

An adventure for use with  
**STAR TREK**<sup>®</sup>  
THE ROLE PLAYING GAME

# CONFLICT OF INTERESTS



David R. Patrick 1986

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## A CONFLICT OF INTERESTS

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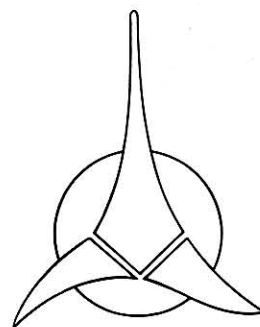
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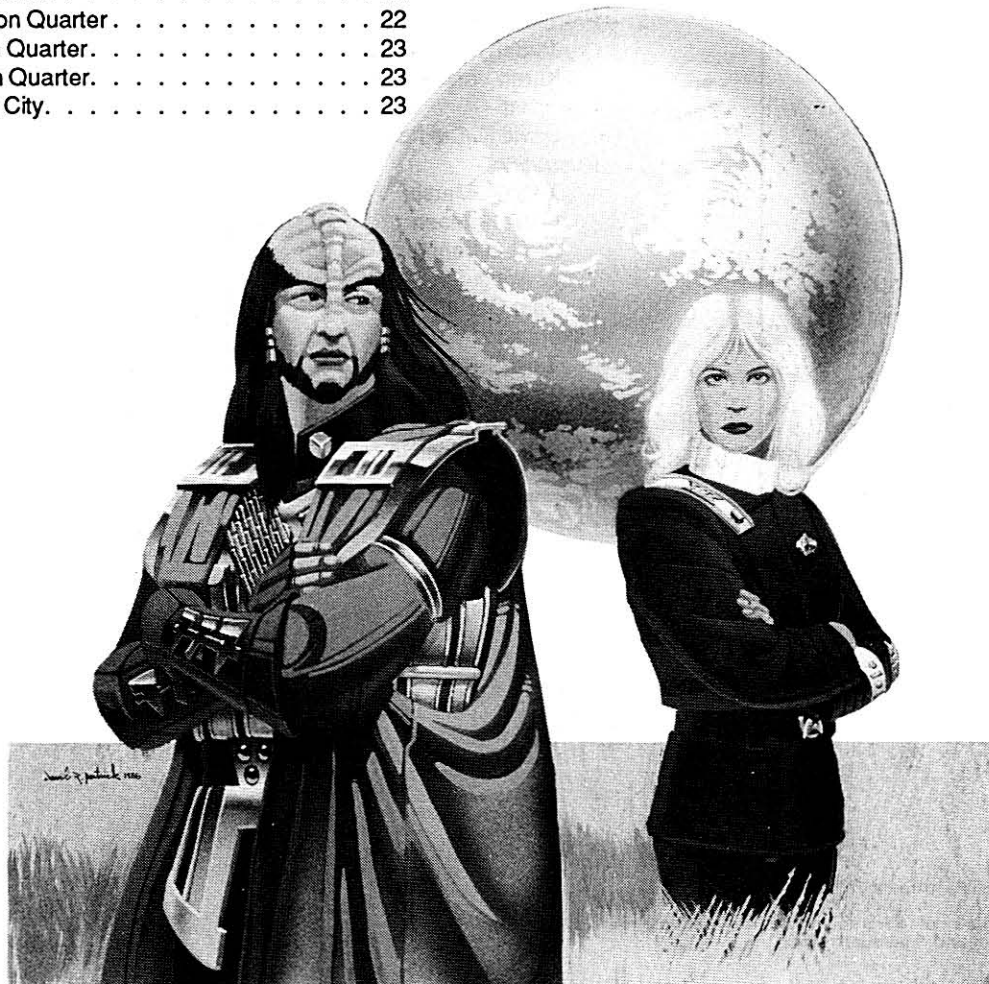
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# INTRODUCTION

A **Conflict of Interests** is an adventure designed for use with **STAR TREK: The Role Playing Game**. Up to eight players can roleplay members of diplomatic teams from either the United Federation of Planets or the Klingon Empire. These special representatives are on their way to the planet known as Sheridan's World, lying in the heart of the Organian Neutral Zone.

Both Human and Klingon citizens inhabit Sheridan's World. They settled there secretly 15 years ago under the watching eyes of the Organians, who hoped that the two cultures could live and work together in peace. Neither the Federation nor the Klingon Empire has been permitted direct contact with the colony since its founding. After 15 years of secrecy and silence, the Organians are now opening Sheridan's World to visitors. Soon, the Sheridanians must choose to which of the major powers they will give their allegiance.

In this adventure, players will divide themselves into two diplomatic mission teams, each consisting of four representatives. Once on Sheridan's World, each team has one week to assess the colony's success and to attempt to influence the local inhabitants in favor of their own governments. The adventure culminates with a plebiscite in which the inhabitants of Sheridan's World decide their fate and the political implications of that decision.

This adventure may be used either independently or as part of a campaign already in progress. Players may select from pre-generated player characters included in this booklet, or may use already-developed characters approved by the gamemaster. This is an open-ended adventure. Though certain events will take place regardless of the players' actions, the final outcome is determined solely by the actions and decisions of the player characters themselves. The gamemaster is free to adapt the adventure to an ongoing campaign.



## PLOT SYNOPSIS

Fifteen years ago, the Organians unexpectedly imposed the Organian Peace Treaty on the United Federation of Planets and the Klingon Empire, thus narrowly averting a full-scale conflict between the two interstellar powers. They established the Organian Neutral Zone between the two governments, with entrance prohibited to warships of either side. Though an uneasy peace has reigned between the two powers ever since, they continue to vie with one another for the right to colonize the numerous worlds within the Neutral Zone itself.

The Organians also devised an experiment to determine once and for all whether Humans and colonists could live and work together peacefully for any period of time. Human and Klingon colonists settled on Sheridan's World, deep within the Neutral Zone. Now, 15 years later, the colonists must decide to which of the major powers they wish to give their allegiance.

As the two mission teams approach Sheridan's World, they receive messages from the planet warning them away. Pressing on despite these disturbing reports, the player characters meet with the colony's administrators and learn what has been occurring in the colony since its founding. While enjoying the local hospitality, the player characters discover that all is not exactly as it seems on this tranquil world.

In the week's time allotted to them, each mission team's specialists will try to influence the colonists before the plebiscite is taken. Once the voting is over, the player characters must react as best suits their mission objectives.

The outcome of this adventure rests entirely with the players themselves. The inhabitants of Sheridan's World, however, can be as convincing as the player characters. As they learn the full implications of what Sheridan's World really is, player characters from either team may have a change of heart concerning the future of this important world. The result is an adventure that is open-ended, complex, and challenging.

## CONTENTS OF THIS BOOK

This booklet contains all the information needed to run **A Conflict of Interests**. The **Adventure** section outlines the players' mission and describes the events of the adventure. The **Background Information** chapter provides detailed information on the history of Sheridan's World, its inhabitants, the Organians, and the Organian Treaty as well. A **Cast Of Characters** section provides complete game statistics for each of the team's player characters as well as major NPCs. **Gamemaster's Notes** includes additional background information, random events, hints for judging the plebiscite, and guidelines for moderating player progress as well as for determining the final outcome of the adventure. This booklet also contains maps, charts, and tables to aid both players and gamemaster.



# THE ADVENTURE

"If you can't beat'em, join'em."

— Traditional Terran saying.

"The surest way to defeat your enemy is to become his friend."

— Traditional Klingon expression.

## THE JOURNEY BEGINS

This adventure has been designed for play by two separate sets of player characters. The two following sections are earmarked for either the Federation or the Klingon player teams.

### THE FEDERATION DELEGATION

The Federation mission team begins the adventure aboard the *USS Hornet*, a *Constitution* Class cruiser stationed at the edge of the Organian Neutral Zone. Over the past few weeks, the player characters have been transferred from various duty assignments to the *Hornet*. No player character knows the exact nature of their current mission, except that it involves Federation nationals somewhere in the heart of the Neutral Zone.

Once both teams are in place, the Organians transfer the Federation mission team to the *USS Impala*, an unarmed *Greyhound* Class warpsuttle carried aboard the *Hornet*. The players' group controls the *Impala's* course and speed during this mission, but the Organians have prohibited any attempt to use emergency warp speed to arrive ahead of the Klingon liaison team. Both teams will arrive in orbit about Sheridan's World simultaneously. Travel time from the *Hornet's* location to Sheridan's World is estimated at 25 hours. The Sheridanians are no doubt aware that the Federation delegation is coming.

During this time, the player characters receive secret briefings from the Federation Council. The players' group can use the travel time to acquaint themselves with the contents of these dispatches and any information on Sheridan's World in the **Computer Files in Background Information**, and to plan their course of action. The team's mission commander should emphasize the restrictions under which they will work during the course of their assignment. Prior to their arrival, player characters may attempt to contact Sheridan's World via subspace communication, but there is no guarantee that the colony will respond.



### THE KLINGON LIAISON TEAM

At the beginning of the adventure, the members of the Klingon Diplomatic Corps (KDC) liaison team assigned to Sheridan's World are aboard the *IKV Rampage*, a *D-7M* Class battlecruiser near the edge of the Organian Neutral Zone. None of the player characters has the slightest idea about the nature of their assignment. For reasons of state security, they receive their mission parameters when they come aboard the *IKV Intimidator*. This craft is a small *Speedstar* Class warpsuttle that will transfer the players' group to and from Sheridan's World. In compliance with conditions laid down by the Organians, the Klingons have removed all offensive armaments from the *Intimidator*.

At a signal from the Organians, the liaison team proceeds toward Sheridan's World. Although the player characters control the *Intimidator's* course and speed, the Organians are watching carefully to make sure they do not use emergency warp speed to arrive ahead of the Federation Delegation. The liaison team has 25 hours transit time to review the nature of their assignment and to determine how to handle their Federation counterparts. The players' group may review the ship's classified computer files for information on Sheridan's World. The Sheridanians may or may not acknowledge any communications with the planet. The Organians have probably alerted the colonists to expect the arrival of the liaison team.

### WORKING IN THE NEUTRAL ZONE

In accordance with the provisions of the Organian Treaty, no warships of either the United Federation of Planets, the Klingon Empire, or their allies are permitted within the boundaries of the Organian Neutral Zone. Likewise, no civilian or paramilitary craft armed with offensive capability of any kind is allowed to enter the Neutral Zone. During the adventure, only the authorized representatives of the Federation and the Klingon Empire will be allowed on or near Sheridan's World. Violators of this restriction will find themselves immobilized and their weapons and power systems neutralized. Neither player team can expect any direct assistance from their command ships during their assignment.

No weapons capable of inflicting serious injury or death are allowed within the Neutral Zone. Phasers set for a light stun setting are the only sidearms permitted by the Organians. Because of their inherent destructiveness, Klingon disruptors of any type or design are forbidden. For purposes of this mission, Klingon liaison team members are armed with Federation Mark I-A phasers obtained through the Klingon Diplomatic Corps Special Services Bureau. These weapons have been modified for use at light stun settings only. Klingon personnel may also employ edged weapons for personal defense.

A word of caution is in order, however. Committing a willful act of violence, regardless of the weapon's origin or manufacture, is a violation of the Organian Treaty and can result in immediate and unpredictable action by the Organians. In addition, the Organians will permit no devices with the potential, however indirect, of becoming weapons of destruction.



## A POLITE REBUFF

Once the contact teams' shuttles are ten hours from the Sheridan system, they receive a series of subspace messages. Following are the texts of these messages, in order of their transmission.

FROM: Thadeus MacDonald

Co-Monarch, Sheridan's World

TO: Commander, United Federation of Planets Delegation, and  
Commander, Imperial Klingon Delegation Commander

We are pleased to learn of your intended arrival on our planet at 1500 hours, local time. However, be advised that current conditions make formal visitation by outsiders unadvisable. Respectfully request you terminate your mission immediately. We will advise you when circumstances are more favorable.

The player characters receive this message when they are ten hours from Sheridan's Planet. Neither craft receives further communications from the planet's surface at this time. If the mission teams continue toward Sheridan's World despite this unusual communique, they pick up a second subspace message six hours later.

FROM: Kexor sutai Pallara

Monarch of Sheridan's World

TO: United Federation of Planets Commander and  
The Emperor's Imperial Representative

The people of Sheridan's World have no need of your assistance at this time. You waste your time pursuing your current objective. Respect our wishes by avoiding any further contact with this planet. We will contact you when we need you.

This message, even stranger than the first, is repeated twice to each vessel. If the mission teams continue, they receive a final message one hour prior to achieving standard orbit around Sheridan's World. The last subspace message reads:

FROM: Trisha Cochrain

Assistant Administrator and Prefect, Sheridan's World

TO: Federation and Klingon Representatives

Your presence here can only be considered disruptive. It is urgently requested that you refrain from causing us potential harm. Do us the favor of staying away until we want you.

All the above messages appear to have come from the same stationary source, a transmitter located somewhere near the equator of Sheridan's World. As the two craft approach the outer reaches of the Sheridan system, long-range sensor scans reveal a populated settlement in the area corresponding to the source of the transmissions. Should a player character try to analyze the subspace messages for authenticity, have him roll against his rating in *Computer Operation*. A successful roll verifies that the communications are authentic transmissions from members of the original colonial contingent.

## IN THE COMPANY OF KINGS

Each mission team will arrive at the outer limits of the Sheridan system at roughly the same time. Sensor scans reveal that the planet has moderate terrestrial conditions. Scans also detect a small settlement just north of the planet's equator, which is confirmed to be the origin of the strange subspace transmissions. Local environmental factors indicate that this hemisphere of Sheridan's World is just entering the autumnal season. Prior to assuming standard orbit about Sheridan's World, the teams may open communications with each other if they desire.

The player characters receive no further communications from the planet until they are preparing to beam down. At that moment, the settlement begins broadcasting a coordinate lock-on signal to the orbiting ships. Should either mission team attempt to beam down ahead of the other delegation, they will be unable to do so. A player character checking the transporter systems by making a Skill Roll against his rating in *Transporter Systems Technology* will discover nothing wrong with the ship's equipment. Actually, the Organians are maintaining a vigil over the planet, preventing either group from leaving ahead of the other. When both Klingon and Federation parties coordinate their activities to beam down simultaneously, they will succeed.

### OFFICIAL WELCOME

After beaming down, the two mission teams find themselves in the middle of a long, paved boulevard surrounded by concrete-and-glass buildings. While the two groups are examining their new surroundings and each other, a pair of well-dressed local inhabitants, one Human and one Klingon, approach them. They introduce themselves as the Prefect Cochrain and the Prefect Krox, respectively. On behalf of their majesties, King MacDonald and King Kexor, lords of Sheridan's World, the two planetary representatives bid the players welcome with a polite, though cool, attitude. The two Prefects then offer to escort the newcomers to the Medark Palace, located nearby. During the brief walk there, the mission teams will see a variety of local workers and tradesmen about their business in the early morning hours. The player characters' first impression of Continuity (the name of this community) is one of calm and tranquility.

### A HEATED ARGUMENT

Once inside the palace grounds, the player characters can hear the unmistakable sounds of an angry exchange coming from a large audience chamber. Entering the chamber, they see a young Klingon/Romulan Fusion arguing vehemently with two other individuals, whom they learn are the Kings of Sheridan's World, Thadeus MacDonald and Kexor sutai Pallara. The Klingon team can eavesdrop on the conversation, but the Federation representatives must make a Skill Roll against their rating in *Language, Klingon-aase* to understand the argument.

The argument concerns the player characters themselves. The Klingon/Romulan fusion, identified later as the colony's security chief, Kaziri sutai Urussig, is demanding the immediate arrest of the Federation delegation, because they arrived on Sheridan's World in direct defiance of subspace messages warning them away. While the two local rulers are disputing this point with her, Kaziri goes on to insist that the Klingon delegation be housed in the palace



without delay. The security officer breaks off her argument as soon as she becomes aware of the presence of the two mission teams. Then, she turns on her heel and leaves the audience chamber without formal permission.

#### LOCAL HOSPITALITY

Following Kaziri's departure, the two Kings of Sheridan's World apologize to the player characters for their security officer's unpleasantness. Each monarch then extends his hearty welcome to the Klingon and Federation delegates. As servants bring in early morning refreshments, Kings MacDonald and Kexor ask for news of 'the outside world'. Both are eager to learn what has been happening during their 15 years of forced isolation. Both monarchs also wish to know why the player characters disregarded the messages sent to their vessels. Neither leader explains why the messages were sent in the first place.

During a brief tour of the palace, MacDonald and Kexor explain to the mission teams that their form of government has changed during the last several years. After an unexpected crop failure created food shortages, there was civil unrest to the point of political crisis. Both monarchs hasten to assure the delegates that the people of Sheridan's World have adjusted to the change without incident. The player characters also learn of a planet-wide plebiscite that will take place in seven days. In that election, the colonists will decide the political future of their world.

Following this tour, the two kings introduce the representatives to escorts who will guide them to their quarters in the Human and Klingon areas of the city. The kings promise to see the player characters again at a formal reception the next morning.

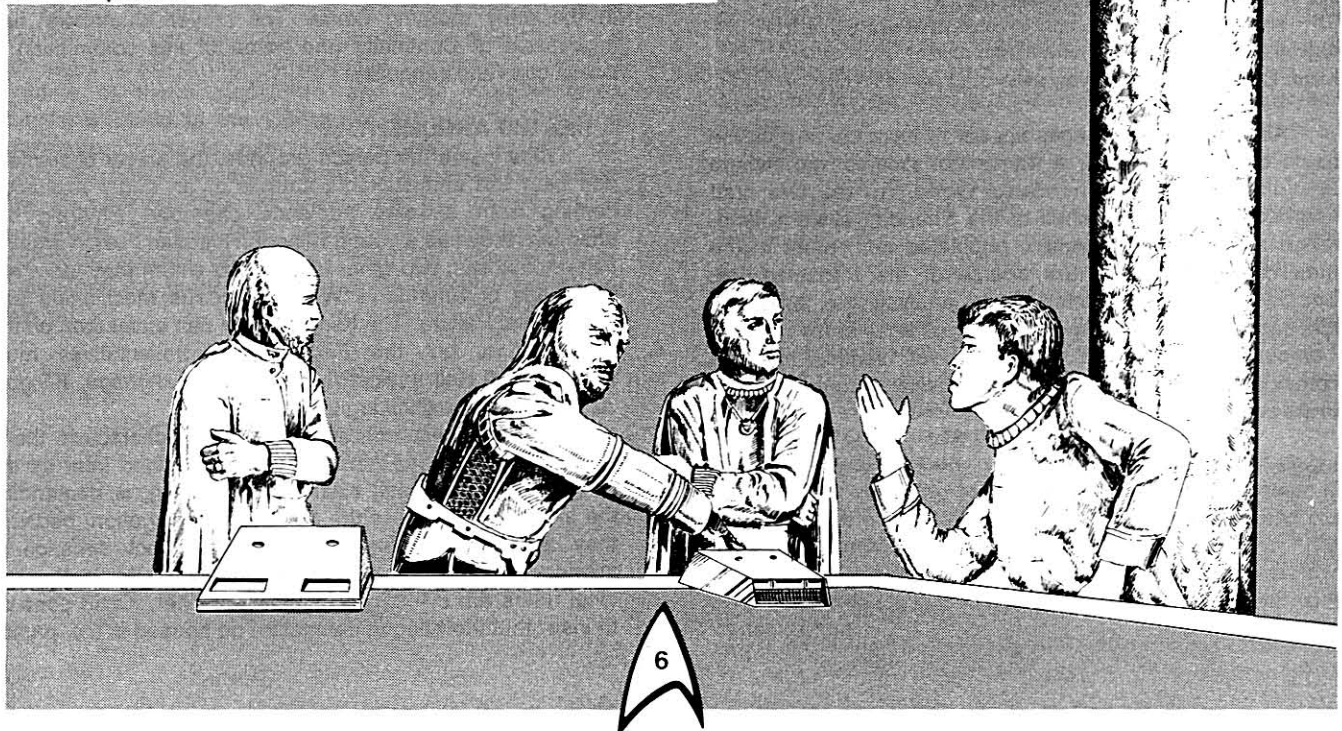
On the way to their quarters, the player groups meet various colonists. Having heard of the strangers' arrival, the people are eager to catch sight of them along the way. Many offer small gifts of local food and drink.

After arriving at their residences, the mission teams will find them well furnished and decorated in simple rustic designs, with ample food and drink. The escorts tell the player characters that if they need anything, they have only to ask at the palace.

#### WINNING HEARTS AND MINDS

The primary objectives of each mission team is to evaluate the state of affairs on Sheridan's World and to learn the colonists' social and political plans. As an official representative of his government, each player character must get to know the colonists as well as possible, and then personally influence them to vote in favor of joining their government in the upcoming plebiscite. How the player characters attempt this is entirely up to them. However, they should realize that the Organian Peace Treaty places restrictions on their conduct while on Sheridan's World. Each team member must make his influence felt by peaceful (or, at least, not openly aggressive) means only. The only way the teams can earn support for their governments is by winning the hearts and minds of the people of Sheridan's World.

