records. Because Gus was the senior bridge officer, Baker asked him for a name. Gus, a good, solid officer but a touch on the unimaginative side, said nothing, apparently in deep reflection. Without being asked, I voiced my opinion: "Lieutenant Baker was the discovering officer. Why don't we name the star and planet after him?"

Predictably, Baker flushed slightly at my words. He was, and still is, a very quiet, reserved person. Efficient and personable in his own way, he is almost shy. His only quirk of ego was in insisting on being called by his last name or by his first and middle names. He was "Baker", or "David Lawrence", but never "Dave" or "David". Something to do with his father, I think he once told me. So naturally, when I said the planet should be named after him, he protested half-heartedly. He would have protested more, but I guess he knew his *MacBeth* and did not want to protest too much.

Gus thought about it for a while, then agreed. Baker shrugged and made a notation in the computer. Baker's Star and Baker's World were now official discoveries. Let me add that I made the suggestion in the first place out of a respect for Baker, not to embarrass him. I liked the guy even before he saved my life on his planet. Besides, I thought it would be humorous in an ironical way for the most unassuming person I knew to have a planet and star named after him.

Gus called Captain Hunnel to the bridge, and told him about our discovery. Hunnel immediately ordered a landing party to take two extra-vehicular pods down to the surface of the planet and make a thorough examination. The only planet of its type in the area, it appeared able to support Human life with only a minimum of adaptive gear. If it was possible to live and work on this new world, it might be just the advance base needed for mounting an offensive against the Romulans from this sector of space.

After the monotony of daily routine, almost the entire crew volunteered to go down as part of the landing party. In a moment of unusually rapid thought, Schiaperelli suggested that, as the discovering Science Officer, Lieutenant Baker should lead the survey party. That is when David Lawrence looked at me, a slow grin spreading across his face. The next thing I knew, Captain Hunnel pointed in my direction, saying, "Good idea. Take him along." Most of the landing party were volunteers. I was drafted.

We broke out the necessary equipment, and clambered inside the tight, shell-shaped craft. Minutes later, the two EVA pods popped from the *Cavalier's* side like water-melon seeds squirted out from a Cajun's gums. Going by the Book, Baker sent several of us on short-range recon missions once we were on the planet. We could go as far as we wanted, as long as we never lost sight of the pods. Fortunately, we landed in a flat glade, with clear visibility for a good distance all around. I had read about the ambush on Axanar a few years back, and wasn't about to let any unfriendly natives attack me.



A preliminary check revealed some fundamental data about Baker's World. It was a small planet, just under 8,000 kilometers in diameter. With a surface four-fifths water, this little world's water-to-land percentage was higher than old Mother Earth's. Also, with a gravity of slightly more than half-Terran standard, it had almost the same pull as the artificial gravity field aboard the *Cav*. The planet was a little farther from its primary than ideal, resulting in a climate cooler than Terra. For all its alienness, though, it was a pleasant enough world. Some readings on the pod scanners indicated that there were large, deep-seated deposits of several valuable minerals and ores, including tritanium oxide and a couple of similar compounds. I'm no brainy scientist or engineer, but it sounded like a pretty good world to me.

Having regrouped and established communications with the *Cav*, we could hear that the ship was at general quarters. From the tense voices overheard on the ship's bridge, it sounded like a war was being fought. When Hunnel finally came on, he said at least two Romulan cruisers had shown up, and surmised that the Romulans were using this world as a bait for any Federation scouts in the area. It sounded kind of farfetched to me, but there was no arguing with the cold, hard facts. The *Cav* was maneuvering, firing, evading, firing, running ... and then, there was silence.

No one had very much to say for the next few hours. Everyone on the surface had been huddled around the pod's communicator, listening breathlessly to a running account of the battle being given by Communications Officer Ubanjil. Then, suddenly, the *USS Cavalier* was gone, blown into oblivion. We were alive but stranded on an unknown and potentially hostile world.

Seven months later, we knew our little corner of the planet pretty well. Baker's World turned out to be like any other; neither friendly nor hostile, it was both rewarding and cruel, beautiful and deadly. The amazing thing is that, during that entire period, not one of the 13 crewmembers in the landing party was killed. Oh sure, we had our share of injuries, with several broken limbs and assorted ailments, but we all survived. And Baker deserves all the credit. It was his will, his respect for organization, careful thought before hasty action, and overall feel for command that made our survival possible.

I could relate half-a-hundred instances where he pulled us through. On one occasion, a wild pack of large mammals burst into camp and started tearing up supply cases in search of food. Baker had been prepared for such an eventuality. One of the first things he made us do soon after we were stranded was to set up our food in the center of the camp. When the six-legged animals came stomping in one night, he set off some kind of foul-smelling aerosol spray hidden near the supply tent. It turns out he had analyzed the local ecology and food-chain, and found a noxious weed that would likely be unpalatable to the local weed-eaters. Using some empty compressed oxygen tanks, he made some aerosols containing oil from the weed. The device worked perfectly, and the beasts were driven off without a

casualty to us or injury to them. The food, sealed in containers, was also unaffected. Baker's innate ability to use any materials at hand is just one skill he used to save the crewmen under his command.

He also did things for us that were not necessary. Whenever possible, he would explain the reasons for the orders he was giving. If time did not permit an explanation, he would explain later, after the crisis had passed. Almost without fail, Baker's reasons were sound, even if we did not like them. Keeping scrupulous records, for one thing, was a time-consuming task, yet it was certain that someone would find them invaluable in the future. On the rare occasions when he did give a direct order, we obeyed, realizing Baker had our best interests in mind. He was the ideal leader because he never stopped earning our trust and respect.

Another example was when he had us begin a garden. The soil in the area was particularly hard and rocky, unsuitable for casual agriculture. Not an equipped colonization party, we had no proper tools, and even resorted to using laser-trimmed hardwood hoes to break up the difficult ground. Several of us, myself included, argued that we would not be here long enough to benefit from this mind-numbing work. After all, it would take three or four months to reap any benefits from our labor. Baker insisted, and we argued with him, calling the planet a 'lousy world' unfit for farming. When he made it an order, we griped, but did what he told us anyway. He was in command, and we were not going to mutiny, even though the thought might have crossed some minds.

Exactly 104 days later, the first crops began to spring forth, significantly adding to our depleted rations. No one except Baker had dreamed we might be stranded for that long. Because he tried to plan for every contingency, we survived. Every night after making his patrol of the camp perimeters and checking on all of our workstations, he would go quietly into the garden plot. There, he would work for two back-breaking hours with agricultural equipment identical to that used on Terra several thousand years before. Baker's World had two small moons that shed a bit of light, but most of the time, he worked with a small gyroscopic beam-light in one hand and a digging tool in the other.

We were finally rescued after spending 226 days on the planet. Searching for the remains of the *Cavalier*, the *USS Lorelei* located us. Baker received the Star Fleet Commendation of Valor and a promotion to Lieutenant Commander for his efforts. He insisted he had only been doing his duty, but as far as I am concerned, he certainly went beyond. In two separate instances, Baker saved my life. Even with the medal and promotion, I don't think Star Fleet gave him what he deserved. But then, what medal can compare with his deeds? He was not only my immediate superior officer for seven months, but he was and is my friend. More importantly, David Lawrence Baker was an inspiration to us all.

THE SIGHTED MAN OF PEACE SPEECH

*From Official Transcripts of the Council
of the United Federation of Planets,
Stardate 1/0901.20.*

Senior Councilman Dannon: "Mr. Chairman, I wish to be recognized."

UFP Council President Cristofur Thorpe: "Councilman Dannon, I wish to inform you that Secretary Cooper currently holds the platform with time remaining, and therefore has the right of retention. Mr. Cooper, do you wish to yield?"

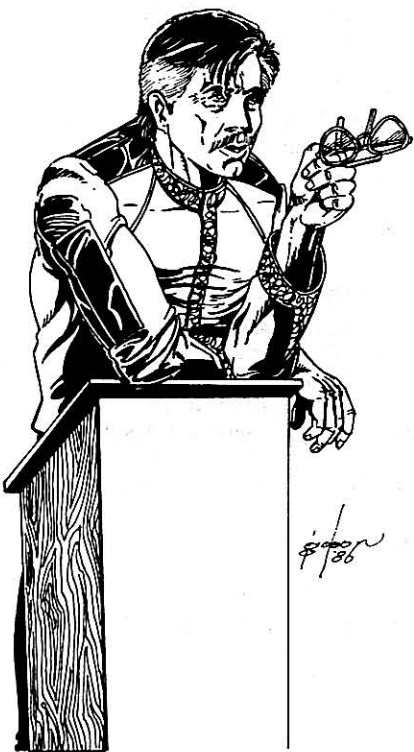
UFP Secretary of Foreign Affairs Marshall A. Cooper: "I consent to yield."

Thorpe: "The distinguished guest speaker has yielded the speaking platform to Senior Councilman Dannon."

Dannon: "Mr. Chairman, distinguished colleagues and guests, ladies and gentlemen: I wish to address you on a matter of serious import. Not only for ourselves, but for the billions of individuals who inhabit the member planets of our interstellar community. I wish to propose a solution that, although perhaps not satisfactory to all, may lead to the return of peace in known space.

"Everyone will agree that this war has been long and enormously expensive, in both lives and resources. We need only conjure the spirits of those who were killed at Delta II, Delta VII, Alpha Omega B, or aboard the *Diana*. Though Star Fleet has recently obtained several substantial military victories over our Romulan enemies, particularly at Manarram, the war is far from being won. Secretary Cooper's presentation, which he graciously permitted me to cut short, proves my point.

"How much longer can we continue fighting? We are suffering hundreds of thousands of casualties, sending our most brilliant officers and crewmembers to their deaths in the vast cold of space. Despite the finest efforts of the Star



Fleet Intelligence Command and other Star Fleet personnel, we are no closer to finding the Romulan homeworlds than in the days when we did not even know who the pirates were. Hopefully, they have no knowledge of our own worlds. But does this mean we are to continue slugging it out, year after bloody year, with the sounds of exploding starships filling the ears of our children? And their children? In the name of sanity, this must not be!

"I am not a blind pacifist, seeking peace through weakness, a peace at any cost. I was among the first to call for increased Star Fleet funding after the *Atlas* incident. I was also among the vast majority who voted in favor of the war authorization document against the Romulan Star Empire. I did so because I felt an assertive stand was needed to combat a race of known terrorists and marauders. When the time came, I felt that an effective war could be fought against them, even though their origins and bases of operation were not known.

"We were wrong. Star Fleet and a military offensive are not the answer. I do not condemn our fine officers for all that they have done — and will continue to do — to maintain the safety and security of each and every one of us. But it is impossible to mount secret incursions into Romulan territory in search of their main bases. The number of available warships able to group for a major surprise offensive are severely limited by the sheer size of the battle zone and the inability to maintain adequate supply lines. These are not flaws inherent in our organization. It is simply that the distances involved and the hazards of combat must be taken into account.

"We may take solace in the fact that the Romulans themselves seem to have similar problems. They have had their own difficulties in fighting this war, and the hardships of their own people must be comparable with our own. This is little reason, however, to celebrate.

"All wars must end. On Andor, wars were fought with great care until the day when the price to Andorian civilization and the world's environment grew too great. On Vulcan, the Years of Chaos came to an end under the leadership of Surak. On my own Terra, not even the Hundred Years War lasted forever. If we decide to press on madly for victory, our forces searching system-by-system for a Romulan base, slowly and inexorably pushing forward but seeking for we know not what, this war may last decades more.

"I wish to be thought of as a sighted pacifist, holding peace as a strength, fighting only when no other course of action is open, and only when the fight is worthy of the fighters. This fight, this protracted series of battle after pointless battle, is no longer worthy of us. This war cannot be won. It can only be lost, and the loser is the side who willingly fights the longest.