While on Sheridan's World, the player characters are free to move about the city and to talk with the Sheridanians. They may conduct any activities that do not interfere with the normal day-to-day operations of the colony. In addition, various random events and fixed encounters in and around the city of Continuity add many opportunities to interact with the native Sheridanians. Below are various events that will occur regardless of player actions.





## **DAY ONE**

### **Watchful Eyes**

As the Federation team explores Continuity, they will notice several local inhabitants following them. These are Reshtarc civilians that Kaziri has bribed to spy on the 'intruders'. The player characters can elude the Klingons if a player makes a Skill Roll against his character's rating in *Streetwise*. Otherwise, the Klingons will report the team's activities to Kaziri.

### **Spontaneous Inquiries**

During this day only, groups of excited colonists will surround both mission teams whenever they appear outside their quarters. These Human and Klingon colonists are eager for news of the 'outside world'. Player character movement will be hampered until they satisfy the crowd's curiosity.

### **Meeting at Midnight**

The rulers of Sheridan's World visit their respective countrymen late at night. Both explain the planet's recent history, emphasizing the desire of the majority to remain independent of the UFP and the Klingon Empire. Kexor and MacDonald will offer the delegates permanent residence and positions in the Sheridanian government if they agree to side with the local populace in the upcoming plebiscite.

## **DAY TWO**

### **A Formal Banquet**

In the morning, the player characters are invited to the Medark Palace for a formal reception. They have the opportunity to meet other Sheridanians of various backgrounds and origins and to sample native meats and produce. Kgar attempts to locate his contact among the Klingon delegation (Kilara). Several Klingons attempt to goad the Federation delegates into a violence.

After the banquet, Prefects Krox and Cochrain offer to guide them on a tour of Continuity.

### **A Lovers' Tryst**

After the morning's reception, Krox will send his compliments to Irenna Suparov, offering to meet with her in the city's botanical gardens to exchange personal views on Sheridanian affairs. If Suparov accepts the invitation, Kexor will take the opportunity to express his affection for Irenna.

### **False Arrest**

Bribed by Kaziri, a pair of local constables charge one of the Federation representatives with the theft of several unspecified planetary artifacts. They will take the player character to the constabulary barracks (by force, if necessary). Then, they will beat up the delegate, leaving him behind the Hall of Records.

## **DAY THREE**

### **Meeting With Malcontents**

A delegation of a dozen Human Sheridanians meet with the Federation team and ask to be taken off the planet as soon as possible. They express their dislike for conditions under the 'Klingon rule' on Sheridan's World. If pressed, however, none will be more specific. A similar delegation of Klingon scientists and technicians also meet with the Klingon mission team to request passage offworld and reassignment to a non-Human colony. These NPCs are malcontents who refuse to follow the "No Work, No Eat" injunction.

## **Kidnapped**

During the night, both Kilara and Sheridan receive a message from the Sheridanian Underground, asking them to come to the Kexor grotto where they can hear the "real voice of the Sheridanian people". If either individual goes to the grotto, six Reshtarc Klingons attempt to abduct them. If the kidnapping is successful, the Klingons will hide them in the zandan farm outside the city until the day of the plebiscite. In the meantime, Kgar charges the Federation team with the disappearance of Kilara. Kaziri volunteers to lead a search party, but heads the searchers away from the zandan farm. On the evening of Day 6, the two individuals will be discovered drunk at the waterfall. Kaziri organized this plan to hamper the Federation effort while discrediting a political rival.

## **DAY FOUR**

### **Arsonist Attack**

During the early morning hours, a fire breaks out in the crop fields outside the city. Before the blaze is contained, more than a third of the year's harvest has been eliminated. A subsequent investigation discovers partially-burned clothing soaked in a volatile liquid at the scene. The clothing is determined to be of Federation origin.

### **A Near Riot**

Kaziri stages an anti-Federation rally outside the Medark Palace. She announces that all Klingon colonists who have had children with Humans should be branded as traitors to the Empire and immediately arrested. When constables arrive to break up the crowd, she charges them with being in Federation pay, further inflaming those assembled.

### **Klingon Snub**

Following Kaziri's demonstration, merchants in the Klingon Quarter refuse to send foodstuffs and other personal supplies to the Federation delegates. Local shortages are the official reason. For the rest of their stay, the Federation team will receive their rations from the Medark Palace, sent under constabulary escort.

## **DAY FIVE**

### **Attempted Bribery**

James Wedgewood approaches members of both mission teams offering bribes of dilithium crystals to force them to leave the planet. Later that day, Prefect Krox will summon representatives from both groups to make the same appeal, unaware that Wedgewood has already done so.

### **Work Stoppage**

During the afternoon, a group of workers and technicians at the Transporter Center demonstrate against offworlder interference. This is a spontaneous demonstration of concerned individuals who see their peaceful way of life threatened by the mission teams. If any mission team members appear, the protestors will listen to the player character(s), while voicing their desires to be left alone.

## **DAY SIX**

### **An Unfounded Charge**

Prefect Cochrain stages a fake attack against herself late at night. She will subsequently charge a member of the Klingon delegation with the crime to gain pro-Sheridanian opinion.

### **An Act of Desecration**

During the night, pro-Federation colonists knock down and break the statue of Kant. They inscribe anti-Federation slogans across the base of the monument to throw suspicion on the Klingon delegates.



## THE COLONIAL PLEBISCITE

At midday on the seventh day, the adult inhabitants of the Sheridan's World colony will come to the city's amphitheater. Here, they will vote in the plebiscite to determine the future of Sheridan's World. (Anyone over 16 years of age is eligible to vote.)

Before the vote, the kings will speak to the crowd of colonists on behalf of continued Sheridanian independence. The gamemaster average the rulers' ratings in *Negotiation/Diplomacy*, and makes a corresponding Skill Roll. If the roll is successful, the kings have convinced 4D10 colonists to vote for Sheridanian independence. If the roll is unsuccessful, no colonists have a last-minute change of heart.

The gamemaster can allow certain NPCs to make a pitch for voting with the UFP or the Klingon Empire. In these speeches, both player teams can learn the methods of persuasion used by the other team, as well as discover which tactics were the most, or the least, effective with the local populace.

The Kings MacDonald and Kexor preside over the voting process. The mission teams' leaders are also present to assure that the voting, as well as the final tallying of the count, is in accordance with prearranged procedures.

The Kings call each colonist forward alphabetically. To cast a vote, the individual shows MacDonald and Kexor a small hand-held token. The tokens are red, blue, or green, signifying the voter's decision in favor of affiliation with the Klingon Empire or the Federation, or continued independence, respectively. After paying his respects to the monarchs, the Sheridanian deposits his token in one of three oval spheres. After all the colonists have voted, the Kings of Sheridan count each globe's tokens by hand. The globe containing the most tokens determines the final decision. (NOTE: The gamemaster need only refer to the Current Stand column in the Colonist Opinion Chart to determine the winner of the plebiscite.)

The two rulers will then announce the outcome of the vote. If no clear decision emerges from the plebiscite, the kings will call for a second vote, repeating the process above until there is a final, clear decision.





# BACKGROUND INFORMATION

## SECRET DISPATCHES

Following are the instructions delivered to the Federation and Klingon mission teams before their journey to Sheridan's World. The material is confidential, and so the gamemaster should not allow teams to see each other's instructions.

### THE FEDERATION DELEGATION

Each Federation delegate to Sheridan's World receives a copy of the following mission briefing from his team Commander at the start of the adventure. The player characters should review the briefing carefully to make sure they understand the significance of the assignment and the role they are expected to play.

MISSION ORDER 34782378

FROM: Office of the Secretary of Star Fleet Command

CLASSIFIED: Confidential and Top Secret

Upon receipt of these orders, you will immediately place yourself under the command of your delegation leader for the duration of this mission. The objective of this delegation is to establish formal, peaceful relations with the inhabitants of Sheridan's World, a secret colony located in the Organian Neutral Zone near Star Base 12. The inhabitants of Sheridan's World consist of 100 Humans and 100 Klingons. At the request of the Organians, they assembled there 15 years ago to determine whether or not Humans and Klingons could live together in peace.

The Organians have now opened up the planet to the outside world for the first time since its founding. Your mission team will assess the level of success (if any) of the Organian experiment, determine to what extent the colonists require assistance from the Federation, and evaluate the current wishes of the local population. With these objectives in mind, following are the provisions of your assignment:

#### Priority 1:

Determine the current state of affairs on the planet known as Sheridan's World. Be prepared to offer any and all assistance possible to the local inhabitants. Determine what are the colony's long-range needs, and if the Federation can serve them.

#### Priority 2:

Determine if the original purpose of the colony has succeeded or failed. Based on your observations, decide whether or not the United Federation of Planets should establish formal relations at this time, or whether such involvement would constitute a violation of the Non-Interference Directive. Be prepared to defend your findings to a full session of the Federation Assembly.

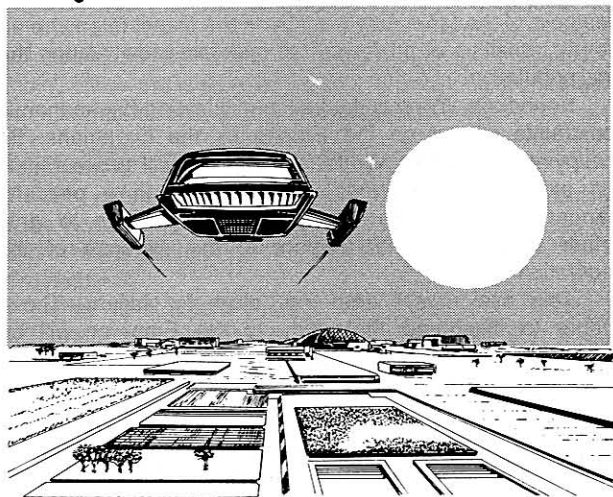
#### Priority 3:

If the delegation team Commander decides that the colonists would benefit from formal relations with either the Federation or the Klingon Empire, the team will ensure that the inhabitants of Sheridan's World are allowed to determine their own political future through a fair and open process.

#### Priority 4:

To the extent that it is consistent with the above considerations, the members of this mission team should present the inhabitants of the colony with an accurate assessment of life under the Federation and the advantages they could gain from membership.

This mission is extremely important. Should the Klingons gain complete control of this colony, they may be able to obtain further concessions from the Organians, such as permission to maintain military units in the Neutral Zone for 'defensive' purposes. We cannot allow them this advantage.



### THE KLINGON LIAISON TEAM

Klingon mission team members should review the following Mission Directive carefully to make sure that they understand the significance of the current assignment.

#### IMPERIAL STAR COMMAND DIRECTIVE 714

Imperial Klingon Diplomatic Corp

Classified Material: Priority Alpha-1

Upon receipt of this directive, all liaison team members are to consider themselves under Alpha-1 security. Disclosure of the contents of this briefing or discussion of this assignment will be considered treasonable acts against the *Komerex*, punishable by immediate termination.

The liaison team is to present itself as the official representative of the Klingon Empire to the local officials of the planet known as Sheridan's World. Sheridan's World is a colony planet of considerable strategic significance to the Empire because of its location in the Organian Neutral Zone. Continued meddling by those beings known as the Organians forced a group of 200 Humans and Klingons to colonize the planet 15 standard years ago. The Organians determined that after 15 years, the *Komerex* would gain full ownership of the planet, its resources, and its current population, if the current population decided to become a part of the Empire. (The United Federation of Planets retains a similar, illegal, claim to the planet). This contact team will see to it that the local populace achieves their wish of becoming full members of the Imperial Order.

### Mission Objectives

1. Upon arrival, determine the economic and military viability of the colony. Identify and properly assess the value of any and all resources, actual and potential, that may be useful to the Empire.

2. Determine the political and physical status of all Klingon colonists.

3. Determine the status of all Human residents on the planet. Identify any potential for armed resistance.

4. Determine and implement means by which local inhabitants can gain admission into the Empire. If there is no pro-Klingon majority among the populace, devise and implement means of increasing anti-Federation sentiments.

5. Take whatever action necessary to ensure failure of the Federation delegation to Sheridan's World.

Members will report the successful completion of their mission at the earliest possible opportunity. One or more members of the team may remain on the planet to ensure an orderly transition of power and to maintain order among the local population.

Sheridan's World is the key to eliminating the economic constraints placed on the Empire by the Organians. By occupying Sheridan's World, the Empire will prove that it can exploit the resources of the region in a peaceful manner. This success will create opportunities to gain further footholds in the region, at the expense of the Federation.

This assignment does not allow for failure. Those unable to discharge their duty to the Emperor will be considered renegades and traitors, and dealt with accordingly.

## COMPUTER FILES

This section contains information available to player characters from various computer sources. Though some of the information presented below is available to the mission teams during their journey to Sheridan's World, other documents are available only through the main computer facility at Continuity's Hall of Records.

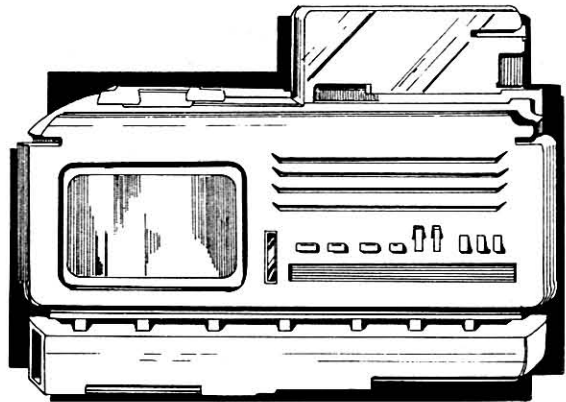
### ABOARD SHIP

The following information is available to players en route to Sheridan's World. Each mission team's computer information is similar enough to let them share the single entries below. Players wishing to access this information must state the computer entry they wish to see and make a Skill Roll against their character's rating in *Computer Operation*.

#### The Organians

The Organians are a mysterious race of powerful beings dwelling on the Class M planet Organia, located in the Neutral Zone. A Federation survey team first discovered Organia 32 standard years ago, as did the Klingons soon after. Although initial survey teams reported that Organia lacked mineral or industrial potential, each side wanted to secure the planet, given that it straddles a natural invasion route for both the Klingons and the Federation.

When the Klingons launched a series of surprise attacks into Federation space, the second Klingon/Federation war erupted. Because Organia occupied space disputed by both sides, Star Fleet Command ordered Captain James T. Kirk of the starship *Enterprise* to secure the planet as an advance base for Star Fleet operations.



The Klingons thwarted this attempt by deploying a battle group to Organia and stationing occupation forces on the planet. Wishing to avoid violence, the Organians disguised the Captain and his First Officer. However, the two Federation officers were captured when they attempted to lead partisan attacks against Klingon installations on the planet.

Both the Federation officers and their Klingon captors repeatedly displayed a conscious desire toward violence and destructive aggression, thus becoming utterly repulsive to the peaceful Organians. When they sighted a Federation task force approaching Klingon occupation forces in Organia, the Organians stepped in. They used their mental powers to immobilize all Klingon and Federation armed forces, and forced both parties to accept a general armistice.

The Federation/Klingon border has come to be known as the Organian Neutral Zone. This vast region of space, extending for dozens of parsecs in width and several hundred parsecs in length, is under the vigilant surveillance of the Organians. They forbid both Federation and Klingon warships to enter the zone. Those that stray into the area find their weapons suddenly useless and their power levels reduced to the bare minimum needed to reenter their own space. On rare occasions, armed vessels have deliberately entered the zone, but they were never heard from again. Whether or not the Neutral Zone remains in effect depends on the Organians. Neither the Klingons nor the Federation have the power to force its removal at the present time.

The Organians have evolved beyond the limitations of corporeal bodies. Their mental abilities enable them to assume any shape and to manipulate matter. They assume corporeal form to aid visitors who require conventional, three-dimensional points of reference. The Organians have little need for buildings or other landmarks.

Little is known of the Organians as a people or a culture. Though courteous and benign, they have displayed little interest in the affairs of others. Their general friendliness is more the result of a natural courtesy than any overt curiosity about other races. However, for all their openness and hospitality, they possess an instinctive revulsion for any creatures not as advanced as themselves. As long as visitors to Organia are unaggressive, the Organians do not object to sharing their planet and its resources.



## World Log: SHERIDAN'S WORLD

### System Data

**System Name:** Sheridan  
**Map Coordinates:** 8.49S, 0.0 E  
**Number Of Class M Present:** 1

### Planetary Data

**Position In System:** III  
**Number Of Satellites:** 1  
**Planetary Gravity:** .75G  
**Planetary Size**  
**Diameter:** 9,100 km  
**Equatorial Circumference:** 28,000 km  
**Total Surface Area:** 358,000,000 sq km  
**Percent Land Mass:** 40%  
**Total Land Area:** 143,200,000 sq km

### Planetary Conditions

**Length Of Day:** 21 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Warm Temperate

### Mineral Content

**Normal Metals:** 25%  
**Radioactives:** 5%  
**Gemstones:** 20%  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

### Cultural Data

**Dominant Life Form:** Klingons and Humans

**Technological/  
Sociopolitical Index:** Unknown  
**Planetary Trade Profile:** Unknown

## Description

Sheridan's World is an experimental colony composed of Humans and Klingons. Since the colony was established 15 standard years ago, the Organians have permitted no contact between the colonists and either the Federation or the Klingon Empire. After a fixed period of time, the Organians will allow the local inhabitants to determine their own political future, and both governments have agreed to respect their decision. The Organians have pledged to protect the rights of all the colonists regardless of what they decide.

Sheridan's World is primarily suited for agricultural development. Its soil is conducive to several high-yield grain crops, quintotriticale, in particular. Native fruits and vegetables make the planet almost self-sufficient. Although the Organians have prohibited Sheridan's World from trading with other planets, this may change once the colonists have decided their political future.

The local government on Sheridan's World is probably a loosely organized democracy, but there is no way of discovering the truth. No technology of a potentially harmful nature is permitted on the planet. Violating this prohibition risks immediate Organian retaliation.

## Sheridan's World Charter

Below is a summary of the provisions established in the original colonial charter for Sheridan's World.

### Provision 1

An equal number of colonists from both the United Federation of Planets and the Klingon Empire will be transported to the planet known as Sheridan's World. There, they will establish a joint colony for the mutual benefit of the two races.

### Provision 2

Once on the planet, the colonists will not be permitted contact with off-planet peoples for a period of 15 standard years. During that time, the local residents will develop their own social and political structures.

### Provision 3

The colonists of Sheridan's World will appoint one administrator from each governmental contingent. These two individuals will support the welfare of the colony as a whole. Once the colony is secure, the colonists may alter the initial conditions of governmental structure as they see fit.

### Provision 4

Any natural resources located on the planet will belong to the finder, who must make a suitable contribution to the welfare of the colony.

### Provision 5

After 15 standard years have elapsed, the inhabitants of Sheridan's World must decide upon the affiliation, if any, they wish to maintain with the United Federation of Planets and the Klingon Empire. At this time, representatives from both governments will be allowed to visit Sheridan's World in an diplomatic/advisory capacity.

### Provision 6

The Federation and the Klingon Empire agree to abide by whatever decision the inhabitants of Sheridan's World shall reach with respect to Provision 5.

## ON SHERIDAN'S WORLD

The player characters can obtain the following information from Continuity's central computer in the Hall of Records.

## CIVILIZATION LOG: SHERIDAN'S WORLD

### Technological/

**Sociopolitical Index:** 456455-65

#### Technological Index

**Space Science Index:** 4  
**Physical Science Index:** 5  
**Engineering Index:** 6  
**Planetary Science Index:** 4  
**Life/Medical Science Index:** 5  
**Psionics Index:** 5

#### Sociopolitical Index

**Social Science Index:** 6  
**Cultural Attitude Index:** 5

### ALIEN CREATURE RECORD: JENDRALL

Life Form: Reptile  
Size: Medium  
Feeding Habits: Carnivore

#### Average Attributes:

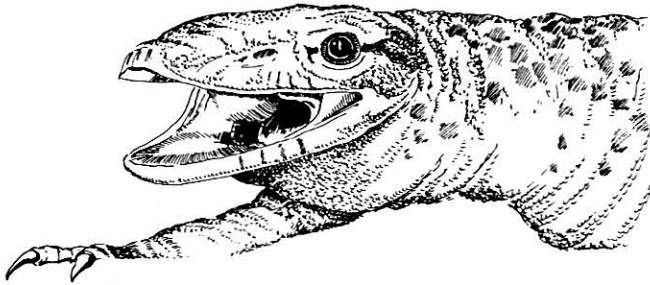
STR -60  
END -50  
DEX -50  
MENT -6

#### Tactical Movement and Combat Statistics:

AP: 6  
Combat Skill Rating: 55  
Damage: 1D10+3  
Armor: 7

#### General Description

Jendrall are medium-sized, cold-blooded creatures that look like Terran monitor lizards. They are typically found near streams and river basins, where they feed on smaller life forms. Usually found in pairs, jendrall have little fear of Humanoids, which they consider particularly tasty prey. The Klingon members of the colony often hunt jendrall for sport.