"For these reasons, I recommend — no, I plead that you vote in favor of submitting an offer for a truce to the Romulan government. We can contact them by warp radio to present the proposal. Should they accept, the terms of the treaty can also be negotiated by such means. We do not need to meet with them face-to-face. If we can declare a war without knowing the enemy, if we can fight a years-long war without ever meeting them, then we can make peace the same way. And we must make peace, by all that we hold sacred. We must stop the fighting, before we have nothing left worth fighting for!"

PROVISIONS OF THE PEACE TREATY

From **UFPI Update**, prepared Stardate 1/0909.27.

The first unclassified transcript of the Treaty of Peace has been released. The treaty was recently ratified by signatories from the United Federation of Planets and confirmed by the Romulan Star Empire. This treaty is referred to as the "Buffer Treaty", because its primary provisions deal with the creation of a Neutral Zone between the Federation and the Romulan Empire. Though no direct quotations from the text of the treaty have been permitted, a section-by-section description of this historic document follows:

Section one contains assurances that both warring governments agree to peace and have ceased all hostilities effective Stardate 1/0909.10.

Section two describes the exact astrophysical coordinates of a Romulan Neutral Zone between the two governments.

Section three establishes the bilateral sanction of the aforementioned Neutral Zone. All personnel, equipment, or resources belonging to either government must be removed from the Neutral Zone no later than Stardate 1/1207.01.

Section four declares that any intrusion by any party from either government will constitute a violation of this treaty, raising the obvious possibility of renewed hostilities.

Section five authorizes both governments to construct Neutral Zone monitoring stations. Restrictions regarding station location, numbers of personnel permitted, and other pertinent data are detailed specifically. Incidentally, there is no limitation on the number of installations, but each observation base must have a crew of no more than 37, and the proximity between bases is regulated strictly.

Section six states that both governments shall remain ignorant about the location and exact nature of the opposing government's race and homeworld. This assures that no individual from the Federation would meet an individual from the Romulan Empire face-to-face.

Section seven ensures that both governments will continue to monitor subspace communication channel K for possible messages in the event any incident occurs within the Neutral Zone.

Section eight verifies the authenticity of this document and the authority of the signatory parties representing their respective governments.



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 before and during the Romulan War, the most notable classes of combat and auxiliary support vessels are listed here. To be included in this list, the vessel's period of active duty had to occur between Stardates 0/92 and 1/09. Note that not all classes listed actually participated in combat.

None of the Federation vessels (and probably none of the Romulan vessels) are now in service, with the sole exception of the *Zeus* Class automated transport. In most cases, any remaining ships of these classes are found only in museums. Individuals wishing detailed information, including illustrations or ship specifications, should contact their nearest Federation Historical Data Repository. Optionally, requests for information on this subject may be granted by contacting Sir Kenneth A.F. Brighton directly.

SHIPS SERVING WITH STAR FLEET COMMAND

Verne Class Cruiser
Messier Class Cruiser
Horizon Class Cruiser
Thofsin Class Cruiser
Degbaxis Class Frigate
Tanathooef Class Frigate
Djartanna Class Destroyer
Cavalry Class Destroyer
Taholsin Class Destroyer
Marshall Class Destroyer
Zoenamy Class Corvette
Mercury Class Scout
Doppler Class Scout
Arrow Class Starfighter
Galliant Class Starfighter
Cosmos Class Interstellar Survey Ship
Edison Class Interstellar Research Ship
Long Class 'Star-Barge'
Vanguard Class Transport
Zeus Class Automated Transport
G'buqoff Class Armed Transport
Toj Lol Class Explorer/Courier
Assist Class Warp-Tender
MD-1000 Class Construction Dock
Hopkins Class Hospital Ship

SHIPS SERVING WITH THE ROMULAN STAR EMPIRE

U-4 "vas'maklaram" (*Shrieking Bird*) Class Cruiser
U-7 "vastari sanalam" (*Wing of Doom*) Class Cruiser
U-9 "vas'rosvlai" (*Silver Bird*) Class Cruiser
U-13 "vastagor vastarum" (*Death Flyer*) Class Cruiser
U-15 "stelai'deletham" (*Defender of Stars*) Class Cruiser
U-21 "morlasam d'vangas" (*Explosive Avenger*)
 Class Cruiser
R-1 "takaan" Class Escort
N-1 "re'ravsam" (*Unbound Brother*) Class Gunboat
N-2 "alocala" (*Enhanced Fire*) Class Gunboat
N-5 "klivai vang'radai" (*Traitorous Enemy*) Class Gunboat
J-2 "sten talasam" (*Gallant Carrier*) Class Freighter
X-2 "stelai latasasz" (*Starpath*) Class Orbital Border Outpost

CREATION OF MARINE CORPS COMMAND

From *Protectors of the Galaxy: An Informal History of Star Fleet Command*, by Admiral Richard Delgado, Retired (written Stardate 2/11).

The Star Fleet Marine Corps Command was one of the last departments that Star Fleet organized. The Star Fleet Marines themselves did not come into existence until the closing year of the Romulan War. In the early stages of the war, Star Fleet feared that Romulan forces might actually invade several of the frontier worlds of the Federation. With the authorization of the Federation Council, the upper echelons of Star Fleet Command set out to organize a Federation-wide ground force more heavily armed than its security forces and more mobile than the planetary armies of the various Federation member worlds. That force became the Star Fleet Marines.

The first appointed Commandant of the Star Fleet Marines was General Jean Ragnaczgny Drago of the United Terran Defense Forces. General Drago enlisted elite volunteer forces from his former command, along with the cream of Andorian, Tellarite, and other Federation armies. He immediately organized and personally supervised the training of what was to become the core of Star Fleet's finest fighting force.



Drago organized his marines along the lines of old Terran military units also known as marines. Terra's government turned over former marine training facilities to Drago's fledgling Star Fleet program. With the minimum red tape characteristic only of wartime, Star Fleet's Education and Training Command developed a training program. Thanks to Drago, his troops were fully trained and ready for action within six months of their initial organization.

Before any of the newly-formed Marine forces could be deployed, however, an armistice between Federation and Romulan forces was negotiated and the war ended soon afterward. Not a shot had been fired by a single Marine during the entire Romulan War.

With the threat of invasion of Federation territory ended, many Federation Council members favored disbanding the Marines, reasoning that the existence of a

standing army at the beck and call of Star Fleet could be a threat to the independence and freedom for which the Federation stood. Some feared that the Marines would be used as a private Star Fleet army to keep member worlds in line, eventually denying them the individual freedoms the Federation had guaranteed.

General Drago and other high-ranking Star Fleet officers argued that to disband the Marines was foolhardy. If a warlike race such as the Romulans existed beyond the Federation, surely there were others. Next time, there might not be sufficient time to train a force such as the marines. The controversy raged for more than a year after the Romulan War ended, but eventually cooler heads prevailed. The Star Fleet Marine Corps Command was formed as a division of Star Fleet, separate from (but closely aligned with) the Military Operations Command.

Star Fleet Marines act as a defensive military force in much the same way as naval vessels under the Military Operations Command. They are under all the restrictions and directives that apply to other branches of Star Fleet. While constantly ready and alert to combat all threats to the security and peace of the Federation, the marines would never be deployed in full-scale combat except by direct order of the Federation Council and Star Fleet Command. Furthermore, Marines would never be deployed against any Federation member world, unless it was clear that the world had been subverted in some manner against the will of its people. With these provisions, the Star Fleet Marines became the primary ground-based peacekeeping force of the United Federation of Planets.

ROMULAN STARSHIP TACTICS

From *A Short History of the First Romulan War*, by Admiral Richard Delgado, Retired.

When war with the Federation broke out in Stardate 1/0610, the Romulans were ill-prepared to fight a prolonged war with a major power like the Federation. As the Star Empire had already been fighting the Klingons for a long time, their already poor resources were severely strained.

The Romulans did not know for certain who they were fighting in the early battles of our war with them. Intercepted messages seem to indicate that during their first confrontations with the Federation, the Romulans thought they were fighting the Klingons. The eventual discovery that they were fighting another power shaped their subsequent tactics.

In the beginning, the Romulans did not know whether they were fighting a minor spacefaring race or a major power like themselves. In either case, they were relatively short of vessels and men to fly them. This made hit-and-run tactics, for which they later became famous, a necessity.

During the war, the Romulans took cover in asteroid belts, on small planets, and the like, waiting for single vessels to wander past. After a successful strike or two, Romulan ships shifted their location so that they could not be traced. They did not consider this cowardice (as would the Klingons), but merely conservation of forces. A quote from *Thoughts of War*, a possibly fictional work found among the Eridam Papers, supports this point of view: "To hide is not cowardice. Neither is avoiding combat when the odds are not in your favor. It is using your limited resources to their best potential." The Romulans did not run when confronted, but fought and fought well. They worked

together, coordinating attacks as if directed by one mind. Romulan ships did not communicate with each other in combat. Evidently, the ships' crews had fought together for so long that they acted as one.

Romulan ships often worked in pairs. The first vessel would strike first and then run, drawing out the defending vessels in a convoy or from a base. This gave the second vessel a chance to strike at an unprotected target. After Federation officers caught on to this tactic, the Romulans employed a third vessel whenever possible, using what came to be known as the 'double draw method'. The second vessel would draw out the last defending ships, then the third would strike. Another quote from *Thoughts of War* emphasizes this: "Work together. Strike fast. Hit and withdraw before they know what hit them." The Romulans used guerilla tactics to their advantage, striking hard and fast and shifting the battleground to their choice of locations. Only the Federation's superior forces allowed them to stalemate the Romulans' superior tactics. Without doubt, the Romulans will use these tactics against us in any future conflict. Given their advances in technology, the outcome might be different next time.

FEDERATION STARSHIP TACTICS

Introduction to Fighting Instructions: A Manual of Tactical Encounters, 9th edition, edited by the War College Staff of Star Fleet's Education and Training Command (released shortly after the Romulan War).

During the Romulan War, Romulan commanders often outthought, as well as outfought, their Star Fleet counterparts. This was especially true if the engagement was a small one, involving only a few ships. As the war continued, it became apparent that the Romulans were experts in the art of interstellar war, while Federation races were novices by comparison.