### ALIEN CREATURE RECORD: TUBALLOY

Life Form: Mammal  
Size: Large  
Feeding Habits: Omnivore

#### Average Attributes:

STR -80  
END -85  
DEX -40  
MENT -5

#### Tactical Movement and Combat Statistics:

AP: 5  
Combat Skill Rating: 30  
Damage: 2D10+3  
Armor: 5

#### General Description

The colonists have domesticated tuballoy, ox-like creatures with considerable strength and endurance, as draft animals. Though docile and easily managed, if tuballoy are frightened (80 percent chance upon hearing sudden noises), they become extremely fierce and difficult to control.



### ALIEN CREATURE RECORD: ZANDANS

Life Form: Mammal  
Size: Large  
Feeding Habits: Omnivore

#### Average Attributes:

STR -85  
END -80  
DEX -45  
MENT -9

#### Tactical Movement and Combat Statistics:

AP: 8  
Combat Skill Rating: 60  
Damage: 2D10+6  
Armor: 8 (9)

#### General Description

Human settlers from Zannaduu IV brought the zandan breed of horse to Sheridan's World. Though not as fast as many of Zannaduu's other breeds, this horse has adapted amazingly well to the local climate. Kexor's personal guard often use zandans while patrolling and hunting. (The armor value in parenthesis reflects the animal's armor value when wearing specially-treated jendrall hides.)



### ALIEN CREATURE RECORD: NYOPS

Life Form: Bird  
Size: Medium  
Feeding Habits: Omnivore

#### Average Attributes:

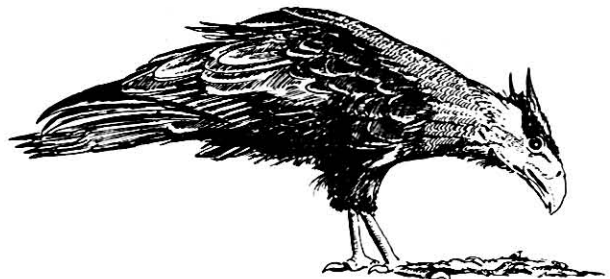
STR -40  
END -30  
DEX -60  
MENT -7

#### Tactical Movement and Combat Statistics:

AP: 10  
Combat Skill Rating: 35  
Damage: 1D10  
Armor: None

#### General Description

The nyops is a multicolored, beautifully-plumed avian resembling a Terran peregrine falcon. This aggressive avian typically preys on small rodents and water life, though it has been known to gather in swarms to attack larger mammals when food is scarce. Hunting with nyops is a favorite Klingon pastime.





## ALIEN CREATURE RECORD: SHERRIN

**Life Form:** Mammal  
**Size:** Large  
**Feeding Habits:** Omnivore

### Average Attributes:

STR - 65  
 END - 70  
 DEX - 40  
 MENT - 5

### Tactical Movement and Combat Statistics:

AP: 5  
 Combat Skill Rating: 30  
 Damage: 2D10+3  
 Armor: 3

### General Description

Sherrin are Terran wool-bearing animals bred for size and quality of fleece. Sherrin wool is particularly durable, and its fine texture is either golden-brown or greyish-white. Sherrin flocks on Sheridan's World currently number approximately 15,000, increasing by ten to twelve percent annually. The herds would be an excellent export item, greatly aiding Sheridan's World's efforts towards economic self-sufficiency.



## COMPUTER SEARCHES

The following information is available from computer files located either on board the mission teams' shuttlecraft or in the main computer complex at Continuity's Hall of Records. Any player can access this information by making a Skill Roll against his character's rating in *Computer Operation* when searching for specific keyword(s) or phrases. Information available only through the Hall of Records' computer is marked with an asterisk (\*).

## Keywords: Children, Offspring \*

The following table records basic statistics on all children currently on Sheridan's World.

### Sheridan's World Children Registry

Name	Age	Father	Mother
Ksanna MacDonald	14	Thadeus MacDonald	Kbarra sutai Pallar
Malinda Dundas	13	Gregory Dundas	Harriet Dundas
Carl Jergenson	12	Kavin Jergenson	Raven Jergenson
Martin Mollo	12	Edward Mollo	Judith Makepeace
Kravax	12	Kzarn tai Huron	Laura Barton
Kagarri	11	Kecar tai Fulmori	Pamella Quiller
Stephen Wrenn	11	Patrick Wrenn	Kialesssutai Nivalli
Kinnon	11	Kiff tai Drexia	Xavier Leonidas
Adacov	11	Abarr Drexia	Carla Mintaine
Aharri	11	Abacor Simparri	Aegreth Mrith
Jacov Quiller	10	Harrison Quiller	Pamella Quiller
Judy Brintone	10	Adam Brintone	Raven Underhill
Aqalova	10	Abeck Lorexen	Adexxa Vallic
Karsani	10	Kmarn sutai Lorexen	Julie Minnark
Carl Tashket	10	Samuel Tashket	Valerie Townsend
Ursella Quinn	10	Edward Quinn	Kristal Jimor
Franklin Pythar	10	Thomas Pythar	Addarra Lorexen
David de Winter	09	Frederick de Winter	Athora Gomorrac
Pamella Rinn	09	Walter Rinn	Asarra Mrith
Sandra Mollo	09	Edward Mollo	Judith Makepeace
Amber Morgan	09	Quintus Morgan	Fiona Vincent
Barbara Gore	09	David Gore	Candy Millester
Trisha Linders	09	Paul Linders	Victoria Kinnisen
Keshik	09	Kimon tai Messesh	Aburla Jarov
Ayarth	08	Aomol Jarov	Arilla Drexia
Adhol	08	Aoer Vallic	Ahorri Huron
Athilla	08	Aparax Juriss	Cathleen Corrigan
Anarth	08	Aorge Drexia	Accovo Drexia
Thomas Brintone	07	Adam Brintone	Raven Underhill
Aresha	07	Abarr Drexia	Carla Mintaine
Awrenn	07	Asernic Reshtarc	Assix Reshtarc
Daniel Quinn	07	Edward Quinn	Kristal Jimor
Tamara North	07	Peter North	Amorri Simparri
Aurilla	07	Abeck Lorexen	Adexxa Vallic
Atovra	06	Aosta Amerex	Natalie Petersonn
Aopori	06	Acesh Drexia	Arilana Juriss
George Morgan	06	Quintus Morgan	Fiona Vincent
Xavier Luxen	06	David Luxen	Kedda tai Nivalli
Atrax	05	Kimon tai Messesh	Aburla Jarov
Azarx	05	Aomol Jarov	Arilla Drexia
Alork	04	Kexen vestai	Kuvallexvestai
		Reshtarc	Reshtarc
Aparox	04	Aoer Vallic	Ahorri Huron
Ramonna Pythar	04	Thomas Pythar	Addarra Lorexen
Aresha	04	Abarr Drexia	Carla Mintaine
Judith North	04	Peter North	Amorri Simparri
Abexek	03	Aosta Amerex	Natalie Petersonn
Auvellex	03	Abeck Lorexen	Adexxa Vallic
Asaratoc	02	Kimon tai Messesh	Aburla Jarov
Asevenna	01	Asernic Reshtarc	Assix Reshtarc

Since the founding of the settlement, a total of 49 children have been born. (This figure does not include any children that died within the first two standard months.) Of those 49, 12 were Human, 16 were Klingon, and 21 were Human-Klingon hybrids.

## Keywords: Climate, Weather

Sheridan's World has a moderate terrestrial climate. Temperatures in the temperate zones range from a high of 30° C (85° F) in mid-summer to a low of -25° C (-10° F) in mid-winter. Average precipitation is 30-60 centimeters per month. Seasonal changes closely resemble those of Terra.

**KLINGON COLONIAL CONTINGENT**

**Total Number:** 100  
**Composition:** 15 Imperial Klingons  
 84 Klingon/Human Fusions  
 1 Klingon/Romulan Fusion

**Skill Areas:** 6 Administrative  
 22 Skilled Colonists  
 72 Unskilled Colonists

**Gender:** 59 Males  
 41 Females

**HUMAN COLONIAL CONTINGENT**

**Total Number:** 100  
**Composition:** 100 Humans

**Skill Areas:** 4 Administrative  
 35 Skilled Colonists  
 61 Unskilled Colonists

**Gender:** 56 Males  
 44 Females

**TOTAL IN ORIGINAL GROUP: 200 Colonists**

**Skill Areas:** 10 Administrative  
 57 Skilled Colonists  
 133 Unskilled Colonists

**Gender:** 115 Males  
 85 Females

**Keywords: Human Colonial Registry, Klingon Colonial Registry**

A detailed breakdown of the original colonists is presented below.

**UNITED FEDERATION OF PLANETS CONTINGENT**  
**SHERIDAN'S WORLD COLONY SPECIAL PROJECT**

COLONIST	G	AGE	POS	STR	END	INT	DEX	CHA	LUC	PSI	TO-HIT			SIGNIFICANT SKILLS			
											AP	MOD.	HTH				
COLONIAL ADMINISTRATION																	
MacDonald, Thadeus	M	48	DIR	63	58	62	50	56	64	01	09	47	48	Negotiation	57	Leadership	55
Cochrain, Trisha	F	27	ADM	45	58	48	69	74	48	19	08	10	19	Administration	60	Computer Oper	49
Masters, Jacob	M	44	MED	57	62	74	56	51	30	68	09	52	50	Surgery	75	Gen Med Human	59
Wedgewood, J	M	32	SPT	68	67	59	74	52	47	12	11	66	62	Mining	59	Marksmn Mod	58
SKILLED COLONISTS																	
Abermarle, Harper	M	32	SPT	50	58	37	54	50	33	44	09	29	19	Mining	30	Computer Oper	20
Barton, Laura	F	30	MED	59	57	47	58	46	48	08	09	28	38	Gen Med Human	48	Gen Med Klingon	28
Brintone, Adam	M	38	SPT	48	58	57	74	57	37	07	11	28	38	Mining	30	Value Estimation	25
Chesterfield, Albert	M	38	SPT	70	47	58	57	45	47	23	09	38	22	Small Eq Sys Op	38	Value Estimation	30
Corrigan, Cathleen	F	28	SPT	39	59	45	47	58	39	39	08	10	39	Communic Op	45	Communic Tech	30
Daggart, Ursulla	F	38	MED	59	37	58	75	58	35	03	13	18	26	Gen Med Human	49	Gen Med Klingon	20
De la Croix, Elizabeth	F	27	MED	43	48	59	50	48	33	08	09	29	38	Gen Med Human	38	Psychology, Klingon	25
Duncan, Andrew	M	37	SPT	58	39	59	58	38	23	48	09	37	27	Administration	40	Computer Oper	27
Dundas, Gregory	M	30	MED	46	58	58	40	69	59	12	08	28	29	Gen Med Human	25	Small Eq Sys Tech	20
Dundas, Harriet	F	29	SPT	58	79	40	69	45	68	47	10	38	29	Administration	29	Computer Tech	27
Dyson, Edward	M	39	SPT	57	55	56	47	23	57	22	08	27	34	Administration	37	Computer Oper	30
Finders, Matthew	M	37	SPT	47	57	45	56	36	37	37	09	37	12	Mining	38	Transporter Tech	18
Green, Samantha	F	37	SCI	69	79	39	48	50	58	22	09	38	28	Biology	48	Zoology	40
Hunter, Tristan	M	49	SPT	48	60	38	58	47	38	07	09	18	10	Mechanical Eng	45	Electronics	30
Jergenson, Kavin	M	25	SCI	85	48	59	59	59	37	17	09	27	28	Computer Oper	70	Computer Tech	40
Jergenson, Raven	F	24	SPT	59	39	59	58	69	30	05	09	28	10	Bionetics	23	Ecology	12
Leonidas, Xavier	F	28	SPT	59	57	68	47	59	49	06	08	10	19	Electronics	37	Small Eq Sys Tech	29
MacDugall, Sandra	F	48	SCI	59	69	44	58	38	49	20	09	37	22	Small Eq Sys Op	47	Vehicle Op, Grnd	40
MacNeill, Richard	M	27	SPT	39	49	83	49	74	38	28	08	38	26	Electronics	40	Ecology	20
Makepeace, Judith	F	22	SCI	59	68	46	68	59	58	22	10	48	28	Botany	49	Zoology	36
Mindaz, Lorra	F	40	SPT	58	66	44	58	38	57	25	09	38	28	Computer Oper	50	Value Estimation	45
Mintaine, Carla	F	20	SPT	49	50	62	80	78	28	38	13	39	28	Mechanical Eng	49	Carousing	48
Mollo, Edward	M	25	SCI	68	50	65	68	47	37	28	10	38	27	Biology	25	Botany	15
North, Peter	M	27	SPT	79	59	58	59	58	48	10	09	37	27	Mining	45	Planetary Surv	45
Quiller, Harrison	M	37	SPT	57	55	67	53	56	43	29	09	37	23	Transporter Op	37	Electronics Tech	30
Quiller, Pamela	F	28	SPT	38	48	58	77	63	38	18	11	20	10	Art Exp Paint	50	Carousing	35
Rinn, Mathias	M	32	SPT	46	47	50	48	83	48	27	08	20	39	Bionetics	48	Planetary Surv	32
Sarn, Hamilton	M	36	SPT	55	52	47	70	58	40	17	11	20	10	Small Eq Sys Op	40	Distillation	38
Sterling, Roger	M	40	SPT	57	66	77	58	57	37	39	09	37	11	Bionetics	40	Computer Oper	38
Underhill, Raven	F	20	SPT	49	59	48	58	59	54	11	09	20	29	Small Eq Sys Op	35	Vehicle Op, Grnd	20
Vincent, Fiona	F	26	SCI	50	58	37	59	80	48	03	09	28	18	Botany	38	Ecology	27
Walker, Jonathan	M	39	SPT	44	48	55	39	49	30	12	07	18	15	Computer Tech	42	Electronics Tech	20
Wrenn, Patrick	M	37	SCI	50	58	68	58	37	71	30	09	17	82	Ecology	58	Biology	48
Yare, Martha	F	40	SCI	48	57	56	59	47	39	07	09	19	10	Transporter Op	49	Transporter Tech	47
Zannic, Barbara	F	40	SCI	50	58	59	75	58	38	09	11	27	10	Geology	40	Planetary Surv	18



# UNSKILLED COLONISTS

COLONIST	G	AGE	POS	STR	END	INT	DEX	CHA	LUC	PSI	TO-HIT			SIGNIFICANT SKILLS				
											AP	MOD.	HTH					
Ballard, Tristan	F	33	WRK	78	57	46	67	57	44	38	10	38	47	Agricult Tech	46	Instruction	19	
Baron, Kyle	M	37	WRK	49	59	37	58	48	66	07	09	15	29	Agricult Tech	48	Vehicle Op, Grnd	10	
Berrin, Randolph	M	33	WRK	56	57	50	54	56	37	17	09	10	10	Agricult Tech	82	Gaming	10	
Brighton, Linda	F	33	WRK	47	57	55	67	65	44	12	10	39	27	Agricult Tech	46	Instruction	28	
Bristol, Nathan	M	33	WRK	58	48	57	68	49	45	33	10	33	12	Agricult Tech	35	Vehicle Op, Grnd	25	
Callar, William	M	46	WRK	48	46	76	35	45	57	32	07	27	47	Agricult Tech	38	Carousing	38	
Cambridge, Xavier	F	35	WRK	57	54	85	56	50	45	33	09	12	11	Agricult Tech	47	Carousing	45	
Cester, Timothy	M	30	WRK	48	57	60	55	57	36	12	09	10	12	Agricult Tech	27	Instruction	10	
Cocharahl, James	M	36	WRK	68	57	46	68	56	45	22	10	47	22	Agricult Tech	36	Carousing	20	
Crill, Alberta	F	46	WRK	45	57	37	45	57	36	20	08	27	32	Agricult Tech	57	Instruction 10		
Diamond, Oscar	M	37	WRK	68	67	57	47	55	47	33	08	26	33	Agricult Tech	36	Vehicle Op, Grnd	10	
De Winter, Frederick	M	28	WRK	59	48	48	45	38	45	20	07	15	20	Agricult Tech	35	Instruction	10	
Edwards, Loris	F	47	WRK	34	48	45	37	48	38	20	07	15	20	Agricult Tech	60	Small Eq Sys Tech05		
Elgenn, Lisa	F	30	WRK	68	58	61	47	55	73	12	08	20	32	Agricult Tech	40	Streetwise	12	
Ellison, Barbara	F	34	WRK	79	61	55	58	47	44	34	09	28	11	Agricult Tech	50	Swimming	47	
Fletcher, Adam	M	40	WRK	68	44	56	65	46	56	38	10	29	18	Agricult Tech	67	Carousing	29	
Gorden, Caroline	F	30	WRK	39	58	37	48	40	37	12	08	28	19	Agricult Tech	80	Swimming	40	
Gore, David	M	33	WRK	47	57	55	68	60	26	12	10	77	22	Agricult Tech	45	Gaming	12	
Green, David	M	41	WRK	57	50	46	56	50	46	33	09	22	21	Agricult Tech	44	Gaming	33	
Hardenn, Linda	F	40	WRK	48	58	67	47	30	45	05	08	27	17	Agricult Tech	48	Environ Suit Op	05	
Hollander, Sandra	F	40	WRK	68	56	46	44	45	46	22	08	11	33	Agricult Tech	40	Gaming	22	
Hunt, Lorri	F	34	WRK	57	50	36	46	48	48	36	08	11	34	Agricult Tech	46	Vehicle Op, Water34		
Hunter, James	M	33	WRK	50	57	55	59	47	34	22	09	32	33	Agricult Tech	65	Swimming	47	
Hurnn, Franklin	M	37	WRK	48	78	46	36	36	69	15	08	27	38	Agricult Tech	45	Distillation	10	
Issen, Margaret	F	37	WRK	48	58	36	58	65	48	22	09	36	22	Agricult Tech	45	Instruction	12	
Jimor, Kristal	F	23	WRK	56	67	60	46	34	47	23	08	21	34	Agricult Tech	35	Instruction	19	
Kant, Hadrian J	M	38	WRK	57	58	50	57	30	47	10	09	27	15	Agricult Tech	48	Vehicle Op, Water38		
Kinnisen, Victoria	F	26	WRK	66	46	40	57	46	36	33	09	27	18	Agricult Tech	34	Swimming	27	
Krandhal, Russel	M	39	WRK	77	45	50	57	36	46	29	09	36	22	Agricult Tech	36	Carousing	28	
Linders, Paul	M	38	WRK	66	48	76	47	47	36	07	08	16	15	Agricult Tech	45	Instruction	14	
Lissor, Paul	M	24	WRK	57	55	76	44	55	34	12	08	21	37	Agricult Tech	40	Vehicle Op, Grnd	10	
Lockwell, Fiona	F	36	WRK	57	45	36	45	46	38	22	08	36	11	Agricult Tech	32	Vehicle Op, Water10		
Luxen, Harrison	M	37	WRK	49	47	60	44	34	27	08	08	27	73	Agricult Tech	55	Swimming	12	
Masters, David	M	46	WRK	60	68	47	58	37	57	33	09	37	17	Agricult Tech	56	Gaming	22	
Mattiagn, Jorge	M	38	WRK	36	57	48	36	58	46	38	07	47	12	Agricult Tech	34	Gaming	10	
Millester, Candy	F	28	WRK	76	57	48	47	58	36	12	08	20	20	Agricult Tech	56	Carousing	27	
Minnark, Julie	F	30	WRK	58	68	47	37	47	82	12	07	18	38	Agricult Tech	30	Vehicle Op, Water10		
Mintaine, Constance	F	36	WRK	79	57	40	57	56	35	22	09	36	36	Agricult Tech	37	Instruction	12	
Morgan, Quintus	M	37	WRK	82	47	37	52	40	66	09	08	18	28	Agricult Tech	48	Gaming	10	
Morrison, Tamin	F	22	WRK	47	85	37	58	50	47	22	09	29	10	Agricult Tech	47	Carousing	40	
Norman, Jondrek	M	36	WRK	55	58	37	45	54	36	14	08	10	36	Agricult Tech	34	Botany	05	
Pallas, Ansellia	F	33	WRK	68	67	45	56	67	45	23	09	22	12	Agricult Tech	57	Swimming	33	
Peterson, Natalie	F	27	WRK	48	58	69	60	78	37	09	10	28	18	Agricult Tech	38	Carousing	37	
Pollard, Benjamin	M	36	WRK	56	57	59	36	46	46	38	07	19	26	Agricult Tech	83	Gaming	28	
Prokova, Illana	F	38	WRK	50	57	36	58	38	37	15	09	27	36	Agricult Tech	40	Streetwise	10	
Pythar, Thomas	M	29	WRK	59	78	36	46	47	27	19	08	10	47	Agricult Tech	20	Streetwise	18	
Quinn, Edward	M	36	WRK	78	57	68	67	46	48	38	10	29	11	Agricult Tech	36	Carousing	27	
Rinn, Walter	M	27	WRK	48	68	46	57	43	57	22	09	26	22	Agricult Tech	47	Vehicle Op, Grnd	10	
Riverson, Judith	F	40	WRK	47	45	67	47	40	57	33	08	12	18	Agricult Tech	40	Gaming	18	
Tashket, Samuel	M	30	WRK	58	84	40	45	47	60	10	08	20	25	Agricult Tech	37	Gaming	12	
Tormalline, Timothy	M	36	WRK	47	47	46	68	47	34	24	10	22	47	Agricult Tech	50	Carousing	44	
Townsend, Valerie	F	40	WRK	58	57	66	67	66	45	29	10	37	16	Agricult Tech	58	Vehicle Op, Grnd	29	
Victor, Caroline	F	34	WRK	50	38	28	48	38	55	30	08	37	22	Agricult Tech	42	Instruction	40	
Vollor, Jason	M	48	WRK	34	58	37	47	74	27	04	08	19	39	Agricult Tech	42	Instruction	15	
Waterfield, Paul	M	38	WRK	48	68	47	56	37	56	10	09	38	48	Agricult Tech	40	Vehicle Op, Grnd	25	
Winters, Mary Ann	F	22	WRK	50	73	66	33	66	57	34	07	36	33	Agricult Tech	47	Carousing	23	
Yurris, Kansar	M	25	WRK	46	68	36	56	57	36	29	09	36	13	Agricult Tech	45	Swimming	19	
Wellington, Samuel	M	26	WRK	58	76	65	47	68	33	29	08	36	22	Agricult Tech	37	Vehicle Op, Grnd	18	
Zaine, Michael	M	34	WRK	58	58	60	68	47	27	05	10	18	38	Agricult Tech	38	Carousing	30	
Zorn, Daemon	M	36	WRK	69	65	48	68	34	57	22	10	23	45	Agricult Tech	47	Gaming	29	
Zuborov, Tamar	F	28	WRK	57	50	58	37	47	58	10	07	10	10	Agricult Tech	39	Vehicle Op, Grnd	05	

All Federation colonists are Human civilians.