This is not to say, however, that Federation crews were

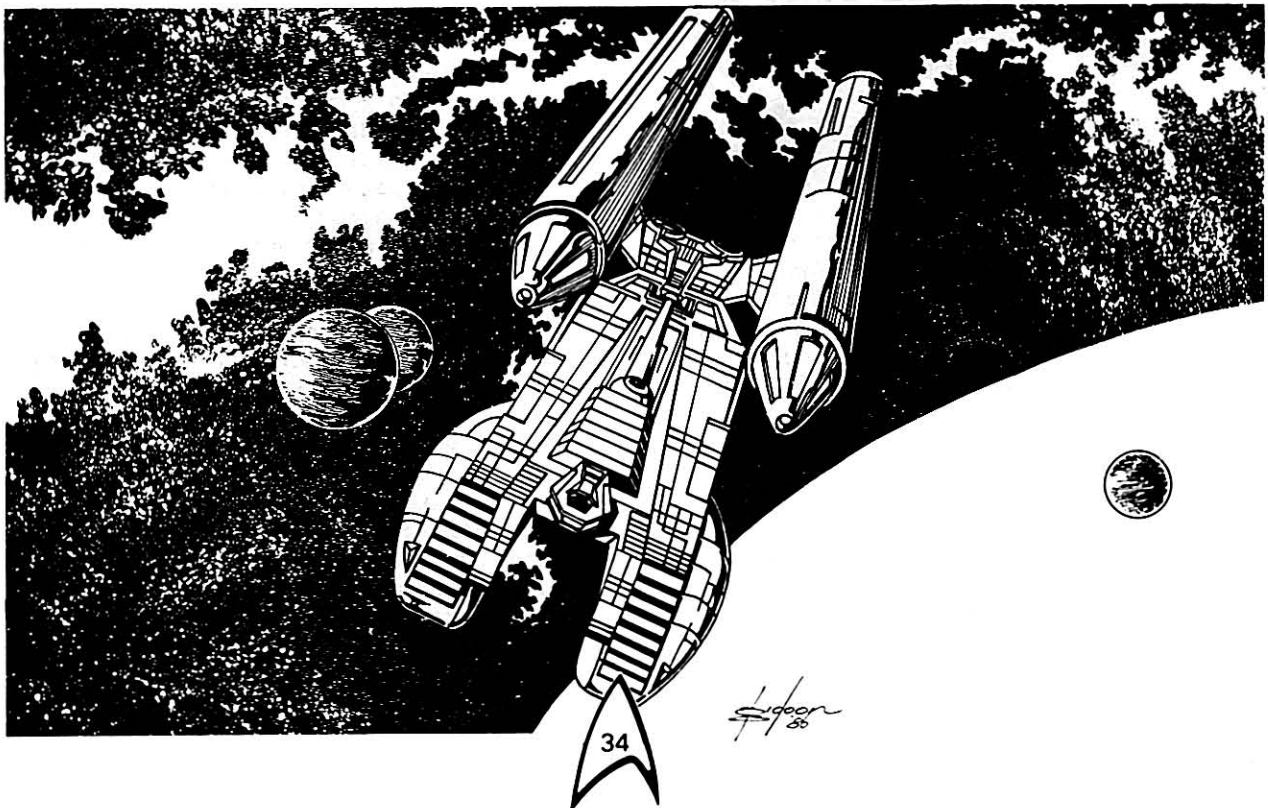
incompetent. Extensive computer simulations at the Star Fleet Academy prepared crews to the greatest possible degree of readiness. Unfortunately, the best simulation was no substitute for genuine combat experience. Also, peace had reigned over the Federation for decades, and very few Star Fleet crews or commanders had ever participated in actual combat. Nor had the Federation ever met a race as combat-oriented or openly hostile as the Romulans. Even the Andorians, the most militant of the major Federation races, were taken by surprise at some of the Romulans' tactics.

While a single patrolling Star Fleet vessel was preparing to react against the surprise attack of a Romulan warship, the Romulans had already opened fire while closing at high sub-light speed. The Romulans' initial attacks were not hasty and ineffective, as might have been expected. The bird-like lines of a Romulan warship quickly became associated with uncanny marksmanship. By the time a second Romulan vessel appeared, the Federation ship had regrettably few choices remaining. Most ships caught in this way chose to fight as skillfully as possible, trying to damage or destroy a Romulan ship before their own vessel was obliterated.

Romulan attacks were aggressive. Though they apparently had no knowledge of the Federation, they fought with unrestrained ferocity, almost as if our races had been their mortal enemies for centuries. Federation crews soon realized that no prisoners would be taken. By necessity, this led to fierce ship-to-ship dogfights. In fact, the Federation only achieved combat parity after adopting the Romulans' savage combat tactics.

The United Federation of Planets' major advantages and disadvantages in combat were as follows:

Advantage 1: Federation forces usually outnumbered Romulan forces. By achieving a ratio of at least 3:1, Star Fleet forces were generally able to defeat the Romulans. (Unfortunately, even this degree of superiority could not ensure a UFP victory in at least one instance.)



Advantage 2: Federation 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 assisting each other when combat conditions became difficult.

Disadvantage 1: Individual Romulan commanders were more skilled at combat than their Star Fleet counterparts. It is not known whether they were better trained or simply had a more militant society, thus giving them an inherent edge.

Disadvantage 2: Star Fleet had great difficulty in transferring large numbers of ships from one area to another, due to the relatively low speed of warp travel and the distances involved. Even at Warp 3.5, starships took more than eight years to travel from Federation homeworlds to the battle zone. No senior officers expected the skirmishes with the Romulans to last for years, and so reinforcements were slow in arriving, even when authorized. This does not appear to have been a problem for the Romulans, indicating that the center of the Romulan Empire was much closer to the combat area.

Disadvantage 3: The Romulan Navy contained fewer classes of warships, simplifying supply, repair, and training requirements.

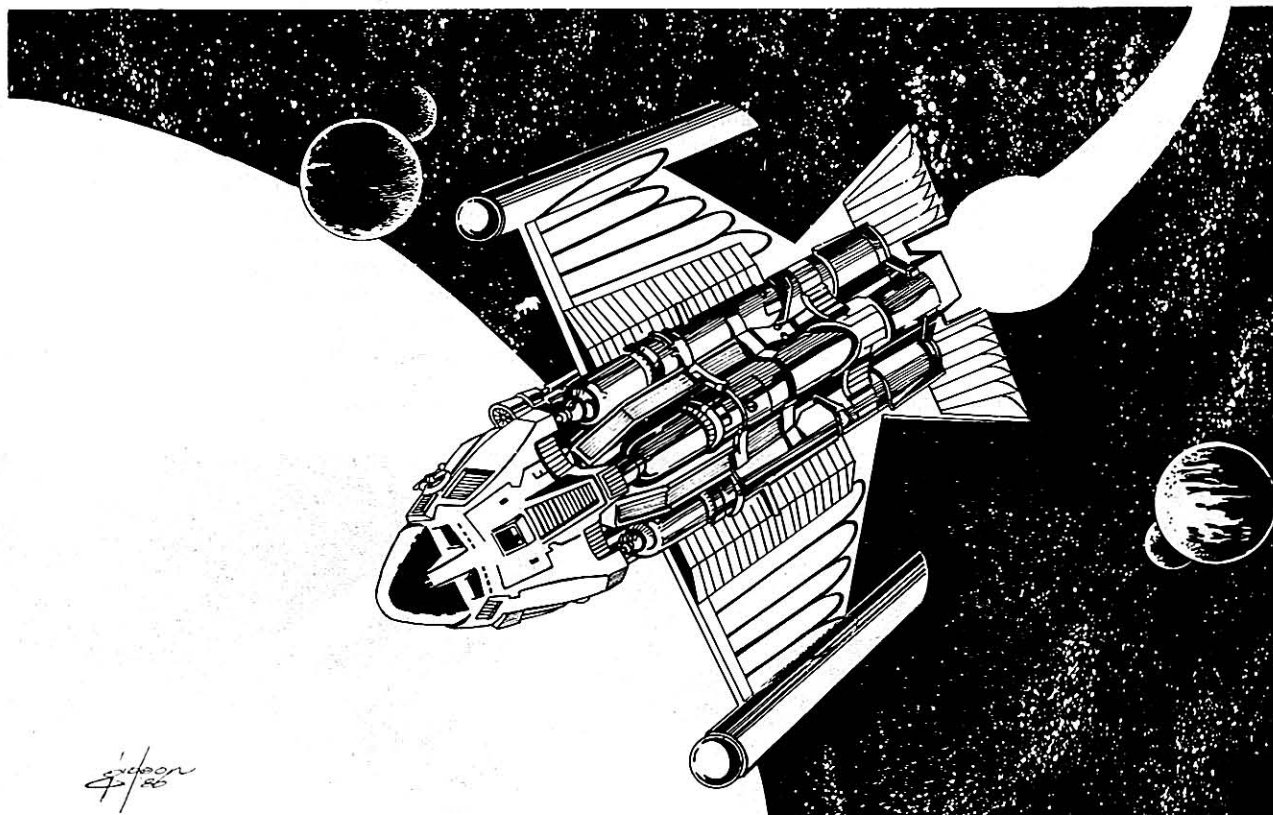
ED. NOTE: Specific information on task force compositions and tactical formations were deliberately excluded from this compilation. Many of the procedures employed during the Romulan War would be totally ineffective or

unreasonably dangerous if attempted with modern starships. Because this book is meant to be a brief historical reference and not a starship strategy/tactics training manual, I have excluded information that could be interpreted incorrectly.

The single exception is the Cochrane Deceleration Maneuver, created by Zephram Cochrane. Though a man of peace, Cochrane formulated several tactical maneuvers in the event of war. Not only did deceleration prove to be effective in the Romulan War, but after being modified for deflector and improved warp propulsion technologies, it is still a viable defensive maneuver. The most current procedure for the use of this tactic is quoted here from *Fighting Instructions: A Manual of Tactical Encounters*, 25th edition:

"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 would work best if the Federation ship was near one flank of an attacking fleet, or if the attacking ship was expected to pass by at high speed within accelerator cannon or photon torpedo range. This tactic required great skill for execution."



THE CONSEQUENCES

ADVANCES IN MILITARY TECHNOLOGY

From *Encyclopedia of Spaceflight*, R. April and S. April, editors.

In the decades before the Romulan War, Federation military vessels were equipped with monochromatic lasers and launch tubes capable of firing thermonuclear hydrogen-fusion torpedoes. By Stardate 0/78, particle beam cannons became practical, and were installed on the *Messier Class* cruisers. Fifteen years later, the *Horizon Class* cruisers were equipped with quasi-nuclear photon-neutron torpedoes, a significant improvement. Finally, after research lasting from Stardates 1/96 to 2/04, a new generation of polychromatic lasers was developed. The *Marshall Class* destroyers were so equipped, and many *Horizon Class* cruisers, among others, were refitted with the newer, more powerful beam weapon.

Yet, all improvements were relative. Weapons of that time had only a fraction of the power and range of current warp-engine-powered phasers and photon torpedoes. The maximum range for the most advanced polychromatic lasers was slightly greater than 50,000 kilometers, or roughly one-fourth that of the FH-3 phaser. The laser's accuracy and potency dropped severely as the target's distance increased. The first particle beam cannons required almost as much energy to operate as the damage they inflicted. Ship-launched torpedoes had a range that was measured in thousands of kilometers, rather than in tens of thousands.

Additional technical advancements would not occur for decades. It took until Stardate 1/59 before the first truly effective Federation beam weapon, the FL-1 laser, saw service. The FAC-1 accelerator cannon was being produced by Stardate 1/62.