**KLINGON EMPIRE CONTINGENT  
SHERIDAN'S WORLD COLONY SPECIAL PROJECT**

														TO-HIT					
COLONIST	G	AGE	RACE	RANK	POS	STR	END	INT	DEX	CHA	LUC	PSI	APMOD.	HTH	SIGNIFICANT SKILLS				
COLONIAL ADMINISTRATION																			
Kexor sutai Pallara	M	40	KHF	CMD	DIR	77	66	68	60	49	10	02	10	48	44	Lang Galacta	81	Leadership	79
Kaziri sutai Urussig	F	33	KRF	LCM	SEC	70	55	59	63	58	30	03	10	52	51	Prs Cmbt Knife	70	Prs Cmbt Unarmed	50
Kbarra sutai Pallara	F	33	KHF	LTN	AST	71	56	70	60	83	57	18	10	55	59	Marksmn Mod	50	Zoology	50
Kgar vestai Solazam	M	36	KHF	LCM	AST	60	67	50	55	57	20	01	09	63	40	Gaming	74	Marksmn Mod	70
KnarshvestaiSubaiesh	M	42	KHF	LTN	MED	50	62	65	75	52	12	02	11	55	52	Gen Med Klingon	59	Surgery	49
Krox vestai Drexa	M	36	KHF	LCM	AST	56	58	52	70	37	09	02	11	55	46	Lang Galacta	45	Interrogation	44
SKILLED COLONISTS																			
Kahmirix tai Lorexen	F	25	KHF	ENS	SPT	58	68	39	48	58	66	09	08	38	84	Mechanical Eng	58	Computer Tech	47
Kamindar vestai Messesh	M	26	KHF	LTN	SPT	50	56	57	59	47	34	08	09	36	47	Leadership	37	Small Eq Sys Tech	30
Kavilli vestai Mrith	M	20	KHF	ENS	SPT	49	58	73	50	38	28	05	09	29	28	Botany	48	Computer Oper	25
Kecar tai Fulmori	M	34	KHF	ENL	SPT	58	69	49	37	58	37	01	11	38	34	Ecology	45	Mechanical Eng	40
Kedda tai Nivalli	F	28	KHF	LTC	SPT	38	55	68	47	58	59	04	10	39	37	Communic Op	38	Communic Tech	30
Kellig vestai Messesh	M	37	KHF	LTC	SPT	58	50	69	88	48	48	05	09	38	29	Mechanical Eng	60	Small Eq Sys Tech	40
Kereg vestai Huron	M	23	KHF	LTC	SPT	40	37	73	56	36	22	02	08	37	28	Planetary Surv	37	Bionetics	33
Kexen vestai Reshtarc	M	24	IMP	LTN	SCI	57	68	36	66	57	46	05	10	47	17	Bionetics	40	Botany	20
Kialess sutai Nivalli	F	37	KHF	LTN	SPT	45	37	48	90	48	37	01	08	27	62	Small Eq Sys Tech	35	Communic Tech	30
Lieniss tai Lorexen	M	26	KHF	LTN	SPT	48	37	73	46	74	62	08	08	26	81	Ecology	70	Planetary Surv	42
Kiff tai Drexa	M	27	KHF	ENS	SPT	59	48	73	37	71	29	03	09	73	73	Mechanical Eng	39	Leadership	28
Kigann tai Fulmori	M	30	KHF	LTC	MED	48	57	50	56	55	46	04	09	28	12	Surgery	49	Gen Med Klingon	48
Kilosar tai Lorexen	M	28	KHF	LTN	MED	48	58	50	58	48	27	08	09	38	19	Gen Med Klingon	49	Surgery	40
Kilmarac tai Mrith	M	39	KHF	CPT	SCI	48	49	74	73	26	37	01	09	28	83	Geology	50	Computer Oper	25
Kimon tai Messesh	M	17	KHF	MID	SPT	48	58	37	74	37	57	05	11	73	36	Electronics	22	Computer Oper	15
Kimparri vestai Jarov	F	26	KHF	ENS	MED	40	37	88	72	32	63	02	08	37	77	Bionetics	48	Gen Med Klingon	30
Kirros tai Fulmori	M	40	KHF	LTN	SCI	45	57	67	50	45	36	05	09	38	18	Computer Oper	45	Electronics Tech	42
Kistenn tai Drexa	F	27	KHF	ENS	MED	48	57	37	58	46	58	03	09	37	26	Psych, Human	47	Gen MedKlingon	40
KmarnsutaiLorexen	M	29	KHF	ENS	MED	50	55	67	60	56	36	04	10	19	37	LifeSpt Sys Tech	47	Gen Med Klingon	35
Kmenna vestai Messesh	F	28	KHF	LTN	SCI	48	56	57	45	57	34	05	08	30	37	Bionetics	33	Communic Tech	28
Kuvalax vestai Reshtarc	F	22	IMP	ENS	MED	49	48	71	83	28	80	09	12	30	20	Computer Oper	40	Psych, Klingon	35
Karn tai Huron	M	47	KHF	LTN	SPT	57	66	65	47	46	68	11	08	46	27	Mechanical Eng	60	Electronics Tech	58
UNSKILLED COLONISTS																			
Abarr Drexa	M	24	KHF	CIV	WRK45	85	83	48	38	20	02	08	38	10		Agricult Tech	48	Streetwise	12
Abacor Simparri	M	17	KHF	CIV	WRK47	58	37	37	46	62	05	07	29	19		Agricult Tech	30	Streetwise	29
Abeck Lorexen	M	26	KHF	CIV	WRK34	57	47	63	85	38	10	10	39	20		Agricult Tech	39	Planetary Surv	10
Aburla Jarov	F	22	KHF	CIV	WRK48	58	59	39	50	47	10	07	29	18		Agricult Tech	34	Carousing	29
Accovo Drexa	F	38	KHF	CIV	WRK57	67	43	57	70	46	03	09	37	74		Agricult Tech	50	Gaming	38
Acavra Reshtarc	F	27	IMP	CIV	WRK57	50	40	67	43	34	02	10	12	34		AgricultTech	57	Carousing	47
Acax Mrith	F	22	KHF	CIV	WRK38	47	50	83	28	18	11	12	20	10		Agricult Tech	35	Instruction	29
Acesh Drexa	M	48	KHF	CIV	WRK68	65	47	34	46	34	08	07	19	37		Agricult Tech	57	Instruction	27
Acollo Drexa	M	38	KHF	CIV	WRK48	85	39	48	48	48	07	08	20	18		Agricult Tech	40	Gaming	19
Adarra Simparri	F	28	KHF	CIV	WRK40	48	88	40	55	37	07	08	10	05		Agricult Tech	49	Vehicle Op, Grnd	10
Adax Messesh	M	48	KHF	CIV	WRK41	83	38	45	49	29	04	08	29	19		Agricult Tech	48	Gaming	18
Addarra Lorexen	F	47	KHF	CIV	WRK45	56	74	47	37	45	05	08	28	20		Agricult Tech	56	Carousing	37
Adehk Vallic	M	42	KHF	CIV	WRK84	69	37	58	50	30	02	09	28	29		Agricult Tech	34	Carousing	30
Adexxa Vallic	F	36	KHF	CIV	WRK47	57	50	55	74	36	05	09	47	27		Agricult Tech	46	Gaming	28
Aegreth Mrith	F	36	KHF	CIV	WRK45	57	36	64	47	25	03	10	38	27		Agricult Tech	47	Streetwise	22



**UNSKILLED COLONISTS (CONTINUED)**

COLONIST	G	AGE	RACE	RANK	POS	STR	END	INT	DEX	CHA	LUC	PSI	APMOD.	TO-HIT	HTH	SIGNIFICANT SKILLS			
Agannor Mrith	M	40	KHF	CIV	WRK58	47	59	47	37	48	02	08	37	47	47	Agricult Tech	54	Streetwise	40
Aggarath Simparri	M	38	KHF	CIV	WRK48	47	85	77	37	47	02	11	10	10	10	Agricult Tech	40	Carousing	38
Agorva Reshtarc	M	39	IMP	CIV	WRK57	43	48	38	59	29	03	07	28	10	10	Agricult Tech	38	Streetwise	10
Agriva Reshtarc	M	30	IMP	CIV	WRK88	28	37	67	46	26	02	10	29	10	10	Agricult Tech	48	Vehicle Op, Grnd	10
Ahindar Nivalli	F	23	KHF	CIV	WRK38	84	48	37	74	72	05	07	10	12	12	Agricult Tech	39	Instruction	10
Ahorri Huron	F	24	KHF	CIV	WRK48	85	94	74	38	28	03	11	19	38	38	Agricult Tech	48	Carousing	22
Aindar Drexia	F	38	KHF	CIV	WRK45	58	59	47	48	45	01	10	38	47	47	Agricult Tech	26	Streetwise	22
Aindira Drexia	F	19	KHF	CIV	WRK38	58	50	58	84	83	02	10	13	47	47	Agricult Tech	73	Carousing	50
Ainsari Simparri	F	22	KHF	CIV	WRK58	57	48	66	48	45	05	10	37	17	17	Agricult Tech	38	Streetwise	20
Aival Lorexen	M	38	KHF	CIV	WRK38	49	47	83	63	60	01	09	27	38	38	Agricult Tech	30	Instruction	10
Aivilla Mrith	F	37	IMP	CIV	WRK39	74	72	84	83	29	07	11	34	48	48	Agricult Tech	39	Instruction	10
Akahra Reshtarc	F	37	IMP	CIV	WRK59	39	50	59	38	37	03	09	10	18	18	Agricult Tech	68	Planetary Surv	10
Alannira Solazarn	F	35	KHF	CIV	WRK58	56	50	57	36	60	05	09	27	23	23	Agricult Tech	57	Planetary Surv	12
Alennic Gomorrac	M	37	KHF	CIV	WRK59	47	58	37	46	58	22	07	29	20	20	Agricult Tech	38	Carousing	33
Aliss Nivalli	F	27	KHF	CIV	WRK37	84	63	36	47	29	04	12	19	29	29	Agricult Tech	30	Carousing	20
Alodahc Drexia	M	27	KHF	CIV	WRK47	37	56	50	57	36	05	09	36	18	18	Agricult Tech	48	Instruction	30
Alondis Reshtarc	M	38	IMP	CIV	WRK88	38	26	74	26	27	07	11	20	10	10	Agricult Tech	35	Gaming	29
Alova Reshtarc	F	39	IMP	CIV	WRK48	58	57	45	36	39	07	08	29	10	10	Agricult Tech	30	Carousing	19
Amarra Huron	F	22	KHF	CIV	WRK38	85	38	47	36	46	02	08	29	19	19	Agricult Tech	39	Gaming	17
Amorex Messesh	M	38	KHF	CIV	WRK47	45	38	48	30	45	02	08	19	10	10	Agricult Tech	43	Swimming	35
Amorri Simparri	F	29	KHF	CIV	WRK43	80	37	48	58	38	05	08	28	10	10	Agricult Tech	44	Swimming	27
Analla Gomorrac	F	20	KHF	CIV	WRK58	68	36	46	57	58	07	08	39	12	12	Agricult Tech	47	Vehicle Op, Grnd	17
Anexxa Solazarn	F	38	KHF	CIV	WRK47	58	36	68	38	45	05	10	47	26	26	Agricult Tech	45	Carousing	36
Anillis Simparri	M	48	KHF	CIV	WRK58	68	37	69	57	37	07	10	29	27	27	Agricult Tech	48	Planetary Surv	24
Anissi Reshtarc	F	20	IMP	CIV	WRK48	80	84	40	48	28	07	08	20	10	10	Agricult Tech	38	Vehicle Op, Water	19
Aoer Vallic	M	19	KHF	CIV	WRK58	47	57	48	47	34	02	09	37	48	48	Agricult Tech	44	Planetary Surv	05
Aohless Huron	M	20	KHF	CIV	WRK38	58	63	74	73	51	09	10	29	27	27	Agricult Tech	20	Carousing	10
Aolara Simparri	F	29	KHF	CIV	WRK38	48	73	29	38	47	07	09	28	39	39	Agricult Tech	29	Gaming	15
Aollis Messesh	M	27	KHF	CIV	WRK37	48	48	26	48	39	10	09	27	47	47	Agricult Tech	20	Carousing	20
Aolon Reshtarc	M	39	IMP	CIV	WRK39	47	45	47	49	37	03	09	78	73	73	Agricult Tech	33	Planetary Surv	05
Aomol Jarov	M	37	KHF	CIV	WRK63	58	47	36	47	35	02	10	27	60	60	Agricult Tech	40	Streetwise	27
Aonari Issarra	F	21	IMP	CIV	WRK45	58	57	36	46	59	01	07	25	53	53	Agricult Tech	27	Gaming	20
Aorano Juriss	M	20	KHF	CIV	WRK80	45	37	47	55	35	05	08	50	25	25	Agricult Tech	30	Instruction	10
Aoroz Gomorrac	M	29	KHF	CIV	WRK38	84	38	78	37	26	04	13	38	29	29	Agricult Tech	25	Instruction	05
Aorge Drexia	M	22	KHF	CIV	WRK48	58	47	54	36	36	08	09	15	27	27	Agricult Tech	30	Swimming	10
Aorsu Drexia	M	28	KHF	CIV	WRK56	54	68	58	45	57	06	09	10	37	37	Agricult Tech	40	Vehicle Op, Grnd	10
Aorus Messesh	M	48	KHF	CIV	WRK44	38	85	38	83	80	07	08	23	33	33	Agricult Tech	52	Vehicle Op, Grnd	12
Aosta Amerex	M	34	IMP	CIV	WRK47	82	47	74	40	47	01	12	38	36	36	Agricult Tech	30	Carousing	10
Aozal Simparri	M	38	KHF	CIV	WRK55	56	68	46	36	48	08	08	15	17	17	Agricult Tech	22	Vehicle Op, Water	10
Aozzar Simparri	M	39	KHF	CIV	WRK55	57	48	58	73	26	09	10	44	37	37	Agricult Tech	30	Environ Suit Op	05
Aparax Juriss	M	40	KHF	CIV	WRK58	38	58	36	56	23	11	07	27	10	10	Agricult Tech	74	Carousing	38
Aparri Simparri	F	37	KHF	CIV	WRK47	48	48	63	46	48	10	09	37	27	27	Agricult Tech	50	Gaming	37
Apexin Messesh	M	18	KHF	CIV	WRK48	58	38	57	73	27	11	09	28	19	19	Agricult Tech	43	Gaming	22
Arell Mrith	M	22	KHF	CIV	WRK80	38	37	75	36	46	01	08	37	76	76	Agricult Tech	24	Vehicle Op, Grnd	10
Arlana Juriss	F	24	KHF	CIV	WRK58	46	75	45	57	35	01	08	16	18	18	Agricult Tech	45	Swimming	12
Arilla Drexia	F	28	KHF	CIV	WRK79	57	58	57	36	05	01	09	27	19	19	Agricult Tech	20	Vehicle Op, Water	10
Aritha Lorexen	F	40	KHF	CIV	WRK57	85	36	36	47	57	05	07	34	28	28	Agricult Tech	39	Instruction	20
Asarra Mrith	F	38	KHF	CIV	WRK47	77	47	63	85	38	02	10	29	10	10	Agricult Tech	29	Swimming	17
Asernic Reshtarc	M	34	IMP	CIV	WRK48	58	38	75	63	52	05	11	29	08	08	Agricult Tech	39	Instruction	10
Assix Reshtarc	F	30	IMP	CIV	WRK45	57	37	27	48	50	05	06	37	27	27	Agricult Tech	47	Gaming	40
Athora Gomorrac	F	33	KHF	CIV	WRK38	82	71	38	48	37	03	08	14	10	10	Agricult Tech	44	Instruction	38
Aubar Mrith	M	38	KHF	CIV	WRK49	47	63	48	28	39	08	09	48	57	57	Agricult Tech	33	Carousing	27
Auloc Amexar	M	27	IMP	CIV	WRK54	45	45	47	36	37	07	09	27	76	76	Agricult Tech	25	Vehicle Op, Grnd	20
Auroc Amexar	M	47	IMP	CIV	WRK63	50	57	38	56	48	05	09	37	57	57	Agricult Tech	40	Vehicle Op, Grnd	10
Auron Tharaxes	M	47	KHF	CIV	WRK48	46	85	84	37	57	03	09	36	46	46	Agricult Tech	44	Carousing	28
Auvarak Messesh	M	22	KHF	CIV	WRK34	47	47	37	47	36	02	09	37	58	58	Agricult Tech	20	Instruction	05
Azarna Mrith	F	38	KHF	CIV	WRK48	68	57	46	57	27	05	08	29	10	10	Agricult Tech	40	Instruction	20

## Abbreviations

AST: Assistant to the Colony Director  
Agricuilt Tech: Agricultural Technology  
Art Exp, Paint: Artistic Expression, Painting  
CIV: Civilian  
CMD: Commander  
Communic Op: Communication Systems Operation  
Communic Tech: Communication Systems Technology  
Computer Oper: Computer Operation  
Computer Tech: Computer Technology  
DIR: Colony Director  
Electronics Tech: Electronics Technology  
ENS: Ensign  
Environ Suit Op: Environmental Suit Operation  
G: Gender  
Gen Med Human: General Medicine, Human  
Gen Med Klingon: General Medicine, Klingon  
IMP: Imperial Klingon  
KHF: Klingon/Human Fusion  
KRF: Klingon/Romulan Fusion  
Life Spt Sys Tech: Life Support Systems Technology  
Lang Galacta: Language, Galacta  
LTC: Lieutenant Commander  
LTN: Lieutenant  
Marksmn Mod: Marksmanship, Modern  
Mechanical Eng: Mechanical Engineering  
MED: Medical Staff  
MID: Midshipman  
Planetary Surv: Planetary Survival  
Prs Cmbt Knife: Personal Combat, Knife  
Prs Cmbt Unarmed: Personal Combat, Unarmed  
POS: Position  
SCI: Science Staff  
Small Eq Sys Tech: Small Equipment Systems Operation  
SPT: Support Staff  
Transporter Op: Transporter Operational Procedures  
Transporter Tech: Transporter Technology  
Vehicle Op, Grnd: Vehicle Operation, Ground  
Vehicle Op, Water: Vehicle Operation, Water  
WRK: Worker, General Labor

## Keywords: Mortality Figures, Deceased Colonists \*

Following is a list of those colonists who have died since the founding of the Sheridan's World colony.

### SHERIDAN WORLD OBITUARIES

Name	Race	Rank	POS	Cause of Death
Baron, Kyle	Human	CIV	WRK	Machinery Malfunction
Berrin, Randolph	Human	CIV	WRK	Food Riot Victim
Cester Timothy	Human	CIV	WRK	Heart Attack
Kant, Hadrian J	Human	CIV	WRK	Drowning Accident
Kienoss tai				
Lorexen	Klingon	LTC	SPT	Accidental Fall
Kilmarac tai Mrith	Klingon	CPT	SCI	Natural Causes
Yare, Martha	Human	CIV	SCI	Drowning Accident

## Keywords: Prefect, Prefecture \*

A prefecture is a Sheridan's World governmental position. A Sheridan Prefect acts in a dual capacity: as direct administrative aide to the rulers and as the citizens' spokesperson to the ruler. A prefect may have some judicial prerogatives, but no prefect has exercised such a right.