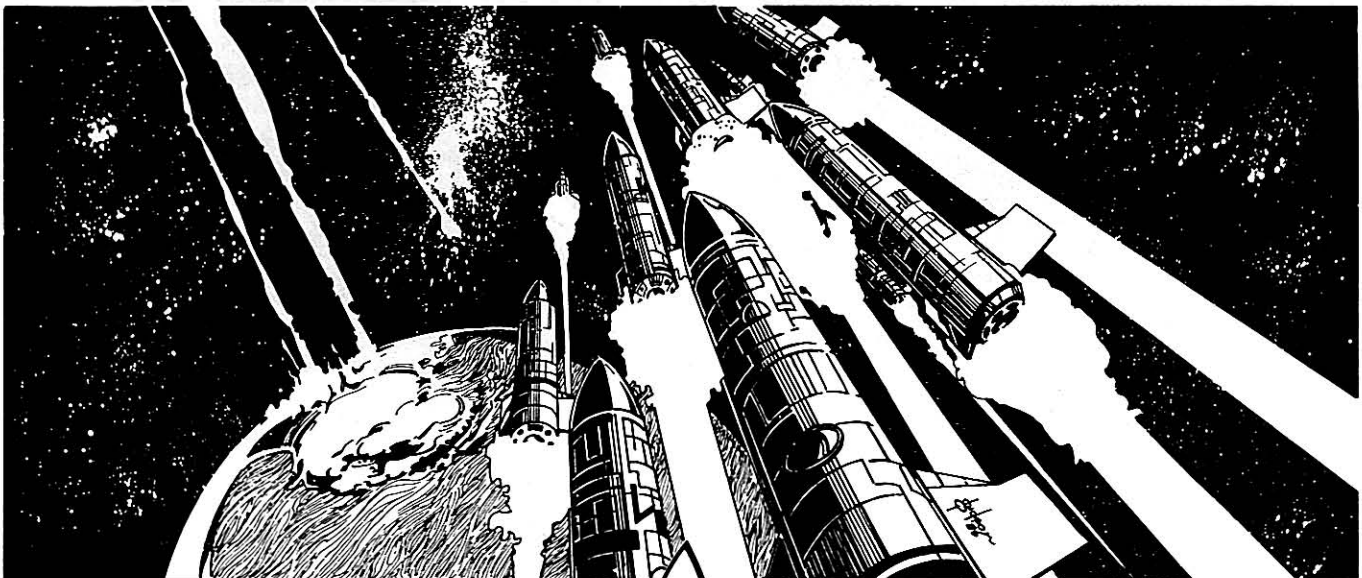
The Romulans had two primary shipboard weapons systems: a drill-like energy beam and a variety of guided

missiles. The energy beam could be selectively 'tuned' to penetrate tritanium or any equivalent inorganic compound. The beam would disrupt its target, quickly weaken its molecular structure, and dematerialize it. The advantages of this weapon were enormous. For example, this beam could rupture one specific location on the hull of a freighter while doing only superficial damage to the rest of the ship. That would leave any valuable cargo intact for plundering. Such a weapon appears to have been custom-designed for piracy.

While the drill-beam was a weapon of finesse, the Romulan guided missiles could only be used for brute force. The missiles came in a wide assortment of different sizes and capabilities, ranging from the 'cell-rupturer', which massed only a few hundred pounds, up to the so-called 'star-bomb', which massed almost eighty tons! All Romulan missiles had certain characteristics in common: they were all fusion-explosive missiles, and they were fairly awkward to guide or maneuver, despite their built-in propulsion units.

Almost every Romulan warship carried a quantity of the smaller missiles. Apparently each vessel had some internal storage capacity for missiles massing about 20 tons. On occasion, a Romulan cruiser was known to carry several hundred aboard. Fortunately, the smaller the missile, the more erratic the control. Sometimes, when several dozen missiles were fired at once, a few usually lost control and detonated against other missiles. At least two Romulan ships were destroyed by their own missiles in the Romulan War. The small warheads were not considered to be a serious threat to Federation ships, unless the ships were caught between several salvos.

The larger missiles were handled differently. From one to four of these star-bombs could be attached by magnetic grappels to the exterior of the hull. They were released and then guided by Romulan crewmen operating remote controls from within the ship. This is very similar to the way air-to-surface missiles were deployed by Terran atmospheric craft during the 20th and early 21st centuries. Because the star-



bomb moved freely and had an extensive range, however, much of its mass was needed for propulsion, leaving little room for its explosive payload. Nevertheless, a single star-bomb could easily destroy a ship (or a group of ships if they were in close proximity). As a result, it was a fearsome weapon, causing more than one Federation squadron to panic.

Aside from starship weaponry, the Federation has made a number of other major advances since the time of the Romulan War. Some of the most important changes deal with substantial improvements in warp acceleration, shielding, and general hull construction.

During the war, starships had a maximum speed of Warp 3.5 or less. Even those speeds required a great deal of pre-warp acceleration time. The *USS Enterprise*, for example, could accelerate from complete motionlessness to warp speed in less than one minute. In comparison, the *Messier* Class cruiser required more than two and a half hours to perform the same maneuver. Progress, however, was being made even then. The newer *Marshall* Class destroyer could reach warp speed in just over an hour and a half. Although these speeds seem incomprehensibly slow compared to modern battle-performance ratings, the Romulan ships were not significantly better.

Because it required a lot of time to accelerate or decelerate, all battles were fought at sub-light speeds. By the time a vessel speeded up or slowed down enough to join in battle, the minutes-long battle would already be over. Also, the K-series computer systems of the era were far less sophisticated than the M-series computers currently aboard Federation starships. Those earlier computers could not synchronize lasers to fire when the vessel was travelling at warp speed. The ability to fire projectiles such as torpedoes or missiles was simply beyond the technology of the time. As a result, the only way to get into a fight was to arrive at the combat zone as quickly as possible, and then slow down.

Another major difference was in defensive systems. Starships, even warships, did not possess elaborate defenses. The first prototype energy deflector shield was constructed in Stardate 1/60, and the FSA shield did not reach production until Stardate 1/79. Most vessels had hull armor of minimal thickness, which quickly proved ineffective against the Romulan drill-beam weapon. A handful of ships had experimental point-defense systems, consisting of numerous low-powered lasers designed to knock incoming missiles off target. This system did deflect the smaller Romulan 'cell-rupturer' missiles, but it too was totally useless against the larger missiles.

Andorian scientists invented another defense system. A few vessels, including some *Thofsin* Class cruisers and *Tanathooef* Class frigates, were equipped with energy overload dampeners. Acting as giant energy storage circuits, these devices were grounded to the hull's external skin. In theory, energy attacks against the ship's hull would be harmlessly diverted into the dampeners, then discharged safely into space. The devices were somewhat effective, but they occasionally took an excessive charge, and exploded within the ship. Despite this, they were incorporated into future generations of starships until deflector shields were perfected. The only other defense a starship had was its speed and the skill of its commander, neither of which always sufficed.

CONSEQUENCES FOR MILITARY SHIPBUILDING THEORY

From *Encyclopedia of Spaceflight*, R. April and S. April, editors.

Star Fleet naval architects learned a great deal during the Romulan War. They tested and proved numerous design concepts at that time, many of which are still in use. The separate warp nacelles on the *Verne* and *Marshall* Classes, for example, proved the greater operating efficiency of a two-engine starship. Ironically, evidence drawn from these observations led to the construction of the three-nacelle starship *USS Tritium*, a design that failed all specifications horribly.

The *Horizon* Class cruiser had the first modular impulse drive system. Prior to that time, all starships had fusion or chemical auxiliary drives, making non-warp travel slow and potentially hazardous. Since that time, all major Federation vessels have carried an impulse propulsion unit.

Perhaps the biggest lesson learned was how to use resources effectively. Numerous new inventions were made during the last two decades, including the overload dampeners, the Warp 15 subspace communications system, and improved weapons. One group of engineers would come up with a new shipboard system, and order it installed on their particular class of vessel. Some other group of engineers would do the same thing with another invention in another class. Unfortunately, the engineers were not keeping in touch with each others' work, and few ships possessed more than one or two of these innovative devices. Because of the time and distances involved, it was also impractical during wartime to have warships return to dock for refittings. As soon as the war ended, Star Fleet engineers reequipped all active vessels with all of the new shipboard systems, making each ship fully modern.

The Romulans themselves also taught Federation engineers an important lesson. The vast majority of Romulan ships seen in combat were either gunboats or cruisers. Based on what could be learned from direct observation, their fleet seemed to possess no destroyers or similar medium-sized warships. Instead, the Romulans constructed a small number of classes, presumably with known combat potentials. Such a construction program greatly simplified their repair, supply, and training needs.

The UFP had so many different ship classes, ship manufacturers, and ship designing groups because a number of classes were built on the major homeworlds before the Federation was formed. Several other ship classes were built without regard to overall Federation needs. Once major improvements were installed on all postwar warships, Star Fleet eliminated certain classes of ships. This saved money (an important consideration), and cut down on the creation of different-but-similar vessels intended for the same functions. Aside from the *Castor* Class cruiser, which began construction in Stardate 1/22, Star Fleet did not authorize the building of any major new classes for almost four decades.

POSTWAR UFP/ROMULAN RELATIONS

From *An Uneasy Peace*, Commander Gravin Tammer, Retired (written in Stardate 2/09).

Neither side won the Romulan War. It simply dragged on until the combatants were both so exhausted that peace was the only possible outcome. Unfortunately, relations did not improve after the war ended. Instead, the Romulans went into hiding, which came as a great surprise. Most people expected renewed hostilities within a few months or years. Even now, many military historians refer to that conflict as the First Romulan War, although no subsequent war has yet occurred. This kind of thinking indicates the typical Federation view of the Romulans, even to this date. Most military officers felt then, and some do now, that another Romulan war is inevitable.

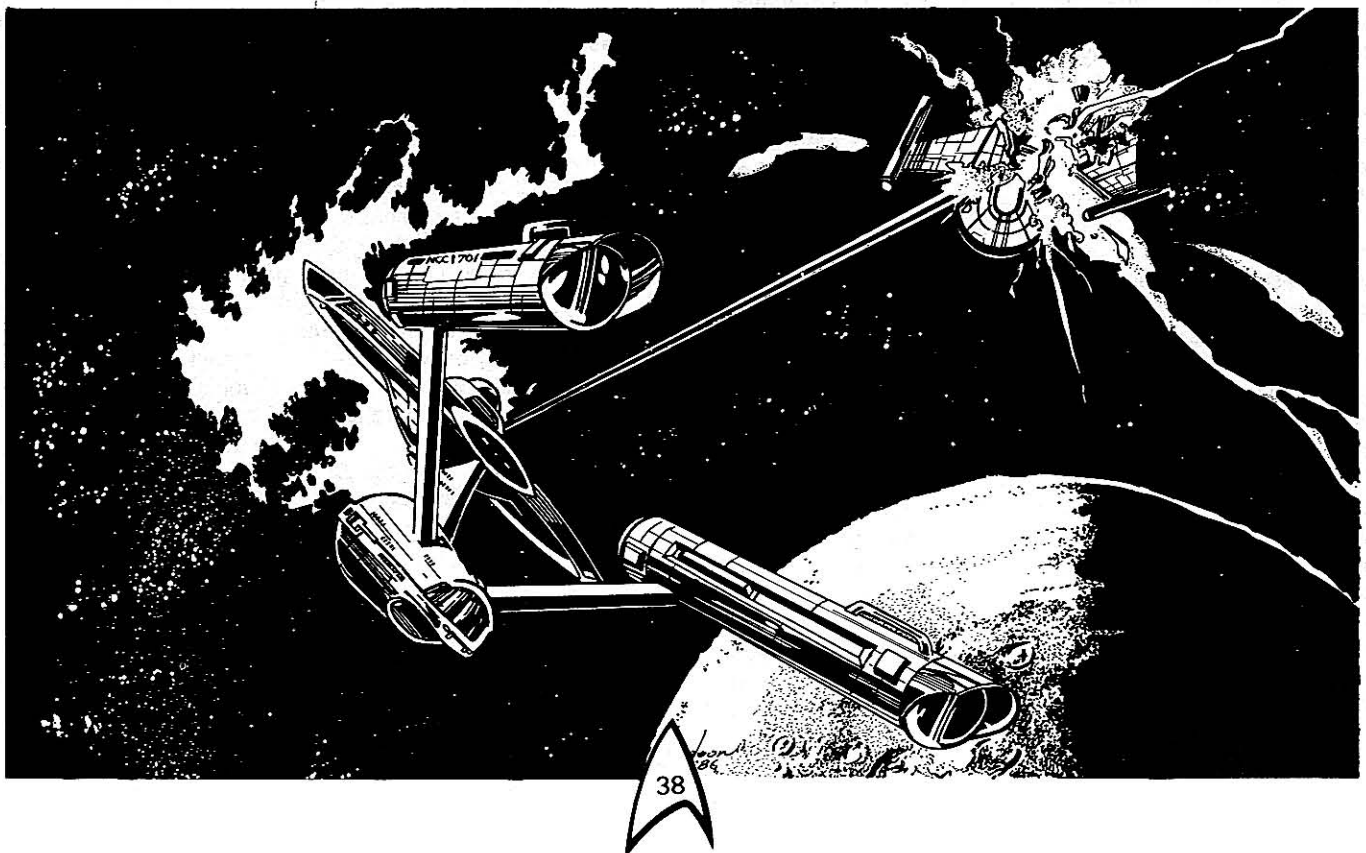
Even as the UFP and the Romulans were signing the Treaty of Peace, senior staff officers at Star Fleet were planning strategies for the next Romulan war. During the next nine years, a great deal of time and resources were spent in constructing an elaborate system of border outposts along the new Federation/Romulan border. By Stardate 1/1804, Star Fleet announced publicly that its network of outposts was complete. This went a long way toward making the inhabitants of the UFP feel safe again. When a number of years passed during which no Romulan activity was observed, however, people became uneasy once more.