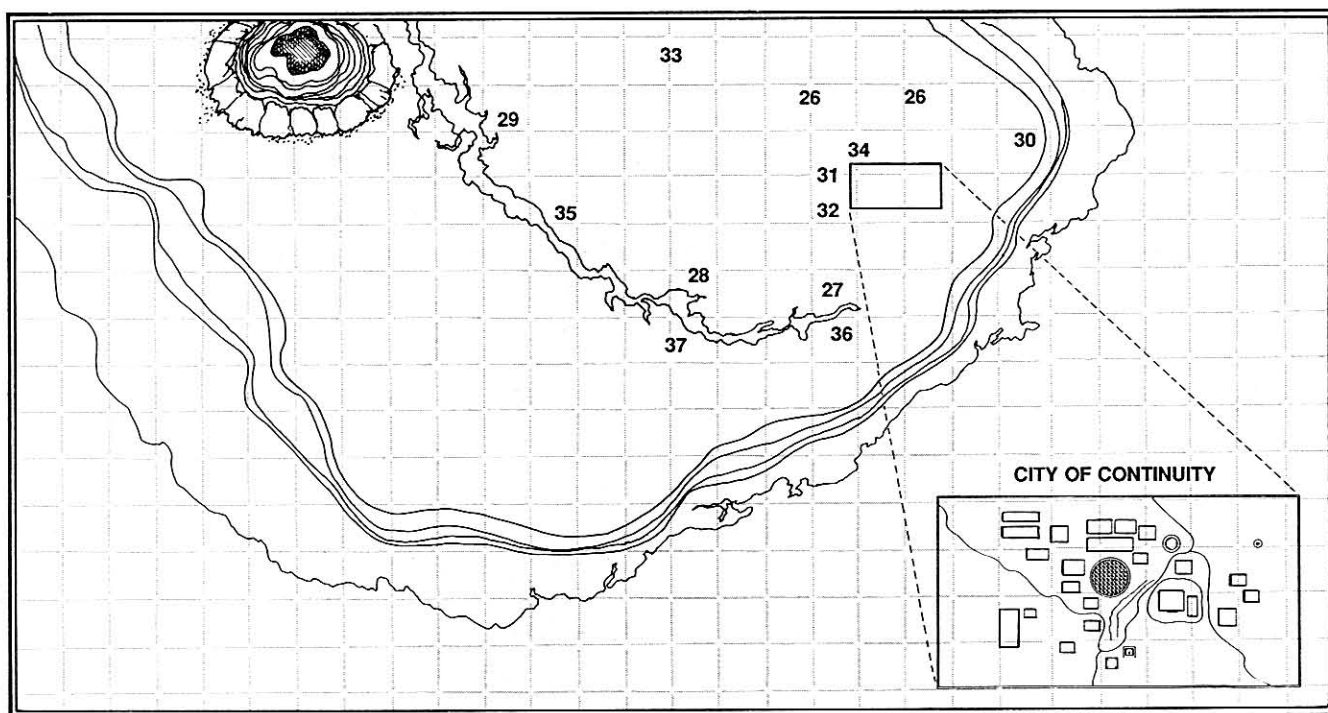


# MAPS

## SHERIDAN'S WORLD

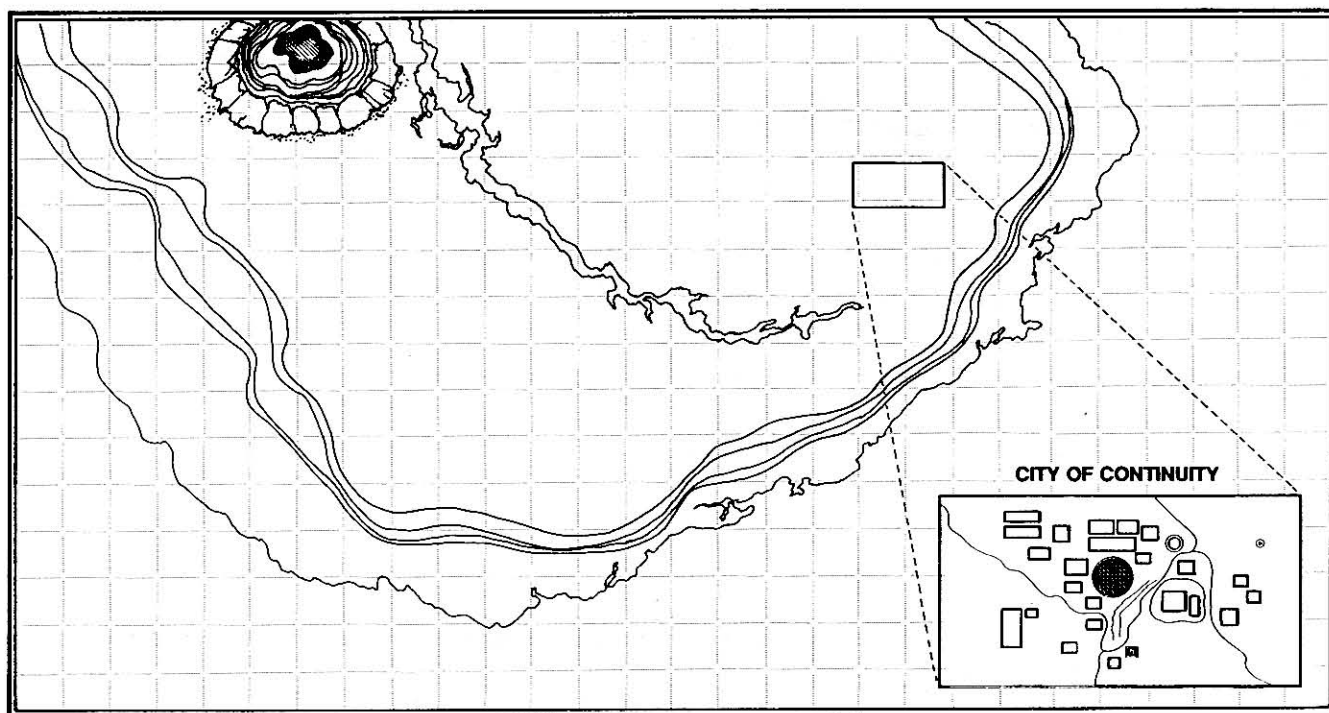
The adventure takes place in a 13 by 20 kilometer area lying about 15 degrees above the equator of Sheridan's World. The colonists originally landed along a shallow

plateau in the foothills of an extinct volcano. They chose this particular site for its nearby water sources as well as the rich soil. The resulting city of Continuity (actually more of a settlement than a city) is the product of the labor of 200 colonists over a period of 15 years.

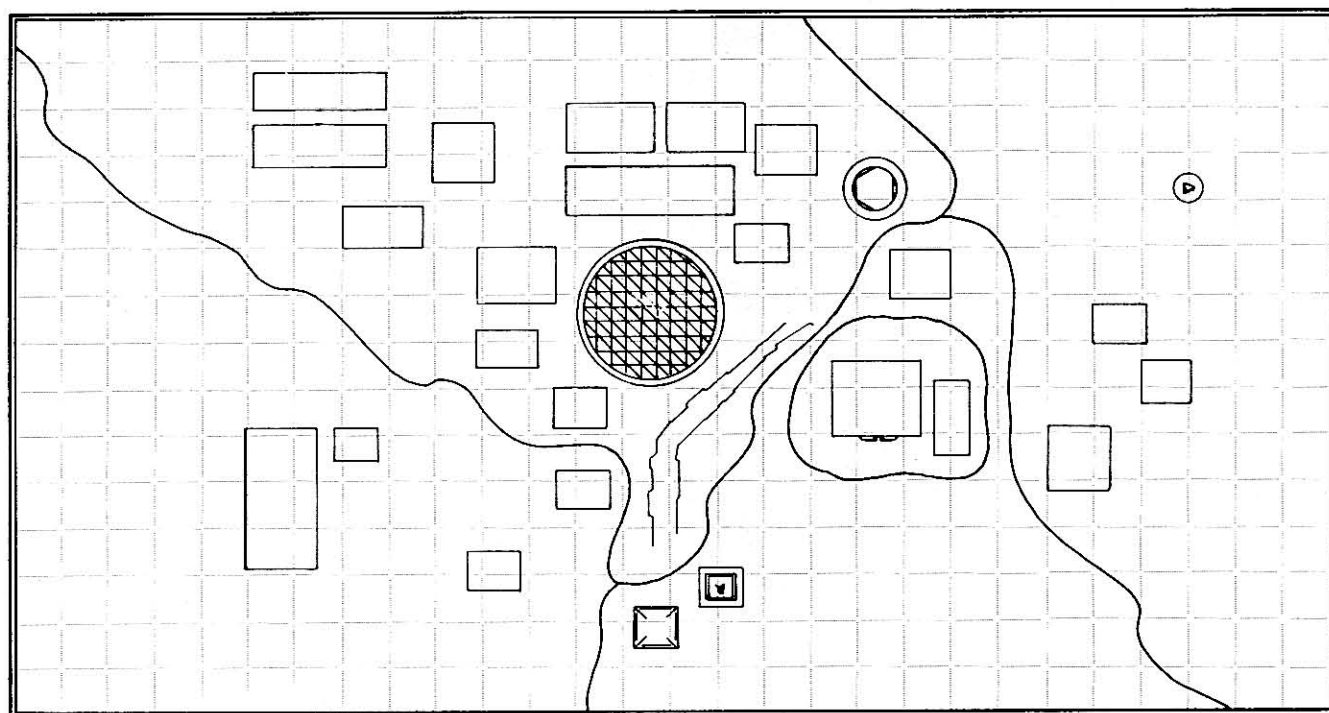


### GAMEMASTER'S MAP

Scale: 1 square = 1 km



**PLAYER'S MAP**      Scale: 1 square = 1 km



Scale: 1 square = 0.25 km = 250 m







## CONTINUITY

The city of Continuity is divided into four areas: the Human Quarter, the Klingon Quarter, the Common Quarter, and the Civil Quarter. Most of Continuity's buildings are low-lying, single-story constructs made of steel and concrete. Most buildings also use glass enclosures to facilitate heating and cooling. Streets are paved with either a ferro-concrete or a native asphalt-like substitute. The citizens maintain excellent sanitation facilities in and around the city. A small nuclear plant on the outskirts of the settlement provides the majority of the city's power, with the remainder coming from solar power collectors. A modest hydroelectric plant is under construction as well. Various points of interest within the city and its environs are described below.

### THE CIVIL QUARTER

This quarter is the center of all civil and administrative affairs in the colony, and is the headquarters of the Continuity constabulary.

#### Beam Down Point (1)

This spot at the south end of the Sheridanian Way is where the player characters materialize upon beaming down to the planet's surface.

#### The Statue of Kant (2)

This statue is a memorial to Hadrian J. Kant, the first Sheridanian settler to die on the planet. Kant was killed while rescuing a small child from drowning.

#### The Medark Palace (3)

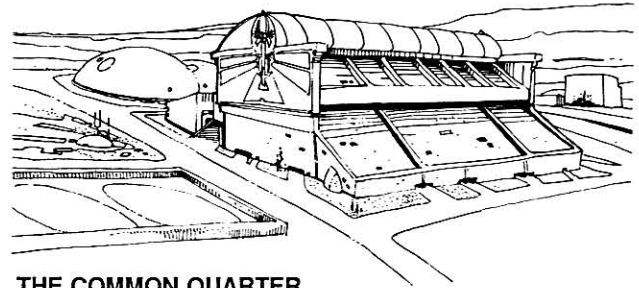
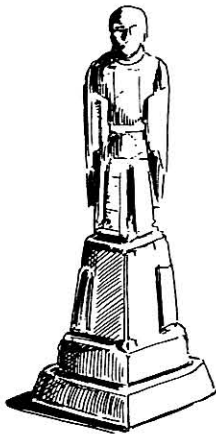
Named after a Klingon hero in the first Romulan/Klingon war, the Medark Palace is a two-story building surrounded by a three-meter-high brick wall. The palace is the center of government administration. Recently, the joint monarchs of Sheridan's World have made this building their personal homes. The palace is surrounded by a spacious and well-kept garden.

#### Barracks (4)

This building is an enclosed barracks area for the Continuity constabulary. It contains living quarters for two dozen men as well as stable facilities for the same number of zandan mounts.

#### Hall Of Records (5)

This new building is the largest on the planet. It is a three-story facility housing the colony's main computer complex as well as all official records and state papers.



### THE COMMON QUARTER

The Common Quarter contains the city's recreational and commercial facilities.

#### The Sheridanian Way (6)

The Way is a long, paved forum extending several hundred meters from the Medark Palace to Kant's statue. It is lined on both sides by small, open-air shops and stalls. The inhabitants of the city gather in this area to exchange news and conduct business.

#### Vehicle Park (7)

These facilities are used for storing and maintaining the city's six ground vehicles. The vehicles are used mainly to haul bulk materials and to explore the planet's surface.

#### Storage Warehouses (8)

These storage facilities house bulk goods and materials from the colonists' original cargo consignments. Various native products are also stored here for future consumption.

#### Medical Center (9)

This two-story building houses the colony's medical treatment center. The center contains rudimentary pathology and biochemistry labs as well as diagnostic testing equipment and surgical facilities. It can support up to two dozen patients.

#### Botanical Gardens (10)

Citizens often frequent these quiet, well-kept gardens. The park area supports various specimens of native plant life in addition to exotic Terran and Klinzhai plants that the settlers brought to the colony.

#### Apothecary Shop (11)

Run by the Jergensen family, this small shop supplies various chemical and organic compounds not available through the Medical Center, as well as drugs derived from native plants.

#### Electronics Warehouse (12)

This storage facility contains replacement electronics parts and equipment for various types of equipment used throughout the colony.

#### Clothing Fabrication Plant (13)

This small, semiautomated facility produces various articles of clothing from native materials.

#### Heavy Machinery Warehouse (14)

The warehouse stores the heavy farming and construction equipment used on Sheridan's World.

#### Nursery (15)

The nursery is the central educational/recreational facility for children ages one to five standard years.

#### The Common Ground Pub (16)

This bar is the major gathering place for gaming and other recreations. Always crowded, its customers include both Humans and Klingons alike.

#### Communal Spa (17)

An open-air facility, the spa surrounds a natural mineral spring.



## THE HUMAN QUARTER

This quarter is frequented mostly by the Human colonists. It contains the Humans' private residences.

### Transporter Center (18)

When completed, this building will serve as the central reception point for all men and material transported to or from the planet's surface. The center will house facilities for two 6-man transporter platforms and three 20-man/bulk cargo platforms.

### Federation Guest Quarters (19)

This single-story, three room building contains living accommodations for the Federation delegation during their stay. It is complete with sleeping quarters and sanitary facilities.

### The Home Away From Home Bar (20)

This is a central meeting place for recreation. It is an establishment restricted to Humans only.

### Tannery (21)

The tannery manufactures leather and fabric goods made from various native animal hides.

### Human Family Dwellings

These single and multi-unit personal residences are scattered throughout the Human Quarter. They are generally three-room, single-story buildings.

## THE KLINGON QUARTER

This quarter is frequented mostly by Klingons. It contains the Klingons' personal residences.

### Klingon Guest Quarters (22)

This single-story, three-room building contains living accommodations for the Klingon mission team. It is complete with sleeping quarters and sanitary facilities. The building's environmental temperature controls adjust the interior to suit native Klingon environments.

### The Bloody Fist Bar (23)

The Bloody Fist is the central gathering place for individuals desiring a variety of native alcoholic refreshments. This establishment is restricted to Klingons only.

### Children's School (24)

This school educates both Human and Klingon children ages six standard years and up.

### Monument Point (25)

A stone obelisk marks the point where the colonists set foot on Sheridan's World.

### Klingon Family Dwellings

These single and multi-unit personal residences are scattered throughout the Klingon Quarter. Each unit has controls that make the environment resemble Klinzhai.

## OUTSIDE THE CITY

The city of Continuity is surrounded by low-lying terrain interspersed with forests of coniferous and non-coniferous trees. In some areas, the land has been cleared and tilled for irrigation.

### Solar Power Collectors (26)

A large array of solar cell collectors produce solar energy for the colony.

### Water Tanks (27)

A large reservoir of storage tanks houses the colony's main supply of fresh water.

### Stud Farm (28)

This facility houses research personnel overseeing zandan breeding techniques. Several zandan stallions and mares are cared for at this facility.

### Waterfall (29)

This natural, 18-meter-tall waterfall is often visited by both Human and Klingon colonists alike.

### Cemetery (30)

A small religious chapel is surrounded by a 50-meter area of memorials to dead colonists.

### Shuttlecraft Landing Deck (31)

When completed, this open-air facility will accommodate up to three Imperial or Federation shuttlecraft with repair facilities in underground bays.

### Tuballoy Pens (32)

The colony's numerous tuballoys graze in these enclosed areas.

### Kexor Grotto (33)

A small cave entrance leads into this vast, partially-explored, underground cave complex. Wedgewood has stored his cache of dilithium crystals (contained in a large metal canister) 300 meters beyond the entrance in a wall niche.

### Amphitheater (34)

This open-air theater is located near the outskirts of the city. The Amphitheater stages plays and local competitive sports. It is also used as a meeting place when a general assembly is called to discuss important issues or events. This is the scene of the colony plebiscite.

### Power Plant (35)

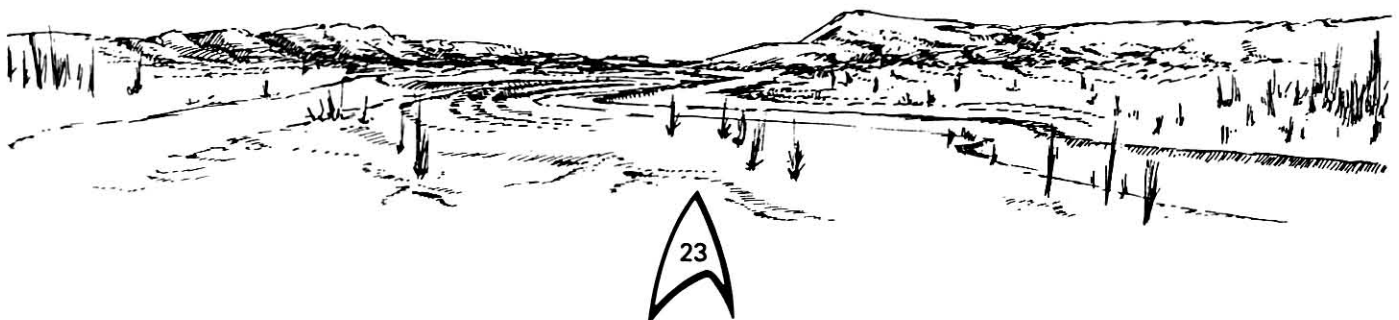
A small nuclear fission plant run largely by automated systems, this facility provides 75 percent of the city's power requirements. Microwave relays at the plant distribute power levels.

### Waste Treatment Plant (36)

This small, automated waste refinement and disposal plant treats bulk waste products.

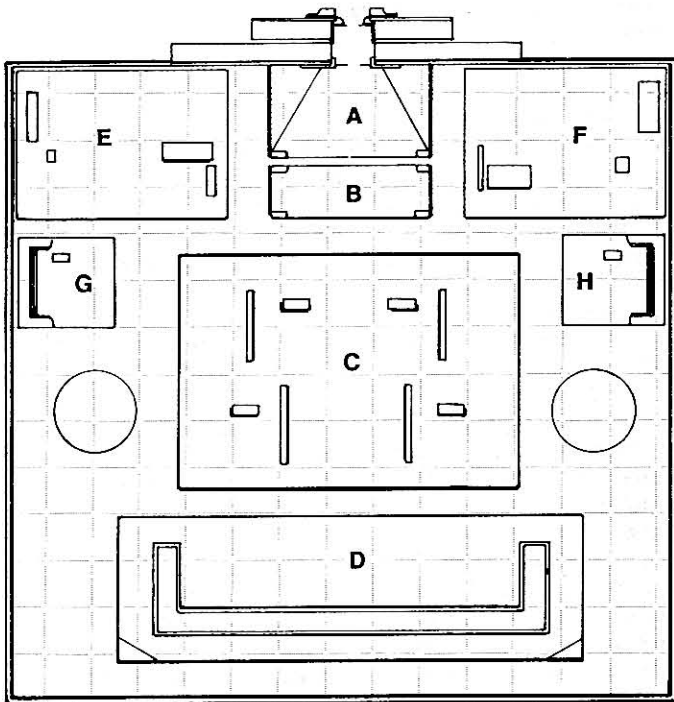
### Lumber Mill (37)

This small, manually-operated saw mill and processing plant converts native woods into finished goods.



# THE MEDARK PALACE

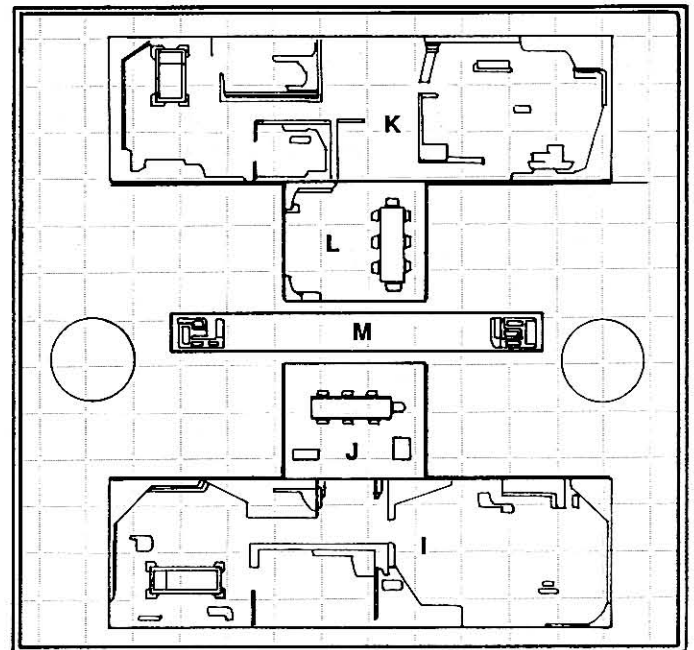
Main Entrance (3A)  
 Antechamber (3B)  
 Main Reception Hall (3C)  
 Main Dining Hall (3D)  
 Administrative Assistant's Chambers (3E)  
 Record Tape Collections (3F)  
 Private Terminal Room (3G)  
 Map Room (3H)



GROUND FLOOR

Scale: 1 square = 3 m

King MacDonald's Personal Quarters (3I)  
 King MacDonald's Dining Quarters (3J)  
 King Kexor's Personal Quarters (3K)  
 King Kexor's Dining Quarters (3L)  
 Storage Areas (3M)



TOP FLOOR



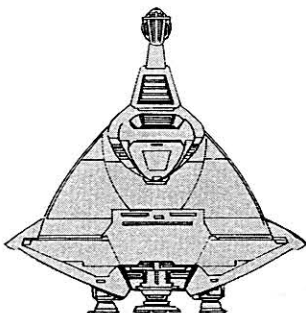
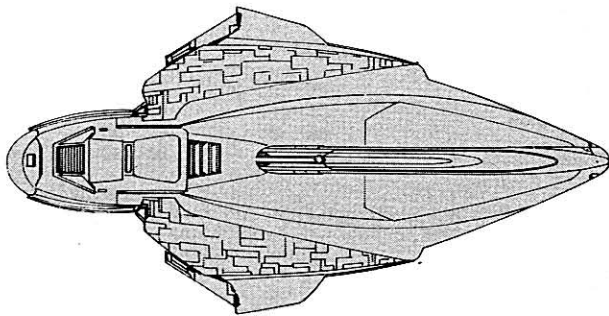
# VESSELS

Unarmed warps shuttles transport both diplomatic teams to Sheridan's World. Although these vessels serve no function during the adventure, statistics for each are provided here for reference purposes.

## GREYHOUND CLASS I WARPSHUTTLE/COURIER

Of the 1,910 *Greyhound* Class warps shuttles built, 1342 Mk Is and 456 Mk IVs remain in service, Forty Mk Is and 20 Mk IVs are used by Star Fleet Training Command; 28 Mk Is and 8 Mk IVs have been destroyed; 4 Mk Is and 4 Mk IVs are listed as missing; 2 Mk Is have been scrapped, and 6 Mk Is have been sold to civilian commercial concerns. The Mk IV is used commercially by Universal Parcel Service and is a very common sight around spaceports.

*Greyhound* Class vessels are produced at the Sol II, Sol IV, Andor, Tellar, Cait, Salazar, and Merak shipyards. The combined production rate is 170 Mk Is and 160 Mk IVs per year.



## GREYHOUND CLASS I WARPSHUTTLE/COURIER

### Construction Data:

Model Number—	Mk IV
Date Entering Service—	2/2009
Number Constructed—	488

### Hull Data:

Superstructure Points—	1
Damage Chart—	C
Size	
Length—	34 m
Width—	16 m
Height—	16 m
Weight—	4,210 mt

### Cargo

Cargo Units—	16 SCU
Cargo Capacity—	800 mt
Landing Capability—	Yes

### Equipment Data:

Control Computer Type—	L-12
Transporters—	
standard 3-person	1

### Other Data:

Crew—	2
Passengers—	6

### Engines And Power Data:

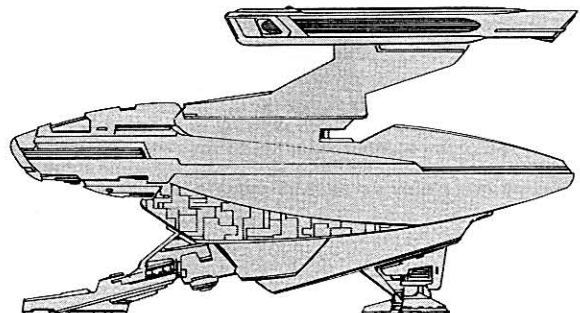
Total Power Units Available—	7
Movement Point Ratio—	1/4
Warp Engine Type—	FWA-1
Number—	1
Power Units Available—	6
Stress Charts—	F/G
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 10
Impulse Engine Type—	FIA-1
Power Units Available—	1

### Shields Data:

Deflector Shield Type—	FSA
Shield Point Ratio—	1/1
Maximum Shield Power—	12

### Combat Efficiency:

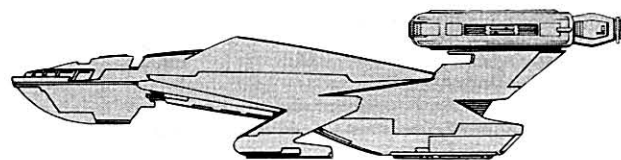
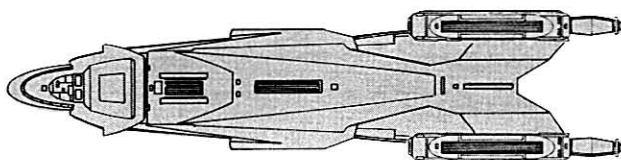
D—	57.0
WDF—	0



## W-4 (SPEEDSTAR) CLASS III WARPSHUTTLE

Of the 988 *W-4s* built, 437 *As* and 355 *Bs* remain in active service. Eight *As* and 4 *Bs* are used as training vessels; 113 have been destroyed; 15 have been captured, including 7 *As* and 1 *B* by Star Fleet, 3 *As* and 2 *Bs* by the Romulans, and 1 *A* and 1 *B* by private interests in the Triangle, and 8 *As* and 2 *Bs* to the Orions. The *W-4* is produced at the Taamar, Fonawl, and Z'hai facilities at a combined rate of 50 per year.

The Klingons have removed all offensive weaponry from the *Intimidator*, the *W-4* warpsuttle used in this adventure.



## W-4 (SPEEDSTAR) CLASS III WARPSHUTTLE

### Construction Data:

Model Number—	B
Date Entering Service—	2/1504
Number Constructed—	394

### Hull Data:

Superstructure Points—	5
Damage Chart—	C
Size	
Length—	90 m
Width—	20 m
Height—	20 m
Weight—	24,300 mt

### Cargo

Cargo Units—	30 SCU
Cargo Capacity—	1,500 mt
Landing Capability—	Yes

### Equipment Data:

Control Computer Type—	ZD-4
Transporters—	
standard 6-person cargo	1
	1

### Other Data:

Crew—	10
Passengers—	20

### Engines And Power Data:

Total Power Units Available—	21
Movement Point Ratio—	1/1
Warp Engine Type—	KWB-1
Number—	2
Power Units Available—	9
Stress Charts—	O/Q
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 8
Impulse Engine Type—	KIB-1
Power Units Available—	3

### Shields Data:

Deflector Shield Type—	KSD
Shield Point Ratio—	1/1
Maximum Shield Power—	12

### Combat Efficiency:

D—	83.1
WDF—	2.8

# CAST OF CHARACTERS

Record sheets for the player characters making up the Federation Delegation and the Klingon Liaison Team are provided in this chapter. Players may substitute their own characters, subject to the gamemaster's approval. However, player team composition should remain the same with respect to ranks, skill ratings, and overall competencies.

Information is also provided on the various NPCs that may be encountered in this adventure. This information is intended for the gamemaster's reference only. If there are enough players present, the gamemaster may wish to have extra players roleplay NPCs. However, brief them first on the adventure background and their role in the adventure. If there are too few players, the gamemaster may run diplomatic delegates as NPCs.

## FEDERATION DIPLOMATIC DELEGATION

**Name:** SHERIDAN, Sean "Wolf"

**Rank/Title:** Captain

**Current Assignment:** Federation Diplomatic Delegation, Sheridan's World

**Position:** Commander

**Race:** Human

**Age:** 54

**Sex:** Male

### Attributes:

STR 63	CHA 72
END 57	LUC 33
INT 69	PSI 40
DEX 58	

### Combat Statistics:

To-Hit Numbers—  
Modern: 59  
HTH: 56

Bare-Hand Damage: 1D10+3  
AP: 9



Significant Skills	Rating
Administration	54
Carousing	30
Communications Systems Operation	20
Computer Operation	25
Damage Control Procedures	37
Environmental Suit Operation	32
Instruction	32
Language, Orion	47
Life Sciences, Exobiology	14
Marksmanship, Modern	60
Medical Sciences	
General Medicine, Human	20
General Medicine, Klingon	12
Negotiation/Diplomacy	75
Personal Weapons Technology	28
Personal Combat, Unarmed	43
Planetary Sciences, Geology	15
Planetary Survival, Warm Temperate	20
Security Procedures	58
Shuttlecraft Pilot	40
Social Sciences	
Federation Law	52
Federation Racial Culture/History	40
Space Sciences	
Astrogation	10
Astronomy	12
Astrophysics	18
Starship Combat Strategy/Tactics	53
Starship Helm Operation	35
Starship Sensors	40
Starship Weaponry Operation	35
Streetwise	40
Transporter Operation Procedures	38
Transporter Systems Technology	10
Trivia, Klingon Gaming	18
Warp Drive Technology	22
Zero-G Operations	20

### Distinguishing Personal Characteristics:

A large, robust man, Sheridan has piercing gray eyes and fine, silver hair.

### Brief Personal History:

*Birthplace:* Montreal, North America, Terra.

Captain Sheridan was the officer in charge of the survey party that discovered Sheridan's World prior to the start of the Organian Conflict. After serving as a senior weapons officer in the Military Operations Command, he transferred to Star Base 12. The logical candidate to oversee the Sheridan's Planet mission, he is personally responsible for the Federation delegation.

### Personality:

#### Motivations/Desires/Goals:

In many respects, Sheridan views the project on Sheridan's World as his 'baby'. He believes in the project and is willing to do anything to see it succeed.

Captain Sheridan sees this mission as the logical stopping point in his Star Fleet career. He feels that he has contributed as much to Star Fleet as he is ever likely to. This man would like nothing better than to retire to the planet bearing his name, and would do so if he had someone waiting there for him.

#### Manner:

Often moody and reflective, Sheridan is a serious man, though amiable and jovial among friends.

### Special Knowledge/Powers:

None.



**Name: FOX, Alan Michael****Rank/Title:** Special Envoy, Office of the Secretary of Star Fleet**Current Assignment:** Federation Diplomatic Delegation,  
Sheridan's World**Position:** Chief Negotiator and Representative**Race:** Human**Age:** 36**Sex:** Male**Attributes:**

STR	57	CHA	54
END	48	LUC	62
INT	56	PSI	07
DEX	50		

**Combat Statistics:****To-Hit Numbers—**  
*Modern:* 35  
*HTH:* 35**Bare-Hand Damage:** 1D10+3  
**AP:** 9**Significant Skills**

	Rating
Administration	55
Artistic Expression, Singing	42
Carousing	36
Computer Operation	40
Computer Technology	10
Instruction	30
Languages	
Klingonaase	59
Romulan	40
Orion	57
Leadership	48
Marksmanship, Modern	20
Medical Sciences	
Psychology, Human	60
Psychology, Orion	12
Psychology, Caitian	05
Negotiation/Diplomacy	62
Personal Combat, Unarmed	20
Security Procedures	28
Shuttlecraft Pilot	14
Small Equipment Systems Operation	31
Social Sciences	
Federation Law	60
Federation Racial Culture/History	75
Klingon Law	15
Klingon Racial Culture/History	40
Sports, Swimming	38
Streetwise	48
Trade and Commerce	14
Vehicle Operation, Ground	10

**Distinguishing Physical Features:**

Fox has thick black hair and a pencil-thin mustache. He walks with an arrogant swagger.

**Brief Personal History:****Birthplace:** New York, United States of America, Terra.

Alan Fox is the son of Federation Councilman Robert Fox, a career diplomat who has had several dealings with Klingons. Alan has served as Federation ambassador to various Triangle worlds, where he was instrumental in negotiating trade agreements on numerous occasions. This is his most important assignment to date.

**Personality:****Motivations/Desires/Goals:**

Fox knows that his father will be stepping down from his seat on the Federation Council in the near future. He hopes to conduct a number of diplomatic missions so that he can acquire his father's vacant position on key policy-making committees. Fox hopes to prove himself in this assignment, and desires to travel to the Romulan homeworld to discuss the normalization of relations between the Romulan Star Empire and the Federation.

Fox personally has little regard for Klingons. He is at odds with Star Fleet (and Sheridan, in particular) because he thinks the entire Sheridan's World project is doomed to failure. Though he will follow orders for the sake of his career, Fox would enjoy seeing the Klingons blamed for the failure of the project.

**Manner:**

Fox is cool, efficient, and very sure of himself.

**Special Knowledge/Powers:**

None.

**Name: SUPAROV, Irenna****Rank/Title:** Assistant Professor of History**Current Assignment:** Federation Diplomatic Delegation,  
Sheridan's World**Position:** Assistant Chief Negotiator**Race:** Human**Age:** 32**Sex:** Female**Attributes:**

STR	47	CHA	77
END	65	LUC	54
INT	72	PSI	07
DEX	78		

**Combat Statistics:****To-Hit Numbers—**  
*Modern:* 39  
*HTH:* 39**Bare-Hand Damage:** 1D10  
**AP:** 11**Significant Skills**

	Rating
Administration	48
Artistic Expression, Guitar	39
Carousing	44
Computer Operation	20
Gaming, ( <i>Klin Zha</i> )	28
Instruction	68
Language, Klingonaase	72
Leadership	58
Medical Science, Psychology, Klingon	67
Negotiation/Diplomacy	43
Planetary Survival, Cool Temperate	42
Small Equipment Systems Operation	37
Social Sciences	
Archaeology	28
Economics	47
Federation Law	25
Federation Racial Culture/History	50
Klingon Racial Culture/History	84
Political Science	32
Transporter Operation Procedures	10
Trivia	
Klingon Military Technology	42
Klingon Political Science	50
Klingon Prehistory	20
Vehicle Operation, Ground	20

**Distinguishing Physical Characteristics:**

Irenna has black hair and eyes, and is of dusky complexion.

**Brief Personal History:****Birthplace:** New Leningrad, Terra.

Irenna is one of the youngest, yet most notable scholars in the field of Klingon affairs. After completing her Masters degree in the field of interstellar relations at Sagan University, she had the distinction of collaborating with the late Dr. John Gill on his final book, *The Stars Remember: An Examination of Klingon Society*, which has received critical acclaim. Suparov managed to arrange an appointment with the Lathan Trade Development Corporation on Freelander, where she researched corporate trade between the Klingon Empire and various Triangle Worlds. Following the publication of her doctoral thesis, *Klingon Economic Policy: Isolationist Exploitation*, she was granted a junior level position in the Star Fleet Office of Research and Exploration.

**Personality:****Motivations/Desires/Goals:**

Doctor Suparov earnestly desires continued peace between the Klingon Empire and the Federation. Although an advocate of closer Klingon-Human relations, she understands the Klingon need for external conflict to counterbalance internal social pressure.

Irenna also understands that Klingon foreign policy needs a limited success rate. Too many failures could touch off Empire-wide civil war. Though far from being anti-Federation, Suparov is willing to allow the Klingons a 'minor' victory on Sheridan's World to offset their recent colonial failures. Suparov has kept these feelings to herself.

**Manner:**

Irenna is open and extremely gracious. She is a perfect hostess, a good listener, and a trusted friend.

**Special Knowledge/Powers:**

Irenna met and fell in love with Kexor five years ago, and her feelings for the outworlder have remained constant. Though unaware that Kexor is currently on Sheridan's World, the course of this adventure may allow her to make her feelings known at long last.

**Name: TROYAT, Damiano (M.D.)**

**Rank/Title:** Commander

**Current Assignment:** Federation Diplomatic Delegation, Sheridan's World

**Position:** Medical Examiner

**Race:** Human

**Age:** 39

**Sex:** Male

**Attributes:**

STR	53	CHA	68
END	56	LUC	25
INT	67	PSI	13
DEX	66		

**Combat Statistics:**

**To-Hit Numbers--**

**Modern:** 53

**HTH:** 43

**Bare-Hand Damage:** 1D10+4

**AP:** 10

**Significant Skills**

	Rating
Administration	54
Carousing	22
Communication Systems Operation	30
Communication Systems Technology	22
Computer Operation	42
Damage Control Procedures	10
Environmental Suit Operation	12
Language, Klingonaase	52
Leadership	48
Life Sciences	
Ecology	15
Exobiology	24
Marksmanship, Modern	40
Medical Sciences	
General Medicine, Human	84
General Medicine, Klingon	40
Pathology	80
Psychology, Human	57
Psychology, Klingon	33
Surgery	80
Negotiation/Diplomacy	35
Personal Combat, Unarmed	20
Personal Weapons Technology	05
Physical Science, Chemistry	25
Small Equipment Systems Operation	34
Social Sciences	
Federation Law	15
Federation Racial Culture/History	32
Space Sciences	
Astrogation	10
Astronomy	10
Transporter Operation Procedures	10
Trivia, Klingon Cuisine	22

**Distinguishing Physical Characteristics:**

Damiano is a short, swarthy man with a receding hairline.

**Brief Personal History:**

**Birthplace:** Buenos Aires, Terra.

Doctor Troyat is currently the youngest member of the Star Fleet Surgeon General's office. He is one of several excellent surgeons who conduct routine medical inspections of Star Fleet 'special interest groups', actually various clandestine operation teams. Troyat has conducted many such inspections, operating under assumed names and hazardous conditions. He is well-suited to deal with any medical emergency requiring both skill and discretion.

**Personality:**

**Motivations/Desires/Goals:**

Troyat is anticipating a long-overdue promotion that would secure him a post as the Surgeon General's Assistant Secretary. He feels he has paid his dues to the service, and ardently hopes that this will be his last tour of duty.

Psychologically worn down, Dr. Troyat needs rest badly. He would consider retiring on Sheridan's World if he could manage it with minimal trouble. He would accept any form of local government as long as he had gain his retirement place.

**Manner:**

Damiano is cautious and introverted, and appears much older than he is.

**Special Knowledge/Powers:**

None.



Alan Michael Fox



Irenna Supaov



Damiano (M.D.) Troyat

## KLINGON LIAISON TEAM

**Name:** KINOT vestai Juriss  
**Rank/Title:** Captain, Klingon Diplomatic Corps  
**Current Assignment:** Klingon Liaison Team, Sheridan's World  
**Position:** Liaison Team Commander

**Race:** Klingon/Human Fusion

**Age:** 42

**Sex:** Male

**Attributes:**

STR	68	CHA	59
END	70	LUC	52
INT	72	PSI	12
DEX	64		

**Combat Statistics:**

To-Hit Numbers--	Bare-Hand Damage: 1D10+4	AP: 10
Modern: 55		
HTH: 59		

**Significant Skills**

	Rating
Administration	42
Bribery	35
Carousing	70
Clandestine Operation	40
Communications Technology	25
Computer Operation	30
Environmental Suit Operation	10
Forgery	10
Gaming	45
Instruction	10
Interrogation	30
Leadership	78
Language, Galacta	51
Marksmanship, Modern	46
Negotiation/Diplomacy	86
Personal Combat	
Dagger	45
Spear	44
Unarmed	54
Physical Science, Computer Science	22
Security Procedures	12
Social Sciences	
Klingon Law	55
Klingon Racial Culture/History	65
Space Sciences	
Astronomy	15
Astrophysics	10
Starship Weaponry Operation	18
Surveillance	40
Transporter Operation Procedures	10

**Distinguishing Physical Characteristics:**

Kinot has deep blue eyes, which is very uncharacteristic of Klingon/Human Fusions.

**Brief Personal History:**

*Birthplace:* Klinzhai.

Kinot graduated first in his class at the Imperial Klingon Star Academy, after his two rivals became victims of food poisoning. Though originally slated for duty as a weapons officer, he was assigned to the Klingon Diplomatic Corps after his cadet cruise. For several years, he has acted as a liaison between clandestine operatives in the Orion Colonies and the Imperial Navy. Although he cannot boast of any kill stripes as a naval officer, Kinot has personally killed four opponents during various covert operations for the KDC.

**Personality:**

*Motivations/Desires/Goals:*

Kinot sees this mission as the pinnacle of his long and prosperous career. With the success of this mission, he hopes to net enough influence to raise himself within his family's social structure. He may even gain enough power and glory to form his own family line. As a member of the Juriss family line, Kinot views Imperial Klingon arrogance as a disruptive influence within the Empire. He will permit no Imperial Klingon interference.

Although he would prefer to return to the Empire, Kinot would remain on Sheridan's World if Kexor would officially acknowledge his new line.