The Federation attempted to make diplomatic contact. In the period between Stardates 1/10 and 1/38, Star Fleet permitted eight Toj Lol Class couriers to cross into the Romulan Neutral Zone. This does not count a number of automated probes that were sent or vessels that may have attempted to make contact without permission. Except for two all-Vulcan crews, each Federation envoy vessel was

manned by members of all major races. By tracking the vessels, Star Fleet Intelligence Command acknowledges that several got through the Neutral Zone. None of the vessels or their crews were ever heard from again. Although it is possible that several ships experienced genuine accidents, it seems likely that most or all were destroyed by a hostile adversary. The failure of any envoy ships to return to Federation space proved that the Romulans were still unwilling to respond to peaceful gestures.

Star Fleet Command continued to add new outposts, most of which were automated, to the Romulan Neutral Zone and Federation sectors bordering it. By Stardate 1/48, the Federation Council was assured that no Romulan ship could cross through the RNZ and enter Federation space without detection. This did not help explain why no Romulans attempted to cross, however. Star Fleet assumed that the Romulans had established an observation network, and had discovered that we had made one as well. Nevertheless, military experts expected the Romulans to make an occasional foray into detection range to determine our outposts' scanning sensitivity and area of effect. Their apparent lack of curiosity showed how alien they really were.

After making contact with the Klingon Empire, and discovering the animosity between those two races, the Federation began to fear the Romulans less. When the Four Years War occurred between the Federation and the Klingons, Star Fleet was greatly concerned that the Romulans might enter the war. Surprisingly, they did not. This uneasy peace continued along the Federation/Romulan border until Stardate 2/0710. At that time, hostilities broke out when a Romulan cruiser equipped with a cloaking device entered Federation space and destroyed four Star Fleet border outposts. The *USS Enterprise* pursued and destroyed it in turn, opening a new chapter in UFP/Romulan relations.



SOCIOECONOMIC EFFECTS OF THE ROMULAN WAR

From Introduction to An Analysis of the Effect of the Romulan War on Federation Socioeconomic Infrastructure, Dr. C.J. Richter (written shortly after the war ended).

The Romulan War had many effects on the United Federation of Planets. First, it served as a unifying element for all major races and member worlds. The still-young Federation had now acted together as a coalition of intelligent races. This proved to be an important consideration when introducing new peacetime exchange projects such as the Medical Assistance Program, the Student Exchange Program, the Galactic Cultural Exchange Program, and the Galactic Outreach Program.

Star Fleet Command used the theme of "equality for all races and the opportunity to serve them" as a major incentive for enlistment. Before long, the number of volunteers greatly exceeded the number needed. From that point on, Star Fleet Academy could afford to be more selective when choosing service candidates. With a variety of programs operating smoothly and Star Fleet up to desired strength, the Federation Council now knew that an interstellar government could function efficiently and fulfill its purpose of mutual protection and sovereignty.

The Romulan War also turned the attention of all intelligent races toward space. For example, most Terrans were intellectually aware of the Alpha Centauri, Vulcans, and other intelligent life-forms outside the Sol system, but their primary interests and livelihoods were derived from their own world. Some had been to the Martian Free State, but that was as far as their 'vision' usually went. As the war dragged on, Terrans experienced the deaths of friends and relatives, as well as of far-off allies. This made the war personal, even though the enemy was still faceless. Mankind realized that its new challenge lay among the stars.

Through massive war materiel purchases, the war initiated the transfer of massive economic credit from the governmental sector to the industrial sector. This aided many businesses, particularly those directly involved in the war effort. The war also led to a Federation-wide tax structure. Fortunately, tax rates were low by Terran historical standards, and they would remain so through the skillful administration of assorted government programs, including incentive industrialization.

The Romulan War had a single, tragic, political effect. Federation Senior Councilman Abraham Dannon was 52 years old when he voted with a majority of his fellow councilmen to authorize war against the Romulan Star Empire. Three years later, a war-weary Dannon delivered an impassioned speech to the Council, and he was able to convince his associates to negotiate for peace. The 'Sighted Man of Peace' speech now ranks with the Terran 'Gettysburg Address' and the Andorian 'Freedom Through Exercise of Strength' as one of the most significant orations in history. The resolution passed by a one-vote margin.

Dannon served as chief UFP negotiator, conceding much of the disputed area to the Romulan Empire. His conciliatory attitude toward the Romulans did not sit well with either public opinion or his opposition on the Federation



Council. Always a controversial member of the Council, Dannon became an extremely unpopular member as well. Before four months had passed, he was censured and subsequently removed from his office of Councilman.

More than a little bitter, he began a long, uphill campaign to regain his former position, which he felt had been unjustly taken from him. Three years later, on Stardate 1/1303.21, Abraham Dannon was assassinated by Rokas D'varak while preparing to speak at a political rally on the Terran colony of New London. D'varak had lost two brothers aboard Federation starships during the Romulan War, and felt Dannon had not tried to punish the Romulans enough in the treaty negotiations. Dannon was thus the last casualty of the war he had fought so hard to end.

Before the Romulan War began, it is ironic that Dannon was considered by many political analysts to have the best chance to succeed Cristofur Thorpe, the incumbent Governor of the Federation Council. Many years after his death, Dannon finally received his due as a man of peace. The highest Terran civilian decoration for peace was named the Dannon Prize in his honor.

TIMELINE

This section contains a timeline of all major events dealing directly or indirectly with the Romulan War. Other select events are included to provide 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 0/4202.25

Preparations made for the first Terran manned interstellar expedition are completed. The *UNSS Icarus* is an 8,600-ton craft powered by a high-acceleration, sub-light-speed *Bussard* ramjet. A crowd of several thousand people watch nearby as the spaceship is launched from Luna, while billions watch live, televised coverage. Carrying a complement of 40, the *Icarus* is headed for Alpha Centauri. Its mission is to search for an inhabitable planet.

Stardate 0/4806.23

The *UNSS Icarus* arrives at Alpha Centauri. Contact is established with a humanoid culture there, despite many scientific predictions doubting the possibility of intelligent, humanoid life elsewhere in the universe.

Stardate 0/4812

Alpha Centauri scientist Zephram Cochrane formulates the initial warp drive calculations that will make faster-than-light travel possible and, eventually, practical.

Stardate 0/5303

Alpha Centauri biosociologist Zancmar Hodgkins publishes his Law of Parallel Planet Development, stating that similar planets develop similar life-forms with similar cultures. After careful study and approval by the Alpha Centauri Academy of Biosciences, it is transmitted to Terra, where it is received 52 months later.

Stardate 0/5507 through 0/5909

The first experimental warp-drive ships are tested by Terra and Alpha Centauri research teams. The *United Nations Space Ship Bonaventure*, the first of the new ships, is commissioned. The *Bonaventure*, the first of the *Cochrane* Class, is well-armed with monochromatic high-intensity lasers, powered by the ship's fusion sub-light engine.

Stardate 0/5706

The Xenobiological Probability Study, underwritten by the University of Luna for the United Nations of Terra, is released. This study concludes mathematically that the chances of discovering any non-humanoid, intelligent life within the next century of exploration are extremely small.

Stardate 0/6201

The Fundamental Declaration of the Martian Colonies establishes independent government for all off-planet Terran colonies. It is used as a precedent-setting document for worlds wanting to declare governmental autonomy.

Stardate 0/6407

The *Franklin* series warp-drive message-probe becomes operational. These small, unmanned probes have rudimentary astrogational equipment, and are capable of carrying a cargo of up to 0.1 ton in addition to several hundred recorded messages. These probes are later refitted with modern warp drives and used for the next three decades. A total of 380 are built.

Stardate 0/6410

The *Verne* Class cruiser enters service. It is noteworthy as the first warp-drive class equipped with launch tubes and thermonuclear hydrogen-fusion torpedoes. 120 are built.

Stardate 0/6507.19

While on an exploratory mission, the *UNSS Bonaventure* discovers Axanar and its intelligent, but non-spacefaring, humanoid race. The discovery of this race further substantiates Hodgkins' Law, now indisputably accepted as valid.

Stardate 0/6511.12

When a *Franklin* series warp-drive probe encounters a Vulcan colony world, first contact occurs with the Vulcans. As they have already developed the warp drive, Vulcan techniques substantially improve on the original design.

Stardate 0/6807

A delegation of Vulcan diplomats and scientists arrive on Terra to begin discussions of a formal alliance between Terra, Alpha Centauri, and Vulcan.

Stardate 0/7006 through 0/7210

Ten fusion-driven Space Arks are launched during this period. They are manned by people dissatisfied with sociopolitical and ecological conditions within the Sol system. It is later learned that the passengers on only one of these ships survived.

Stardate 0/7104 through 0/7301

An undeclared economic alliance exists between Vulcan, Terra, and Alpha Centauri, and the first interstellar trade missions occur during this time. Commercial interstellar space travel begins.

Stardate 0/7110

Terra's first *MD-1000* Class multi-functional, space-rated construction dock becomes operational, serving as a sub-light-maneuverable repair facility for starships. Eventually, 75 are built.

Stardate 0/7206

As a result of meetings with Vulcans and Alpha Centaurians, a detailed study is published on Terra. This study strongly recommends a formal interstellar alliance between the three worlds.

Stardate 0/7308.20

First contact is made with the Tellarites. Under the command of Admiral Abel Niwen, a fleet of Terra's United Nations Space Force on patrol in the Sol system meets a single intruding Tellarite ship. After an unusual confrontation, the Tellarite Commander accepts an offer of peaceful coexistence between the two races.

Stardate 0/7404.17

The first test of warp radio between Pluto and Terra is a complete success, making interstellar communication practical for the first time.

Stardate 0/7511.29

First contact with the Andorians nearly ends in disaster when an Andorian starship fires on a Terran exploratory vessel. Terra prepares for war, but cooler heads on Vulcan convince Terran leaders to try and negotiate with the growing Andorian empire.

Stardate 0/7608

The first completely automated fusion-powered cargo transports enter service. These vessels are designed for interplanetary flight, and include refitted *DY-500* Class vessels, now renamed the *Zeus* Class.

Stardate 0/7703

The First Alpha Centauri Conference preserves interstellar peace when Vulcan diplomats convince Andor that it has nothing to gain and everything to lose by fighting Terra and her allies. Andor joins the alliance.

Stardate 0/7801

The United Nations Space Force's *Messier* Class cruiser becomes operational. This class is the first to be equipped with the newly-developed particle beam cannon. Refitted for combat duty in the Romulan War, the *Messier* Class sees extensive action in that conflict. A total of 875 are built.

Stardate 0/7907.27

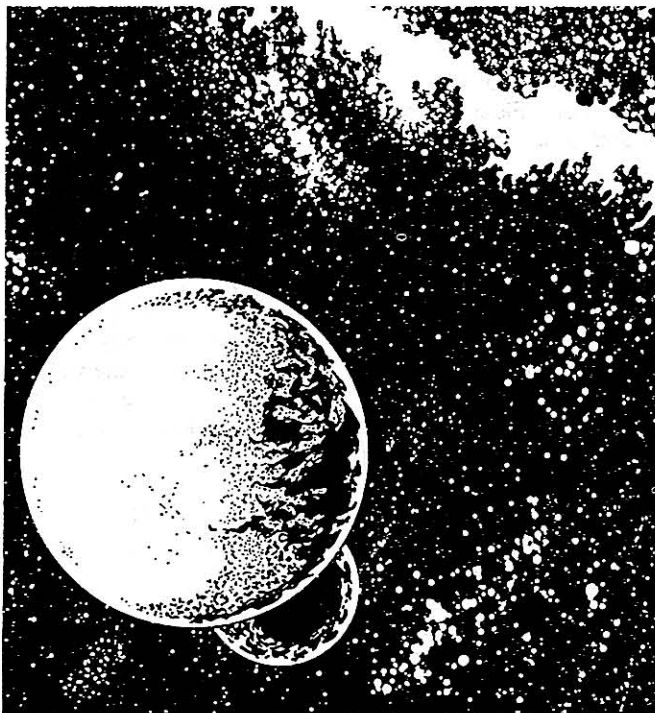
Terran ships make contact with the Orion Colony worlds in the Rigel system, after learning about their existence from Tellarite traders.

Stardate 0/8110 through 0/8206

The first major joint-scientific project between Terra, Alpha Centauri, and Vulcan shows tangible benefits when a series of research probes are launched from all three worlds.

Stardate 0/8204

A series of meetings take place on Vulcan, attended by delegates of the five major spacefaring governments. This first attempt to establish a single, unifying federation fails to receive popular support of the worlds involved because the primary goals and policies of such a coalition are not defined adequately. Diplomats agree to continue working toward such a federation, now realizing that their efforts must center on defining the role and responsibilities for the new government.

**Stardate 0/8206**

Tellar's *Gbuqoff* Class armed transport becomes operational. An excellent and rugged design, this class remains in service for more than nine decades. A total of 2700 are built.

Stardate 0/8207

Terra's *Cosmos* Class interstellar survey ship becomes operational. A total of 103 are built.

Stardate 0/8311

Tellar's *Degbaxis* Class frigate becomes operational, eventually serving as a second-line combat ship throughout the Romulan War. Sixty are built.

Stardate 0/8401

Terra's *Edison* Class interstellar research ship becomes operational. Sixteen are built.

Stardate 0/8407

Terra's *Cavalry* Class destroyer becomes operational, eventually serving as a second-line combat ship throughout the Romulan War. A total of 100 are built.

Stardate 0/8504

Terra's *Assist* Class warp-tender becomes operational. Two hundred are built.

Stardate 0/8508

An unknown disease with an exceptionally high mortality rate spreads through a 200-man research base on Pluto. There are no survivors. The disease is later linked to a contaminated souvenir originally obtained from an incautious Orion trader. This is the first unpleasant incident between Terrans and Orions, and helps to set the tone for future relations.

Stardate 0/8601

Alpha Centauri's *Zoenamy* Class corvette becomes operational. This class will serve as an armed picket patrol ship throughout the Romulan War. A total of 119 are built.

Stardate 0/8703

Vulcan's *Toj Lol* Class explorer becomes operational, eventually serving as a small research ship and diplomatic courier during the Romulan War. Ninety-one are built.

Stardate 0/8706.06

Work begun on Vulcan five years ago leads to another series of meetings among the starfaring races. At the first Babel Conference, all five races sign the Articles of Federation establishing the United Federation of Planets. The original signatory powers include Terra, Alpha Centauri, Vulcan, Andor, and Tellar.

The goals of the UFP include ensuring interstellar security, and improving economic trade, scientific research, and galactic exploration. In conjunction with these objectives, the organization of Star Fleet Command is to be completed within the next three years, providing a unified military force for exploration and common defense.

The Rigel/Orion Colonies offer to join the UFP, provided they are paid ten trillion credits "in compensation". Their request is rejected, and so they remain outside the Federation entirely.

Stardate 0/8708

In the first example of Federation military cooperation, the Alpha Centauri *Djartanna* Class destroyer enters service with the Terran United Nations Space Force. Over the next three decades, a total of 316 are constructed for the UNSF and Star Fleet Command.

Stardate 0/8804

Plans are made for a Federation-wide news-gathering and reporting agency. As a result, the Solarian News

Agency merges with other planetary services, creating the United Federation of Planets Infonet.

Stardate 0/8806

With the permission and assistance of the Alpha Centauri Concordium of Planets, Terran military officials begin to construct the Centauri Test Range, a weaponry and propulsion test facility and research center.

Stardate 0/8909.14

Terran and Alpha Centauri warships are operating on a joint training mission and war games maneuver when tragedy strikes. A misunderstanding of navigational instructions is compounded by a weapon fire-control systems failure. Two Terran destroyers are annihilated, killing 232 crewmen. This accident vividly points out the need for a single command structure, Star Fleet Command, and a central training facility for starship crews from all Federation members, the Star Fleet Academy.

Stardate 0/8910.10

Star Fleet Command is established to replace the spacegoing forces of all member planets, with all ships redesignated as "United Space Ships". To discourage the possible misuse of military forces anywhere in space, General Order Number One is adopted as the most important regulation in Star Fleet.

Stardate 0/9006

Continued advances are made in communications theory and technology. Research leads to a level of theoretically near-perfect efficiency. From this point on, messages sent via warp radio, now called subspace radio, travel at the unbelievable speed of Warp 15, or 3375 times the speed of light. Over the next two years, all starships have their communications equipment modified accordingly.

Stardate 0/9109.19

Star Fleet Academy is founded, and its first class of 300 students represents eight different humanoid races.

Stardate 0/9204

Star Fleet Command's *Vanguard* Class transport enters service. This class will be the main workhorse of Star Fleet's Materiel Command during the Romulan War. Just under 1600 are eventually constructed for military and commercial use.

Stardate 0/9211.03

The *USS Atlas*, a Federation cargo ship operating near the frontier of Federation space, is attacked and destroyed, though this is not known until the recovery of a marker/recorder buoy containing a complete transcript of the events preceding the *Atlas*'s destruction.

Stardate 0/9211.17

After failing to arrive as scheduled at the Sector 5D Agricultural Colony, the *USS Atlas* is listed as missing.

Stardate 0/9302.21

A Star Fleet scout ship recovers the marker/recorder buoy from the lost cargo vessel *USS Atlas*. Tapes from the buoy reveal that the transport was not lost in space, but was fired upon by enemy aliens of unknown origin. Star Fleet Command later learns that this was the first act of violence committed by the Romulans against the Federation.

Stardate 0/9305.27

The *USS Mol Ask'nnar*, a frigate of Tellarite design patrolling near the Federation border, fails to make a scheduled rendezvous. A massive search effort is made by available Star Fleet vessels, but the ship is never found and is recorded as "lost, whereabouts unknown". Although

never proven, circumstantial evidence later points to foul play at the hands of the Romulans.

Stardate 0/9309

The Terran-designed *Liberty* Class picket cruiser, equipped only with sub-light drive, is removed from active service. From now on, it is used exclusively as a planetary system defense boat.

Stardate 0/9310

Star Fleet Command's *Horizon* Class cruiser becomes operational. This is the first class of warship to be jointly designed and constructed by engineers from several member systems of the new UFP. It is also the first class to be equipped with the new quasi-nuclear photon-neutron torpedoes. An excellent design, it will serve with Star Fleet's front-line units for almost five decades. More than 1300 are built before production ceases.

Stardate 0/9310.18

The *SS Amaretto*, operating within Federation-patrolled territory, is attacked by two starships of unknown configuration. The vessels are similar to those described by the commander of the *USS Atlas*. The freighter is severely damaged, but the attackers break off when a Federation four-ship destroyer squadron appears. The Star Fleet Command flagship attempts to establish communication for purposes of identification and explanation. The alien vessels fail to understand or ignore all efforts to communicate, and they successfully evade their pursuers.

Stardate 0/9402.13

The UFP Delta VII outpost is destroyed, apparently another victim of piracy. Star Fleet Intelligence later confirms that this was a Romulan attack.

Stardate 0/9411

A total of 32 unarmed warp-driven message-probes are launched toward areas of uncharted space from starships and planets near Delta VII. Each probe contains complete symbolic instructions and messages in every known language. The messages request the establishment of diplomatic relations and the resolution of any existing dispute via peaceful means. No probe is ever discovered, and all are assumed to be lost or destroyed by the pirates.

Stardate 0/9507.08

Star Fleet Engineering Command's first major construction project culminates with the activation of Star Base 1. This is the first major artificial construction, repair, and service facility built for Star Fleet Command.

Stardate 0/9509

The *Franklin* series warp-message probe is removed from service.

Stardate 0/9510.21

A number of very small, automated starship-detection probes set up in Sector 7L (near the area of attacks) are destroyed. The *Verne* Class cruiser *USS Marconi*, responsible for patrolling that sector, is unable to respond in time to pursue the attacking ship.

Stardate 0/9511.30

As a result of the losses of the *USS Atlas* and the Delta VII outpost, the Federation Council passes a special directive to Star Fleet Command. In addition to new, massive appropriations for fleet construction, the directive orders several cruiser formations redeployed to strengthen defenses in the area where the *USS Atlas* was lost.

A special scout squadron under the jurisdiction of Star Fleet Intelligence Command is dispatched to obtain any

possible information on the pirates, and, if possible, to make diplomatic contact. The squadron consists of twelve warp-driven patrol craft, each manned by a crew of 15 volunteers. None of the craft are ever seen or heard from again.

Stardate 0/9512

In view of recent conditions, the *Verne* Class cruiser is removed from active service. Though well-armed, this vessel is only capable of Warp 2.7, and so has proven inadequate for patrol and pursuit duties along the now-disputed frontier.

Stardate 0/9604

Star Fleet Command's *Arrow* and *Galliant* Class short-range starfighters become operational. These vessels are extremely maneuverable at sub-light speeds, but are only armed with light weaponry. They are designed to be used at the new star bases for local defense and interception duties. Assigned in squadrons of 21, 315 are built.

Andor's *Taholsin* Class destroyer enters service with Star Fleet Command. Over the next 14 years, a total of 1030 are constructed for Star Fleet.

Stardate 0/9606

Star Fleet Engineers working at the still-unfinished Centauri Test Range begin an intensive program to develop more efficient laser weapons systems for Federation warships.

Stardate 0/9612

Massive engineering and construction efforts are begun on several dozen inhabitable planets, including several in the area where shipping recently has been attacked. Using available resources and technical information transmitted by subspace radio, complete starship-building facilities are built in only a few months. These industrial complexes permit the manufacture of the most recent warship designs for immediate service. Thus, a few of the newest ships can see service in a matter of weeks. Frontier squadrons no longer have to wait years for the arrival of starships from Terran, Andorian, or Alpha Centauri shipyards.

Star Base 2 is completed and assumes operational status.

Stardate 0/9706.09

In a skillful tactic executed near Epsilon XII, a UFP anti-piracy cruiser task force catches a pirate cruiser by surprise and englobes it, attempting to establish contact. The alien ship forces combat, and then explodes after a single salvo hits it. Although there are no survivors or remains from the pirate ship, the Federation suffers no casualties from the explosion.