*Manner:*

Kinot is unpretentious. Beneath this calm exterior, however, he is extremely cold-blooded and unfeeling.

**Special Knowledge/Powers:**

None.

**Name:** KILARA vestai Subaiesh  
**Rank/Title:** Commander, Klingon Diplomatic Corps  
**Current Assignment:** Klingon Liaison Team, Sheridan's World  
**Position:** Liaison Specialist

**Race:** Klingon/Human Fusion

**Age:** 36

**Sex:** Female

**Attributes:**

STR	47	CHA	74
END	72	LUC	40
INT	65	PSI	05
DEX	65		

**Combat Statistics:**

To-Hit Numbers--	Bare-Hand Damage: 1D10+3
Modern: 46	AP: 10
HTH: 48	

**Significant Skills**

	Rating
Administration	35
Bribery	45
Carousing	67
Communications Technology	38
Computer Technology	33
Courtesan	55
Electronics Technology	28
Forgery	28
Interrogation	77
Language, Galacta	65
Medical Science	
Psychology, Human	69
Psychology, Klingon	57
Psychology, Orion	47
Negotiation/Diplomacy	42
Personal Combat	
Knife	67
Unarmed	32
Physical Science	
Chemistry	28
Computer Science	30
Mathematics	27
Planetary Survival, Desert	17
Shuttlecraft Pilot	37
Space Sciences	
Astrogation	10
Astronomy	10
Astrophysics	10
Starship Helm Operation	10
Surveillance	64

**Distinguishing Physical Characteristics:**

Kilara's Human features are more prominent than usual for Klingon/Human Fusions. Despite her dusky complexion, Kilara could be mistaken for a Human unless seen up close.

**Brief Personal History**

*Birthplace:* Korvaline, Beta Quadrant.

Kilara is an ambassadorial aid. She has served as an interrogator and surveillance specialist for Imperial Intelligence, and has used her Human appearance to infiltrate sensitive research installations within the Federation. Her unique understanding of Humans (as well as her experience) make her an ideal candidate for the mission.

**Personality:**

*Motivation/Desires/Goals:*

Kilara's desire to enter into a consortship outside of her family line has been forbidden by her superiors. By completing this mission successfully, Kilara hopes to gain sufficient influence to achieve her ends.

If her mission team fails to gain a pro-Klingon victory in the plebiscite, Kilara would rather remain on Sheridan's World than face her vengeful superiors. If necessary, she will solicit aid from the Human delegates to gain sanctuary. She will do whatever is necessary to avoid returning to the Empire and to assure her security on the planet or elsewhere.

*Manner:*

Extremely arrogant toward Imperial Klingons, Kilara is otherwise well-disposed to those who pose no threat to her.

**Special Knowledge/Powers:**

Kilara is Kgar's contact from Imperial Intelligence. Her mission is to collect his reports on the Klingon colonists and deliver them to her contact on the *IKV Rampage*.





Kinot vestai Juriss



Kilara vestai Subalesh



Kemoc vestai Reshtarc

**Name:** KEMOC vestai Reshtarc  
**Rank/Title:** Commander, Klingon Diplomatic Corps  
**Current Assignment:** Klingon Liaison Team, Sheridan's World  
**Position:** Ambassadorial Aide

**Race:** Imperial Klingon  
**Age:** 31  
**Sex:** Male

**Attributes:**

STR	76	CHA	44
END	50	LUC	37
INT	57	PSI	07
DEX	56		

**Combat Statistics:**

To-Hit Numbers—  
*Modern:* 48  
*HTH:* 50

Bare-Hand Damage: 2D10+4

AP: 9

**Significant Skills**

**Rating**

Administration	20
Bribery	60
Carousing	20
Computer Operation	20
Environmental Suit Operation	10
Forgery	42
Gaming	10
Instruction	10
Interrogation	30
Language, Galacta	27
Leadership	15
Life Sciences	
Ecology	27
Zoology	34
Marksmanship, Modern	42
Medical Science, General Medicine, Klingon	12
Negotiation/Diplomacy	27
Personal Combat, Unarmed	44
Planetary Survival	
Desert	26
Warm Temperate	18
Security Procedures	30
Small Equipment Systems Operation	40
Small Equipment Systems Technology	28
Small Unit Tactics	05
Social Sciences	
Klingon Law	25
Klingon Racial Culture/History	10
Space Sciences	
Astrogation	10
Astronomy	10
Astrophysics	10
Streetwise	39
Transporter Operation Procedures	10
Trivia, Terran Chess	25
Vehicle Operation, Ground	12
Zero-G Operations	32

**Distinguished Physical Characteristics:**

Kemoc's bushy eyebrows and toothy grin give him a menacing appearance.

**Brief Personal History:**

*Birthplace:* Klinzhai

Kemoc was appointed to the liaison team to offset the Klingon/Human Fusion domination of the mission. Prior to this assignment, Kemoc's career has been something of a disappointment. Though not lacking in bravery or personal resolve, Kemoc has never had an opportunity to prove himself a capable officer. Although he deserves a promotion, his superiors have a different opinion.

**Personality:**

*Motivations/Desires/Goals:*

As a loyal Reshtarc line member, Kemoc despises any attempt to compromise with the Federation. Thus, he is ill-disposed toward the idea of the Sheridan's World colony and those who support it. He will (unofficially) attempt anything to sabotage the colonial experiment to keep himself in good graces with his own family line.

Kemoc dislikes the other members of the Klingon team because of their race and family lines. This notwithstanding, he is willing to work with 'undesirables' for the greater good of the *Komerex* (and the Reshtarc line). However, he would not be displeased to see one or more of his compatriots 'embarrassed' in some way during their mission.

*Manner:*

Kemoc is arrogant and uncompromising in his political views.

**Special Knowledge/Powers:**

None.

**Name:** MOLODAR vestai Hurric  
**Rank/Title:** Major, Imperial Marines  
**Current Assignment:** Klingon Liaison Team, Sheridan's World  
**Position:** Security Advisor/Diplomatic Aide

**Race:** Klingon/Human Fusion

**Age:** 42

**Sex:** Male

**Attributes:**

STR	63	CHA	72
END	40	LUC	54
INT	58	PSI	08
DEX	50		

**Combat Statistics:**

To-Hit Numbers—

Modern: 47

HTH: 48

Bare-Hand Damage: 1D10+7

AP: 9

Significant Skills	Rating
Administration	23
Bribery	25
Carousing	75
Computer Operation	12
Electronics Technology	18
Gaming	40
Interrogation	25
Languages	
Galacta	48
Orion	25
Leadership	53
Marksmanship, Modern	44
Medical Sciences	
General Medicine, Klingon	21
Psychology, Human	35
Psychology, Klingon	10
Negotiation/Diplomacy	25
Personal Combat	
Sword	28
Unarmed	46
Personal Weapons Technology	31
Planetary Science, Meteorology	24
Planetary Survival	
Arctic	12
Desert	18
Tropical	23
Security Procedures	44
Shuttlecraft Pilot	22
Shuttlecraft Systems Technology	15
Small Equipment Systems Operation	25
Small Unit Tactics	55
Social Sciences	
Klingon Law	20
Klingon Racial Culture/History	25
Space Sciences	
Astronomy	10
Astrophysics	10
Sports, Track and Field	40
Streetwise	28
Transporter Operation Procedures	10
Transporter Systems Technology	08

**Distinguishing Physical Characteristics:**

Kemoc's craggy face has more than its share of scars. His posture suggests that he is always alert.

**Brief Personal History:**

*Birthplace:* Ganarra III, Triangle Zone.

Molodar is a veteran campaigner. During the Organian conflict, he led a successful raid on a Federation outpost near Sherman's Planet that resulted in one of the few marine actions of the war and the only action in which Star Fleet personnel were taken prisoner. His promotions have resulted from his dedication to individual commanders regardless of racial or family ties.

**Personality:**

*Motivations/Desires/Goals:*

Molodar is not overly thrilled with the prospect of having to 'wet nurse' a group of KDC officers. However, he recognizes the need to have a competent military advisor on such a mission. After this mission concludes, he hopes to be reassigned to the Romulan border where he can hone his combat skills to peak efficiency. As an officer, he is extremely loyal to both his commander and to the Empire.

Molodar has found himself becoming fond of Kilara vestai Subaiesh. During their stay on the planet, he will look for any way to impress her, in hopes of establishing an intimate relationship with her.

*Manner:*

Though soft-spoken, Molodar is dangerous if aroused to action.

**Special Knowledge/Powers:**

None.



## SHERIDAN'S WORLD COLONISTS

**Name:** MACDONALD, Thadeus  
**Rank/Title:** Civilian  
**Current Assignment:** Sheridan's World  
**Position:** Co-Monarch

**Race:** Human  
**Age:** 61  
**Sex:** Male

### Attributes:

STR	63	CHA	56
END	58	LUC	64
INT	62	PSI	01
DEX	50		

### Combat Statistics:

To-Hit Numbers— Bare-Hand Damage: 1D10+7  
 Modern: 47 AP: 9  
 HTH: 48

### Significant Skills

	Rating
Administration	37
Carousing	28
Communications Systems Technology	22
Computer Operation	15
Gaming	
Terran Chess	27
Terran Poker	20
Instruction	28
Leadership	55
Life Science, Ecology	30
Marksmanship, Modern	44
Medical Sciences	
General Medicine, Human	28
General Medicine, Klingon	10
Psychology, Human	50
Psychology, Klingon	45
Negotiation/Diplomacy	47
Personal Combat, Unarmed	46
Personal Weapons Technology	08
Planetary Science, Geology	25
Planetary Survival	
Arctic	15
Tropical	20
Warm Temperate	37
Shuttlecraft Pilot	10
Small Equipment Systems Technology	40
Social Sciences	
Federation Law	22
Federation Racial Culture/History	40
Klingon Law	10
Klingon Racial Culture/History	30
Space Sciences	
Astrogation	40
Astronomy	10
Starship Sensors	20
Trade and Commerce	15
Transporter Operation Procedures	25
Transporter Systems Technology	20
Vehicle Operation, Ground	10

### Distinguishing Physical Characteristics:

Thadeus has a ruddy complexion and a long, bushy, gold-colored beard.

### Brief Personal History:

*Birthplace:* Zwaalan, Triangle Zone.

Thadeus MacDonald began his career as an officer in the Star Fleet Military Operations Command. In the final year of the Four Years War, he fought with distinction in numerous ship-to-ship actions against Klingon commerce raiders. Prior to the start of the Organian Conflict, he transferred to the Colonial Operations Branch. There, he gained considerable experience in colonial activities in the Triangle.

While serving in Colonial Operations, MacDonald met Klingons for the first time in a non-adversarial role. On one occasion, he led a relief force to save a marooned Klingon survey team in the Triangle after their ship was accidentally destroyed. Disregarding personal risk, he managed to rescue the survivors, for which he was later awarded the Star Fleet Medal of Valor. During this rescue, he met his future wife, Kbarra, who was a member of the Klingon expedition.

MacDonald later retired from the service, but was recalled to command the UFP contingent on Sheridan's World. Unexpectedly reunited with Kbarra on the planet, he married her shortly thereafter. Despite some initial reluctance, the couple are now generally accepted by the colonists. The birth of their daughter has added considerably to their happiness.

### Personality:

#### *Motivations/Desires/Goals:*

Thadeus has dedicated himself wholeheartedly to making Sheridan's World a success. He sincerely believes that Klingons and Humans can work and live together in peace and harmony. MacDonald will act as necessary to prevent anyone from interfering with his project. MacDonald's devotion to Sheridan's World is second only to his devotion toward his family.

#### *Manner:*

A stern disciplinarian, Thadeus tempers his judgement with intuitive insight and patience when dealing with others.

### Special Knowledge/Powers:

None.





**Name:** MACDONALD, Kbarra sutai Pallara

**Rank/Title:** Civilian

**Current Assignment:** Imperial Exploration/Colonization Branch

**Position:** Administrative Assistant

**Race:** Klingon/Human Fusion

**Age:** 40

**Sex:** Female

**Attributes:**

STR	71	CHA	83
END	56	LUC	57
INT	70	PSI	18
DEX	60		

**Combat Statistics:**

To-Hit Numbers-

Modern: 55

HTH: 59

Bare-Hand Damage: 1D10+3

AP: 10

**Significant Skills**

	Rating
Administration	40
Carousing	22
Instruction	20
Interrogation	27
Life Sciences	
Ecology	24
Zoology	50
Marksmanship	
Archaic	45
Modern	50
Medical Sciences	
General Medicine, Human	20
General Medicine, Klingon	28
Psychology, Klingon	40
Negotiation/Diplomacy	25
Personal Combat, Unarmed	58
Personal Weapons Technology	10
Physical Sciences	
Chemistry	20
Mathematics	17
Physics	25
Planetary Science, Geology	38
Security Procedures	17
Shuttlecraft Pilot	22
Shuttlecraft Systems Technology	38
Small Equipment Systems Technology	10
Space Sciences	
Astronomy	10
Astrophysics	20
Starship Sensors	42
Trivia	
Terran Cuisine	22
Terran Wines	17
Transporter Systems Technology	20
Vehicle Operation, Atmospheric Craft	10

**Distinguishing Physical Characteristics:**

Tall by Klingon standards, Kbarra is 1.93m (6'4") in height. Her black hair is cut short, and she has a quick smile.

**Brief Personal History:**

*Birthplace:* Kannaga.

Kbarra sutai Pallara was a scientist with a very distinguished record of service to the Empire. As a member of the Imperial Exploration/Colonization Branch, she participated in over three dozen survey missions within the Triangle Zone and was responsible for discovering many uncharted worlds.

Kbarra's otherwise perfect record was marred by an accident early in her career that left her on a Triangle world. Although she was never blamed for the accident, her subsequent rescue by a Federation survey team and her close association with the Federation commander, Thadeus MacDonald, led security to put a black mark on her record that has effectively blocked Kbarra from rising above the rank of lieutenant.

In the years that followed, Kbarra slowly realized that her grudging admiration for young MacDonald was, in fact, a sincere affection for him. To get over her feelings and erase her black mark, she volunteered for the special assignment on Sheridan's World. When she discovered MacDonald was on the planet, they got married, despite considerable opposition from her superiors. She has never regretted her decision.

**Personality:**

*Motivations/Desires/Goals:*

Kbarra considers her affiliation with the Imperial Komereck at an end. She desires nothing more than continued happiness with her husband on Sheridan's World, and has done everything she can to influence her husband against allowing the Klingon Empire to gain control of the planet. She will let no one stand in the way of her continued happiness.

*Manner:*

Kbarra can return affection when it is genuine. Otherwise, she is cold and remote when dealing with her former Imperial countrymen, whom she views as a personal threat to the safety of her family. She often uses her height to her advantage when dealing with unruly subordinates.

**Special Knowledge/Powers:**

None.



**Name:** MACDONALD, Ksanna  
**Rank/Title:** Civilian  
**Position:** First Native-born Sheridanian

**Race:** Human-Klingon Hybrid  
**Age:** 14  
**Sex:** Female

**Attributes:**

STR	37	CHA	70
END	40	LUC	22
INT	47	PSI	05
DEX	44		

**Combat Statistics:**

To-Hit Numbers—	Bare-Hand Damage: 1D10+4
Modern: 22	AP: 8
HTH: 22	

**Significant Skills**

	Rating
Artistic Expression, Violin	37
Computer Operation	10
Languages	
Galacta	30
Klingonaase	28
Life Science, Botany	10
Physical Science, Mathematics	08
Space Science, Astronomy	05

**Distinguishing Physical Characteristics:**

Ksanna is a true Human-Klingon hybrid. Tall and slender, she has pale gold eyes, auburn hair, high cheek bones, and a small bony central ridge along her forehead. Ksanna is physically and psychologically mature for her age, in keeping with her Klingon biological heritage.

**Brief Personal History:**

*Birthplace:* Sheridan's World

Ksanna is the daughter of the colony's Human co-administrator, Thadeus MacDonald, and the chief Klingon contingent science officer, Kbarra sutai Pallara. She was born on Sheridan's World about a year after the original settling of the colony. Most Klingon and Human colonists view her birth as a symbol of peaceful coexistence.

**Personality:**

*Motivations/Desires/Goals:*

Having displayed some talent with instrumental music, Ksanna hopes one day to travel to a Federation university where she can receive formal training. She is afraid that her racial background will make this impossible.

*Manner:*

In all respects, Ksanna is a typical Human teenage girl.

**Special Knowledge/Powers:**

None.



**Name:** WEDGEWOOD, James Edward  
**Rank/Title:** Civilian  
**Current Assignment:** Sheridan's World  
**Position:** Chief Geologist

**Race:** Human  
**Age:** 48  
**Sex:** Male

**Attributes:**

STR	68	CHA	52
END	67	LUC	47
INT	59	PSI	12
DEX	74		

**Combat Statistics:**

To-Hit Numbers—	Bare-Hand Damage: 1D10+8
Modern: 66	AP: 11
HTH: 62	

**Significant Skills**

	Rating
Administration	24
Bribery	15
Carousing	28
Computer Operation	22
Distillation	18
Environmental Suit Operation	12
Leadership	20
Marksmanship, Modern	58
Mining	58
Negotiation/Diplomacy	10
Personal Combat, Unarmed	50
Personal Weapons Technology	10
Planetary Science, Geology	56
Planetary Survival, Warm Temperate	20
Small Equipment Systems Technology	25
Space Sciences	
Astronomy	10
Astrophysics	10
Streetwise	34
Trade and Commerce	44
Value Estimation	40
Vehicle Operation, Ground	20

**Distinguishing Physical Characteristics:**

James wears a black eye patch to cover the loss of his left eye.

**Brief Personal History:**

*Birthplace:* Devonshire, England, Terra.

Rejected for admission into the Star Fleet Academy, Wedgewood secured a position as a geologist with Intersystems Extraction, Inc., a large mining concern operating in the Triangle. He met Thadeus MacDonald there, and the two became close friends. When MacDonald was given his present position, he recommended to the project coordinator (Captain Sheridan) that Wedgewood would be a valuable, trustworthy assistant. When Sheridan approached and offered him a considerable bounty to leave his current position, Wedgewood accepted.

**Personality:**

*Motivations/Desires/Goals:*

Wedgewood is a competent scientist whose career has been hampered by his extreme greed. He seeks personal power through rapid accumulation of wealth.

Wedgewood has little love for Star Fleet or the Federation, and harbors an unconscious desire to even the score with Star Fleet for rejecting him. He will do whatever he can to convince others that affiliation with the Federation is not in the best interests of local Sheridanians.

*Manner:*

James possesses a pleasant disposition. However, this changes whenever he is overcome by personal greed.

**Special Knowledge/Powers:**

Ten years ago, James discovered a large dilithium deposit on Sheridan's World. Since then, he has been secretly developing his strike, and has already amassed a sizeable fortune in raw dilithium crystals, which he has hidden in Kexor grotto.

**Name:** MASTERS, William (M.D.)  
**Rank/Title:** Commander  
**Current Assignment:** Sheridan's World  
**Position:** Chief Physician/General Practitioner

**Race:** Human  
**Age:** 49  
**Sex:** Male

**Attributes:**

STR	57	CHA	51
END	62	LUC	30
INT	74	PSI	68
DEX	56		

**Combat Statistics:**

**To-Hit Numbers—**  
**Modern:** 50  
**HTH:** 50

**Bare-Hand Damage:** 1D10+3  
**AP:** 9

**Significant Skills**

**Rating**

Administration	30
Carousing	22
Computer Operation	18
Instruction	27
Language, Klingonaase	24
Life Sciences	
Bionics	14
Ecology	12
Exobiology	33
Genetics	25
Life Support Systems Technology	54
Marksmanship, Modern	44
Medical Sciences	
General Medicine, Human	72
General Medicine, Klingon	45
General Medicine, Orion	28
Pathology	64
Psychology, Human	49
Psychology, Klingon	28
Surgery	75
Negotiation/Diplomacy	30
Personal Combat, Unarmed	44
Personal Weapons Technology	06
Shuttlecraft Pilot	12
Small Equipment Systems Technology	40
Social Sciences	
Federation Law	20
Federation Racial Culture/History	55
Klingon Law	10
Klingon Racial Culture/History	24
Triangle Racial Culture/History	22
Space Sciences	
Astrogation	10
Astronomy	10
Streetwise	33
Transporter Operation Procedures	10

**Distinguishing Physical Characteristics:**

Doctor Masters is portly and completely bald.

**Brief Personal History:**

**Birthplace:** Leandrail, Martian Colony 3.

Bill Masters is a Star Fleet officer who served with Captain Sheridan when the latter discovered the planet. Impressed by the world's natural beauty, he willingly volunteered for assignment in the colony. This will likely be his last deep space assignment.

**Personality:**

**Motivations/Desires/Goals:**

Despite recent events on the planet, Masters has enjoyed his stay on Sheridan's World more than he imagined possible. Though at odds with MacDonald for assuming the trappings of a monarch, Bill wants to remain on Sheridan's World after his duty assignment ends, even if the planet becomes part of the Klingon Empire.

**Manner:**

Somewhat short-tempered and emotional when irritated, Masters is otherwise open and very friendly. He is on especially good terms with Kbarra MacDonald, having aided in the delivery of her daughter.