Stardate 0/9707.30

An attack on Federation probes, similar to the one in Stardate 0/9510, occurs in Sector 5K. This time, the pirate vessels remain in the area until the patrolling ships, two *Degbaxis* Class frigates, arrive. One frigate is crippled and the second is forced to retreat before the three attacking cruisers break off their attack. Unmolested, they achieve warp speed and depart, presumably to return to their base.

Stardate 0/9708

Star Base 3 is completed and assumes operational status. This base is used as the primary command headquarters for Star Fleet Operations during the Romulan War. Its (relatively) great distance from the front makes command, control, and communications protocols difficult to execute efficiently. For this reason, many Star Fleet squadron and group commanders are able to exert enormous personal authority, responsibility, and initiative while fighting this war.

Stardate 0/9803

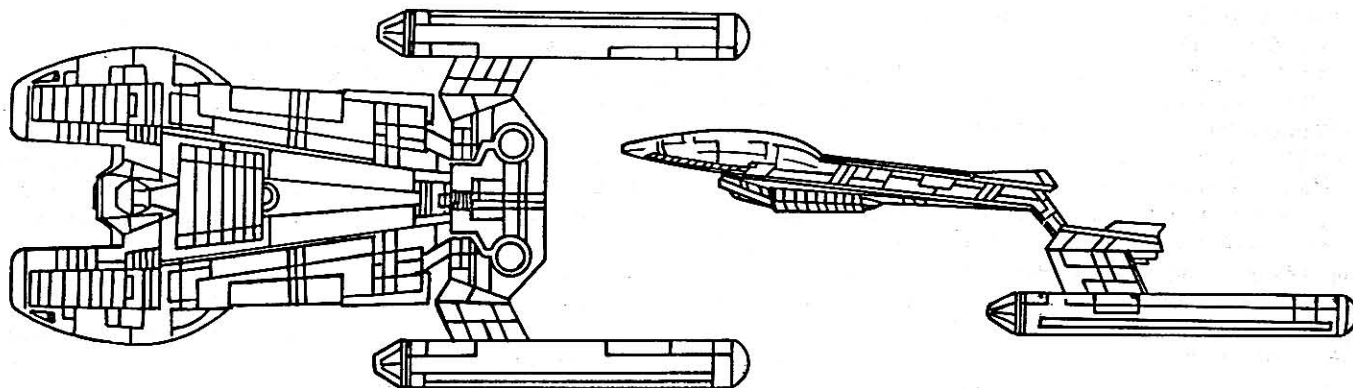
The *Hopkins* Class warp-powered hospital ship brings the highest possible quality of medical facilities and technology to needy member worlds. Immediately after the declaration of war, ships of this class are sent to support areas of the battle front, providing medical care for injured warship crewmen and innocent civilians.

Stardate 0/9806

The *MD-1000* Class space dock is removed from service, having served its purpose well before becoming obsolete.

Stardate 0/9807.27

An unescorted group of six *Zeus* Class warp-driven automated transports is attacked while travelling in Sector 7C, again near the disputed frontier. All six are crippled, and



most of the tritanium ore carried aboard them is missing when the ships finally are located.

Stardate 0/9808

Star Base 4 is completed and assumes operational status.

Stardate 0/9902

Andor's *Thofsin* Class cruiser enters service with Star Fleet Command. Over the next 18 years, a total of 415 are constructed for use by Star Fleet.

Stardate 0/9905

Star Base 5 is completed and assumes operational status. The completion of this base marks the end of the first major phase of Star Base construction. After this time, the Federation cuts appropriations for similar bases, placing greater emphasis on new starship construction.

Stardate 0/9905.04

In the most tragic incident of piracy to date, the commercial passenger liner *SS Diana* is systematically attacked. Almost 600 passengers and crew are killed and the cargo is found missing, apparently stolen. Within weeks, the *Diana Lives!* Foundation is established so people do not forget the tragedy of that ship's loss.

Stardate 0/9906

Andor's *Tanathoof* Class frigate enters service with Star Fleet Command. Over the next 16 years, a total of 530 are constructed for use by Star Fleet.

Stardate 0/9907.29

An escorted convoy of *Vanguard* Class transports from the Raman system are attacked by two unidentified cruisers. Most of the Federation transports and escort vessels are destroyed or severely damaged, with no losses taken by the attackers. Running battles between Star Fleet and pirate forces become increasingly common over the next six years.

Stardate 1/0001

Several ongoing UFP cultural exchange programs, including the Student Exchange Program and the Galactic Cultural Exchange, are postponed indefinitely. The reasons given include a decreasing interest in the projects, and the fear of pirates attacking shipping. The Medical Assistance Program is limited to sectors that may be affected by open hostilities.

Stardate 1/0011.21

Star Fleet's 155th Combat Squadron, currently on recreational leave, is caught in a surprise attack at the unfinished Outer Sector Defense Outpost 4. A major sensor failure at the outpost permits a squadron of pirate cruisers to sneak up and catch the squadron unprepared for combat. Though the pirates left the incomplete base untouched, they destroyed eleven of the squadron's twelve starships. Enemy losses are believed to be very light.

Stardate 1/0101.01

Century Day celebrations throughout colonized space are interrupted with news of the destruction at Outer Sector Defense Outpost 4. The *USS Carronade*, a *Cavalry* Class destroyer, survives to report about the sneak attack. The senior officers of the *Carronade* describe enemy vessels painted as giant, winged creatures performing suicide runs with fusion-explosive missiles. Intercepted subspace radio transmissions from this battle are translated, finally giving the enemy a name -- the Romulans. The UFP also obtains its first accurate bearing on Romulan-held space.

Stardate 1/0101.28

A Romulan *U-4* Class cruiser engages the *USS Runemark* near Canis Minoris 12. The *Zoenamy* Class corvette is destroyed, but the *U-4* is believed to be damaged after the long, running battle.

Stardate 1/0108.01

A five-ship Star Fleet task force of cruisers and destroyers patrolling near Gamma Hydra surprises two Romulan *U-15* Class cruisers. One Romulan ship stays to fight, while the other uses the diversion to escape. The remaining cruiser is destroyed, with only slight damage to Federation ships.

Stardate 1/0110

The Centauri Test Range is completed, its facilities made available to Star Fleet Command and to the ground defense forces of every Federation member.

Stardate 1/0202

Federation officials become increasingly concerned as the Romulans continue to conduct warlike actions. With the enemy no longer seen as mere 'space pirates', many in the Federation now believe the entire Romulan race may be devoted to the goal of organized, violent aggression.

Star Fleet Command's *Mercury* Class scout becomes operational, and serves as the Galaxy Exploration Command's primary small scout for almost three decades. Just under 400 are built.

Stardate 1/0206

Star Base 6 is completed and assumes operational status.

Stardate 1/0209.10

An escorted convoy of *Gbuqoff* Class transports in Sector 10E is attacked by three Romulan cruisers. The defending vessels are able to drive off the attackers with light losses in the first successful convoy defense. The success of tactics used in this engagement convinces Star Fleet strategists that ship-to-ship victories are possible against the Romulans.

Stardate 1/0311.02

Outer Sector Defense Outpost 1, located in the Delta II System, is destroyed by a squadron of seven Romulan cruisers. Commodore Tonsum Han, commanding the 159th Combat Squadron, has his entire force out on maneuvers during the time of attack. He is subsequently court-martialed and discharged for dereliction of duty.

Stardate 1/0312.06

Star Fleet Command institutes a Mobilization Alert to bring all bases and construction facilities to combat readiness. As part of the Mobilization Alert, a Zone of Transport Escort is established in the disputed areas. Star Fleet assigns military escorts to all priority transports.

Stardate 1/0405

Star Fleet Command and several leading universities co-publish a report on the Romulan race. This study examines all available information on the Romulans, and describes their threat to all life within the Federation.

Stardate 1/0408

After being in development for eight years, advanced laser weaponry is approved for retrofit on all *Horizon* Class cruisers. The weapons are also installed in all new Federation warships, including the *Marshall* Class destroyers.

Stardate 1/0408.16

Two Romulan *U-9* Class cruisers attack and destroy a

group of small asteroid mining outposts near Sigma Cancr. Shortly thereafter, they confront the *USS Excelsior* and the *USS Matador*, two *Horizon Class* cruisers. In a bitter dogfight, one Romulan ship is destroyed and the other disengages, while the *Matador* is severely damaged. This skirmish is considered to be a Federation victory. The Commander of the *Excelsior* is Captain William Gustavus Larson.

Stardate 1/0412

Star Base 7 is completed and assumes operational status. This is the last Star Base completed until after the Romulan War.

Stardate 1/0501

After several months of careful analysis and discussion, ranking Star Fleet officers at Star Base 3 report their decision. All subsectors within Sectors 5, 7, and 10 go to Code 1 War-Alert status to combat the Romulans' irregular hit-and-run tactics.

Stardate 1/0507.22

Two Romulan gunboats are surrounded and crippled in the Sexton system by units from Star Fleet's 123rd Combat Squadron. The Romulan ships self-destruct while several Federation ships maneuver close for boarding. Four UFP destroyers are lost with all hands. Star Fleet issues standing orders prohibiting its vessels from closing with even a badly-damaged Romulan vessel.

Stardate 1/0508

Star Fleet Command's *Doppler Class* scout becomes operational. Even smaller than its *Mercury Class* predecessor, it is used to make surveys in 'safe' areas of the Federation. Almost 490 are built before production ceases.

Stardate 1/0509

The fusion-driven *Long Class* 'star-barge' ore freighter is removed from service. Warp-powered starships travelling within the 'original Federation' take its place.

Stardate 1/0511

Star Fleet Command's *Marshall Class* destroyer becomes operational and is rushed into immediate full-scale production. Equipped with many of the most recent technological advances, this warship is the mainstay of the Federation's combat fleet during the latter part of the Romulan War. The *Marshall* remains in active service for 60 years, longer than any other major warship class before or since. A total of 2900 ships are built.

Stardate 1/0512.09

Discussions are held at the highest echelons of the Federation and Star Fleet Command. As a result, President of the Federation Council Cristofur Thorpe issues a sealed, standing order by subspace radio to all individuals possessing the rank of Admiral, Council Secretary, or Senior Ambassador. If formal contact is made with the Romulan government, the Federation will demand that all hostilities cease immediately, or a state of war will be declared. Any military or governmental official receiving this order has the full authority of the UFP to authorize such a declaration.

Stardate 1/0601.08

The *USS Thara*, a *Tanathooef Class* frigate, engages a Romulan *U-4 class* cruiser near the Pretoric system. The opposing vessels literally fight to the death, as both ships are destroyed by the combat.

Stardate 1/0606.16

Star Fleet's 150th Combat Squadron, under the

command of Admiral Rex Gunther, meets a solitary Romulan *U-13 Class* cruiser near Eta Leonis VI. Instead of attacking, Admiral Gunther follows Thorpe's instructions, opens known Romulan hailing frequencies, and warns the invading ship of his orders. Gunther gives the Romulan government six months in which to provide some kind of response. Otherwise, it means war. Though the Romulan ship does not communicate, it is permitted to depart with the warning. This marks the only occasion where Federation and Romulan warships meet without bloodshed on either side.

Stardate 1/0610.14

Since Admiral Gunther issued his warning, at least one warship has remained in the vicinity of Eta Leonis VI, awaiting a Romulan response. The *USS Patton*, a brand-new *Marshall Class* destroyer, is the ship on picket duty when three *U-15 Class* cruisers close. While decelerating, the Romulan ships open fire with their drill-beams. The *Patton's* Captain Spadora makes one transmission before a Romulan cruiser fires a single 'star-bomb' guided missile. The torpedo hits the side of the *Patton* and totally disintegrates it. Spadora's message is received by other vessels in the area and relayed throughout the Federation. The Romulans' intentions are clear, and war is declared.

In this unprecedented action, the UFP moves against an enemy whose planetary holdings and bases, political structure, aims and philosophies, and even appearance is completely unknown. Intercepted subspace radio communications are translated and analyzed to help the UFP understand their foe.

Stardate 1/0702 through 1/0907

Scores of individual ship-versus-ship and ship-versus-outpost encounters occur throughout this period of the Romulan War. Each side wins several of these confrontations, but more often, the opposing forces successfully destroy one another.



Stardate 1/0703.17

In the first real battle of the Romulan War, two squadrons of Romulan cruisers headed toward Rigel are met at Prantares by a Federation force of approximately equal size. The Battle of Prantares is a tactical draw. The Federation suffers much heavier losses, but force the Romulans to turn back.

Stardate 1/0706

Operating independently, several Federation squadrons cross into Romulan-controlled territory.

While advancing into uncharted space, Star Fleet's Forty-Fourth Cruiser Squadron detects an unprotected Romulan deep-space supply depot. The small station, located at Deep-Space Coordinate VP 18 Mark 30.2, is destroyed without Federation casualties.

Stardate 1/0711.22

A Romulan wing penetrates Star Fleet's corvette picket screen and destroys the Sector 5B Mining Complex, a very important Federation ore processing facility.

Stardate 1/0712.25

Star Fleet's Twelfth Strike Wing, containing three full squadrons, encounters a disorganized Romulan convoy at Nu Chalcedonis, a Federation rendezvous point inside the Triangle. With only light casualties, the Federation force destroys the entire Romulan convoy.

Stardate 1/0802

Continuing their advance into Federation space, individual Romulan ships form 'wolf-packs' to attack Federation transports. Three escorted Federation convoys are attacked and destroyed in this way. Officials believe Romulans are hijacking the cargoes before destroying the transports. As they press deeper into Federation space, the Romulans are becoming desperately in need of supplies.

Stardate 1/0805.02

Headed for the Triangle, a Romulan armada of 60 ships attacks three Federation squadrons near Gamma Hydra. Though Federation forces are outnumbered substantially, casualties are extremely heavy on both sides. Star Fleet's new tactics match Romulan ferocity, leaving both fleets badly depleted and exhausted.

The Romulans force a Federation retreat, and they resume course for the Triangle. The 132nd Strike Squadron, under the command of Admiral William Larson, reinforces the battered UFP forces and repulses the Romulan armada. This battle seriously weakens Star Fleet, but it also prevents the formation of a major Romulan fleet in the Triangle. Excluding isolated, small-scale engagements, the Triangle remains Romulan-free for the rest of the war.

Stardate 1/0807.25

Four Romulan squadrons bombard Alpha Omega B with 'star-bomb' missiles, rendering the planet uninhabitable. Two Romulan squadrons performing diversionary tactics are wiped out by local defense squadrons, but over 20,000 military and civilian personnel are killed in the main attack. This marks the Romulans' deepest penetration into Federation space.

Stardate 1/0809

Shortages of men, starships, and supplies reach critical levels for both Federation and Romulan forces, as both fleets force deep penetrations into the opposing governments' territory. Numerous raids and battle losses make it increasingly difficult for either side to form effective formations and continue the war.

Stardate 1/0811.01

While on an exploration and survey mission in the Triangle, the USS Cavalier is ambushed by Romulan cruisers in a newly-discovered planetary system. After completing their attack, the Romulan vessels depart without examining the system. A twelve-man landing party under the command of Lieutenant Lawrence David Baker is stranded there.

Stardate 1/0811.25

A Federation fleet of five squadrons stumbles onto a major Romulan base at Manarram, dealing the enemy its first true defeat. Manned only by skeleton crews during resupply operations, over 30 Romulan cruisers and gunboats are destroyed in orbit before they can fire a shot. Six Star Fleet vessels are lost when the planetary base destroys itself after its defenses sustain serious damage. The loss of the base and warships are crippling, and the Romulan war effort never fully recovers. This is the deepest penetration of Federation forces into Romulan space.

Stardate 1/0811.30

One full sector of the battle zone is placed under a strict media blackout as Operation Golden Pheasant is carried out. The purpose of this exercise is to move a partially-constructed prototype battle cruiser code-named the *USS Juggernaut*. Built by the Star Fleet Engineering Command, the *Juggernaut* is transported from its present location at a base near the Federation border to a more secure naval shipyard at Andor.

Stardate 1/0901.20

In his now-famous "Sighted Man of Peace" address to the Federation Council, Senior Councilman Abraham Dannon recommends offering a peace treaty to the Romulans. During the next ten days, advocates of both viewpoints hold heated discussions on the proposition.

Stardate 1/0902.01

The Federation Council votes on Councilman Dannon's proposal for a peace offer. The measure is accepted by a one-vote margin, and immediately transmitted via subspace radio to the Romulan Star Empire.

Stardate 1/0903.30

Star Fleet's Marine Corps Command is established at this time. No personnel from this command sees active combat during the Romulan War.

Stardate 1/0904.28

The Federation Council receives a response from the Romulan Star Empire. According to their Imperial Senate, the treaty must contain the provisions that no members of the warring races meet face-to-face, and that no ships may cross the Neutral Zone. Additional information on the exact location, dimensions, and restrictions applying to the Neutral Zone are also emphatically requested. Councilman Dannon, placed in charge of the subspace negotiations, responds within one week.

Stardate 1/0905.01

The Battle of Cheron is fought in Romulan space between two squadrons of Federation ships and remnants of four Romulan groups. The battle ends inconclusively when neither side has any combat-capable ships remaining. This battle marks the UFP's last opportunity to organize a fleet strong enough to reach the supposed location of the Romulan home world. Still, it is considered a victory, because the Romulans lose more ships than the Federation does.



Stardate 1/0906.17

Stranded for seven months on what is now known as Baker's World, the crewmen of the *USS Cavalierare* picked up by the *USS Lorelei* without having suffered any casualties. For his skill and leadership, Lieutenant Lawrence David Baker receives the Star Fleet Commendation of Valor and a promotion, as well as becoming an immediate media hero.

Stardate 1/0907.28

The Romulans respond a second time, and insist on additional territorial gains for the Romulan Star Empire. In exchange, they are willing to accept tighter restrictions on Neutral Zone outposts. Dannon reluctantly makes many of the concessions, and Federation Council President Thorpe ratifies the completed Treaty of Peace. The treaty is transmitted to the Romulan Star Empire once more.

Stardate 1/0909.09

The Imperial Senate of the Romulan Star Empire broadcasts its ratification of the Treaty of Peace on all subspace frequencies. The message is picked up by Federation starships along the border, and the terms of the treaty go into immediate effect. After 17 years of piratical attacks and declared hostilities, the Romulan War is finally over.

Stardate 1/0909.10

The Neutral Zone, established by the Treaty of Peace, is now in effect. A period of withdrawal permitted by the treaty lasts until Stardate 1/1207. All invading Federation and Romulan forces begin retreating at maximum warp speed to their respective sides of the new boundary.

Stardate 1/0910

At this time, realizing that they are technologically outclassed and outnumbered, the Romulans consolidate along the new UFP-Romulan Neutral Zone. They begin major construction of outposts to keep track of Federation forces and keep them in check. Just homeward of these outposts, the Romulans are also building ships intended for future expansion into Federation territory.

Stardate 1/0910 through 2412

Peace reigns, but the Orion Colonies know that the

Klingon Empire will soon discover the existence of the Federation. The Colonies sign nonaggression and trade treaties with the Federation, but still remain outside the UFP.

Stardate 1/0912.03

The planet Mantiev, which is in the Triangle, is settled. The other three planets in the future Mantiev Colonial Association are settled within the next year. All have been founded by various groups from the Federation. These are the only real efforts at colonizing the Triangle until 1/40. It is their success that spurs the major wave of settlement 30 years later.

Stardate 1/1001

Now that the Romulan War has ended, Star Fleet Command is forced by budgetary constraints to decommission a number of warships. The entire fleet of *Messier Class* cruisers is deactivated, after that class served exceptionally well throughout the Romulan War.

The Zone of Transport Escort is lifted, and galactic peace brings tremendous growth in industry, trade, and tourism.

Stardate 1/1001.05

The negotiations establishing the Romulan Neutral Zone destroy the political aspirations of Councilman Dannon. His opponents claim that he, as chief negotiator, gave away too much of the disputed area to the Romulans. Dannon is politically censured, and finally loses his position as Federation Councilman.

Stardate 1/1007

Star Base 8 is completed and assumes operational status.

Stardate 1/1009

Star Fleet Command's *Normandy Class* starfighter becomes operational, replacing some of the older *Arrow* and *Galliant Class* starfighters. A total of 264 are built, and the ships are deployed in squadrons of twelve.

Stardate 1/1207

The period of withdrawal, permitted under the peace treaty, is now over. From this time on, no warship may cross the Romulan Neutral Zone.

All Federation cultural exchange programs resume after having been suspended during the Romulan War.

Federation officials release a public survey poll showing rising confidence in the UFP and its ability to perform its intended duties.

Stardate 1/1301

Official membership of the United Federation of Planets reaches 100.

Stardate 1/1303.21

Abraham Dannon, author of the Romulan/Federation peace treaty and chief negotiator of its provisions, dies at the age of 59, assassinated by a spectator at a political rally where he was scheduled to speak. A controversial, much despised figure in his own time, Dannon is now revered for his contributions to galactic peace. The Terran civilian decoration for peace, the Dannon Prize, is named for him.

Stardate 1/1305

Construction work on Outer Sector Defense Outpost 1 is now complete, and the rebuilt base is reactivated.

Stardate 1/1306

Star Base 9 is completed and assumes operational status.

Stardate 1/1405

According to an official Star Fleet spokesman, Operation Golden Pheasant has been completed. Two completely different prototype battle cruisers, the *USS Goliath* and *USS Juggernaut*, have been designed and constructed. Both vessels now begin preliminary testing and shakedown cruises.

Stardate 1/1512

Both prototype battle cruisers fail to meet performance specifications, and so they are decommissioned and placed in storage. A major embarrassment for Star Fleet's Engineering Command, fund allocations for research and development are virtually cut off for the next three decades. Star Fleet continues to accept commercial designs for new warships, but the Engineering Command only designs one new major warship class, the *Castor Class* cruiser, before Stardate 1/48.

Stardate 1/1604

Star Base 10 is completed and assumes operational status.

Stardate 1/1703

Star Fleet Intelligence Command completes Operation Scipio, with the design and construction of a special prototype reconnaissance vessel. The starship is tested and achieves warp 3.84, the highest velocity to date.

Stardate 1/1803

Ships of the UFP Galactic Cultural Exchange project complete their first visit to all Federation member worlds.

Stardate 1/1804.03

Star Fleet's initial network of manned and automated outposts along the Neutral Zone becomes operational. The system is expanded and improved during the next 30 years, until most military theorists consider it impossible for a ship to cross the Zone undetected. It is assumed that a similar network has been created by the Romulans. This is supported by the fact that, of the 17 Federation space vessels known to have penetrated the Neutral Zone, none have returned.

Stardate 1/1907

A major, privately-operated research station opens on Deneva and begins scientific investigations into transtator physics.

Stardate 1/2008

The *USS Yardley* travels to Axanar and suffers several casualties among its contact party. As a result, the planet is interdicted under the Non-Interference Directive.

Stardate 1/2106

The Star Fleet Museum on Memory Alpha is completed. This is the newest UFP repository for major scientific and historical artifacts. The facility quickly becomes a major scientific attraction for researchers from throughout the Federation. Over the next ten years, a number of famous warships, including the *USS Horizon* and *USS Juggernaut*, are brought to the Museum and placed in tractor orbits around the planetoid.





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