**Special Knowledge/Powers:**

None.



James Edward Wedgewood



William Masters



**Name:** COCHRAN, Trisha Almedia  
**Rank/Title:** Civilian  
**Current Assignment:** Sheridan's World  
**Position:** Prefect

**Race:** Human  
**Age:** 38  
**Sex:** Female

**Attributes:**

STR	61	CHA	62
END	59	LUC	57
INT	61	PSI	17
DEX	68		

**Combat Statistics:**

To-Hit Numbers—  
Modern: 59  
HTH: 62

Bare-Hand Damage: 1D10+8  
AP: 10

Significant Skills	Rating
Administration	47
Carousing	28
Communications Systems Operations	30
Computer Operation	49
Languages	
Caitian	45
Klingonaase	70
Orion	49
Marksmanship, Modern	51
Medical Sciences	
Psychology, Human	40
Psychology, Klingon	78
Negotiation/Diplomacy	28
Personal Combat, Unarmed	57
Small Equipment Systems Technology	39
Social Sciences	
Federation Law	49
Federation Racial Culture/History	39
Transporter Operation Procedures	30
Trivia, Zero-G Sports	20

**Distinguishing Physical Characteristics:**

Trisha is tall and striking, with blonde hair and green eyes.

**Brief Personal History:**

*Birthplace:* Rashile, Triangle Zone.

Trisha has served with Star Fleet's Office of Colonization for several years as a civilian linguistics specialist. Presently, she is employed as an administrative liaison between the Human and Klingon contingents in the administrators' offices.

**Personality:**

**Motivations/Desires/Goals:**

Cochrain loves Commander Kexor in much the same way that Kbarra loves MacDonald. Cochrain fears that Federation or Klingon control over Sheridan's World will cause Kexor to be recalled, placing him out of her reach forever. She has attempted to establish some influence over the Commander, who is finally beginning to show signs of sincere interest in her. Cochrain is pro-Sheridan's World, and will do anything to keep Kexor near her.

**Manner:**

Trisha is officious and reserved to all but her closest friends.

**Special Knowledge/Powers:**

None.

**Name:** KEXOR sutai Pallara  
**Rank/Title:** Commander  
**Current Assignment:** Imperial Exploration/Colonization Branch  
**Position:** Co-Monarch

**Race:** Klingon/Human Fusion  
**Age:** 45  
**Sex:** Male

**Attributes:**

STR	77	CHA	49
END	66	LUC	10
INT	68	PSI	02
DEX	60		

**Combat Statistics:**

To-Hit Numbers—  
Modern: 48  
HTH: 44

Bare-Hand Damage: 2D10  
AP: 10

Significant Skills	Rating
Administration	50
Bribery	48
Carousing	73
Clandestine Operations	38
Communications Systems Technology	22
Computer Operation	29
Gaming	42
Language, Galacta	70
Leadership	80
Marksmanship, Modern	36
Medical Sciences	
Psychology, Human	48
Psychology, Klingon	80
Negotiation/Diplomacy	45
Personal Combat, Spear	70
Social Sciences	
Klingon Law	39
Klingon Racial Culture/History	25
Federation Racial Culture/History	20
Space Sciences	
Astrogration	17
Astronomy	10
Streetwise	40
Transporter Operation Procedures	39
Warp Drive Technology	29

**Distinguishing Physical Characteristics:**

A very muscular individual, Kexor is stronger than the average Klingon. He has a small knife wound below his right eye, the result of a duel over the affections of another officer.

**Brief Personal History:**

*Birthplace:* Kanaga

A career officer, Kexor has served the Imperial Exploration/Colonization Branch for his entire career. He has been in contact with Humans in the Triangle Zone on several occasions. Prior to his current assignment, he worked as a clandestine operative in the Orion Colonies.

**Personality:**

**Motivations/Desires/Goals:**

A dedicated officer, Kexor has nevertheless begun to consider his future outside the Empire. Though something of a womanizer, he secretly envies MacDonald's and Kbarra's happiness.

Kexor has been troubled for some time by his feelings for a Human research scientist, Irenna Suparov, whom he met several years ago. He was impressed by the Human's warmth and sincerity during their brief meeting. Much to his discomfort, Kexor has come to realize that his admiration for the young Human was, in fact, much more. Kexor would be pleased to confront Suparov again and tell her of his true feelings.

**Manner:**

Kexor appears to be brash and impetuous. He is actually more cunning and thoughtful than he seems.

**Special Knowledge/Powers:**

Kexor is aware of Wedgewood's dilithium discovery.

**Name:** KROX vestai Drexia

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Imperial Exploration/Colonization Branch

**Position:** Colony Development Leader/Prefect

**Race:** Klingon/Human Fusion

**Age:** 44

**Sex:** Male

**Attributes:**

STR	56	CHA	37
END	58	LUC	09
INT	52	PSI	02
DEX	70		

**Combat Statistics:**

To-Hit Numbers--

Modern: 55

HTH: 46

Bare-Hand Damage: 1D10+3

AP: 11

**Significant Skills**

	Rating
Administration	32
Bribery	10
Carousing	28
Computer Operation	14
Computer Technology	20
Deflector Shield Technology	39
Electronics Technology	15
Gaming	18
Instruction	30
Interrogation	44
Language, Galacta	45
Leadership	27
Life Science, Ecology	28
Marksmanship, Modern	40
Mechanical Engineering	25
Medical Sciences	
Psychology, Human	30
Psychology, Klingon	42
Negotiation/Diplomacy	37
Personal Combat	
Unarmed	22
Whip	32
Physical Sciences	
Chemistry	20
Mathematics	22
Physics	28
Planetary Survival, Warm Temperate	33
Small Equipment Systems Technology	12
Social Sciences	
Klingon Law	22
Klingon Racial Culture/History	40
Space Sciences	
Astrogation	10
Astronomy	10
Starship Sensors	27
Vehicle Operation	
Ground	15
Water	10
Warp Drive Technology	16

**Distinguishing Physical Characteristics:**

Krox has a small, pointed beard and a hawk nose.

**Brief Personal History:**

**Birthplace:** Taamar Colony XI, Beta Quadrant.

Originally a junior engineering officer in the Imperial Navy, Krox was later transferred involuntarily to the Imperial Exploration/Colonization Branch. No reason was ever given, but Krox suspects his commander may have been concerned over his growing popularity among the ship's junior officers. Thereafter, he served in a variety of positions, coordinating colonial development in the Triangle Zone. In that capacity, he often ran afoul of members of the Imperial Klingon States. Several of these resulted in actions under fire in which Krox acquitted himself well, receiving several promotions as a reward for his gallantry.

The Exploration/Colonization Branch dispatched Krox to Sheridan's World to oversee the development of the colony's potential. He is Kexor's right-hand man in charge of planetary exploitation.

**Personality:**

**Motivations/Desires/Goals:**

Like many of his fellow colonists, Krox enjoys living on Sheridan's World, with its unrestricted life style and quiet routine. He has even acquired a grudging respect for the Humans on the planet, which is more than he feels toward Imperial Klingons. Though he has not spoken of this to anyone, Krox would like to stay on Sheridan's World, regardless of the plebiscite's outcome.

**Manner:**

Krox is relaxed and open-minded. He is a good listener, though he keeps his own opinions to himself.

**Special Knowledge/Powers:**

Krox has discovered Wedgewood's dilithium strike. They are mining this resource together, intending to use it as a bargaining chip in any future political infighting.



Trisha Almedia Cochrain



Kexor sutai Pallara



Krox vestai Drexia

**Name:** KAZIRI sutai Urussig  
**Rank/Title:** Lieutenant Commander  
**Current Assignment:** Imperial Exploration/Colonization Branch  
**Position:** Acting Security Chief

**Race:** Klingon/Romulan Fusion  
**Age:** 39  
**Sex:** Female

**Attributes:**

STR	70	CHA	58
END	55	LUC	30
INT	59	PSI	03
DEX	63		

**Combat Statistics:**

To-Hit Numbers—  
*Modern:* 52  
*HTH:* 51

Bare-Hand Damage: 1D10+3  
AP: 10

Significant Skills	Rating
Administration	12
Bribery	20
Carousing	10
Computer Operation	20
Forgery	12
Gaming	18
Instruction	10
Interrogation	35
Languages	
Galacta	48
Romulan	44
Leadership	23
Marksmanship, Modern	42
Medical Sciences	
General Medicine, Klingon	10
Psychology, Human	23
Psychology, Klingon	45
Psychology, Romulan	27
Negotiation/Diplomacy	10
Personal Combat	
Knife	70
Unarmed	50
Security Procedures	40
Small Unit Tactics	12
Trivia, Klingon Poisons	33

**Distinguishing Physical Characteristics:**

Kaziri's waist-length, braided hair highlights her sharp, angular, Romulan facial features.

**Brief Personal History:**

*Birthplace:* Lantos

Kaziri has served the Empire for many years in duty stations along the Romulan border. She usually worked in ground installations or star bases where a high degree of security surveillance was required. She was involuntarily selected for her current position because she was capable of handling the assignment without angering the Imperial or Klingon/Human Fusion factions within the Imperial Council.

**Personality:**

**Motivations/Desires/Goals:**

Kaziri is eager to prove her value to the Empire. She often feels the 'odd person out' in the colony because of her racial heritage and extreme loyalty to the Komerex. These two factors have made her very unpopular with the other colony members (Human and Klingon) over the past few years. She is especially ill-disposed toward Kbarra. She sees Kbarra as the worst kind of traitor, and will not hesitate to challenge her to a dual if the opportunity presents itself. Kaziri is particularly sensitive about her racial background.

**Manner:**

In many respects, Kaziri personifies the qualities Humans most dislike about Klingons. She is cold and abrasive, with an air of superiority toward others.

**Special Knowledge/Powers:**

None.

**Name:** KGAR vestai Solazarn  
**Rank/Title:** Lieutenant Commander  
**Current Assignment:** Imperial Exploration/Colonization Branch  
**Position:** Colony Quartermaster/Supply Chief

**Race:** Klingon/Human Fusion  
**Age:** 44  
**Sex:** Male

**Attributes:**

STR	60	CHA	57
END	67	LUC	20
INT	50	PSI	01
DEX	55		

**Combat Statistics:**

To-Hit Numbers—  
*Modern:* 63  
*HTH:* 40

Bare-Hand Damage: 1D10+3  
AP: 9

Significant Skills	Rating
Administration	35
Bribery	34
Carousing	37
Communications Systems Technology	25
Computer Operation	28
Electronics Technology	10
Forgery	10
Instruction	10
Interrogation	22
Languages	
Galacta	30
Orion	10
Leadership	15
Gaming	
Klin Zha	74
Terran Chess	40
Terran Poker	22
Marksmanship, Modern	70
Medical Sciences	
General Medicine, Klingon	12
Psychology, Human	10
Psychology, Klingon	20
Negotiation/Diplomacy	25
Personal Combat, Unarmed	25
Social Sciences	
Klingon Law	10
Klingon Racial Culture/History	20
Surveillance	20
Transporter Operation Procedures	12
Transporter Systems Technology	10

**Distinguishing Physical Characteristics:**

Kgar has a crew-cut, a crooked nose, and a thin, wiry body.

**Brief Personal History:**

*Birthplace:* Klinzhai

Kgar served on several survey missions within the Neutral Zone prior to the start of the Organian Conflict, and was on board the ship that discovered Sheridan's World. He is presently responsible for the fair and equitable distribution of all colonial produce and manufactures.

**Personality:**

**Motivations/Desires/Goals:**

Kgar does not have much respect for Humans, but will work with them if necessary. He is looking forward to the end of his present assignment and to reassignment somewhere in the Empire. Kgar believes the plebiscite will result in the annexation of Sheridan's World into the Komerex.

**Manner:**

Kgar is brusque and authoritarian when he can get away with it.

**Special Knowledge/Powers:**

Imperial Intelligence recruited Kgar as a clandestine security operative early in his career. His mission on Sheridan's World is to watch the members of the Klingon contingent and report any treasonable actions. He keeps his security notations in a computer file, expecting to release these reports to the security agent who contacts him.





Kaziri sutai Urussig



Knarsh vestal Subaiesh



Kgar vestal Solazarn

**Name:** KNARSH vestal Subaiesh

**Rank/Title:** Lieutenant

**Current Assignment:** Imperial Exploration/Colonization Branch

**Position:** Chief Medical Officer, Klingon Contingent

**Race:** Klingon/Human Fusion

**Age:** 42

**Sex:** Male

**Attributes:**

STR	50	CHA	52
END	62	LUC	12
INT	65	PSI	02
DEX	75		

**Combat Statistics:**

To-Hit Numbers—

Modern: 55

HTH: 52

Bare-Hand Damage: 1D10

AP: 11

**Significant Skills**

**Rating**

Administration	10
Carousing	30
Computer Operation	29
Distillation	35
Gaming	28
Instruction	10
Interrogation	10
Language, Galacta	35
Leadership	10
Life Support Systems Technology	40
Marksmanship, Modern	36
Medical Sciences	
General Medicine, Klingon	59
Pathology	40
Psychology, Klingon	44
Surgery	49
Negotiation/Diplomacy	12
Personal Combat	
Knife	25
Unarmed	28
Space Sciences	
Astrogation	10
Astronomy	10
Streetwise	30
Zero-G Operations	10

**Distinguishing Physical Characteristics:**

Knarsh has a bushy beard and wears a ring through his nose.

**Brief Personal History:**

*Birthplace:* Ribald Quest, Triangle Zone.

Knarsh is the Klingon equivalent of a 'loser'. Though a capable officer, he failed his first cadet cruise and received a negative security notation that has blocked further promotion. Forced to serve under higher-ranking (and less competent) officers, he volunteered for the Sheridan's World assignment in hopes of turning his career around.

**Personality:**

*Motivations/Desires/Goals:*

A true Subaiesh, Knarsh favors friendly relations with Humans, and views the Sheridan's World colony experiment as beneficial to both sides. Though he would prefer to remain on Sheridan's World as an independent Sheridanian, he is willing to move on to a new assignment.

*Manner:*

Knarsh is a genuinely friendly individual, whether he comes in contact with other Klingon/Human Fusions, Humans, or even Imperial Klingons.

**Special Knowledge/Powers:**

Knarsh is particularly fond of Terran brandy. He has secretly set up a private still in the countryside and distributes this private stock throughout the colony. Though officially frowned upon, his efforts are nonetheless appreciated by the majority of the colonists.

# GAMEMASTER'S NOTES

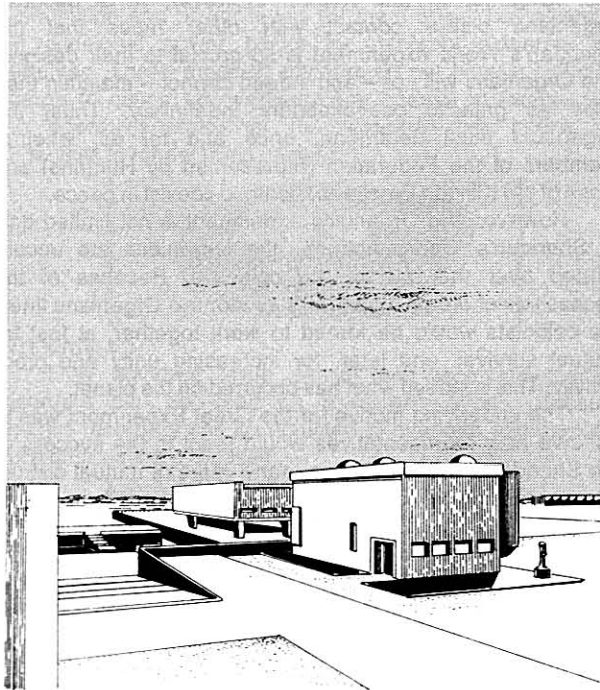
## SETTING THE STAGE

A **Conflict of Interests** is an unusual adventure, requiring considerable attention to detail. The gamemaster should stress to the players the importance of gaining the colony's allegiance to their respective governments.

Remind the players that their actions will set the tone for Federation/Klingon relations for decades to come. Depending upon the final outcome of the adventure, Klingons could appeal to the United Federation of Planets for protection as newly established citizens of the Federation. Likewise, Federation nationals may suddenly find themselves members of the Klingon Komerex with all the rights (and obligations) that membership implies. The player characters have the opportunity to influence not only the fate of over 100 colonists, but also their own careers.

## PACING THE ADVENTURE

If **A Conflict of Interests** cannot be completed in one sitting, the gamemaster should split the adventure into two sessions. End the first session at the close of the third day of the adventure. During this session, player characters should concern themselves with meeting the local populace and discovering the true state of affairs on the planet. The second session should contain sufficient opportunities for both player teams to present their case before the colonists. Although members of opposing diplomatic teams may come to blows, play down the seriousness of such encounters until later in the adventure, when time is short and the final vote draws near.



## TIMELINE

The following list of events is intended for the gamemaster's reference only. It chronicles events related to the Organian Neutral Zone taking place prior to the start of the adventure.

### -20 years ago

Federation and Klingon forces clash along a wide expanse of space claimed by both sides.

### -19 years ago

A Federation survey team led by Commander Sheridan locates and investigates the planet that will eventually become known as Sheridan's World.

### -18 years ago

An Imperial Exploration/Colonization survey party locates and investigates Sheridan's World.

### -17 Years Ago

Armed conflict erupts between the Klingon Empire and the United Federation of Planets along their frontiers. Both sides suffer heavy casualties and prepare for full-scale war.

### -16 years ago

Representatives from the Federation and the Klingon Empire fail to reach a peaceful resolution of their differences. Warships from the Klingon Empire invade space claimed by the Federation. A Klingon battle group under the command of Captain Kor seizes the strategic planet of Organia and transports occupation forces to the planet's surface. Later, Federation Captain James T. Kirk and his First Officer are captured after attacking Klingon military installations on Organia. As a Star Fleet task force approaches, the Organians intervene to end the conflict. They impose a peace treaty establishing a neutral zone between the two powers. Although both sides honor this treaty, the fate of various 'orphaned' planets in the neutral zone remains unresolved.

### -15 years ago

The Organians decide to discover whether or not Humans and Klingons can live and work together over long periods of time. Sheridan's World is selected as the site of an experimental colony composed of both Humans and Klingons. Should the project succeed, the Organians will consider lifting many of the restrictions to developing other worlds in the region.

About 200 colonists from the Federation and the Klingon Empire arrive at Sheridan's World under the direction of the Organians. Thadeus MacDonald and Kexor are appointed the colony's co-directors.

### -14 years ago

MacDonald and Kbarra are married according to Terran customs. Kbarra renounces her past line affiliations.

### -13 years ago

Thadeus and Kbarra MacDonald become the first parents of Sheridan's World. They name their new daughter Ksanna.

### -12 years ago

Sheridan's World takes on a more permanent form as more and more Human-Klingon families begin having children.

#### **-10 years ago**

James Wedgewood discovers a large dilithium deposit beneath the Kexor grotto. He begins to secretly mine his find, storing the minerals in the grotto.

#### **-8 years ago**

The colony suffers its first setback when an unexpected disease destroys much of the community's crops.

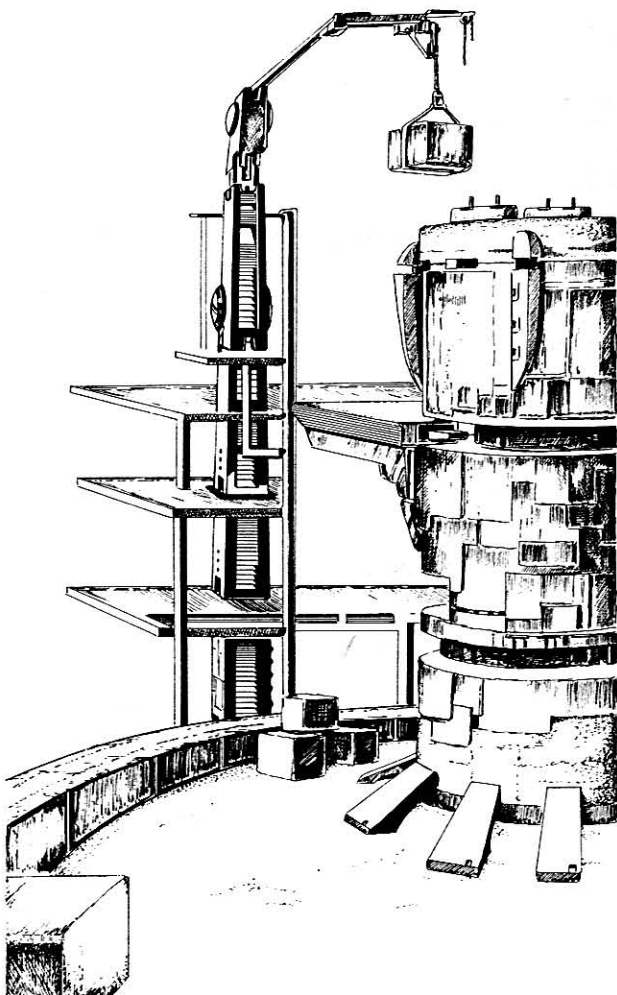
#### **-7 years ago**

A second crop failure panics many of the colonists. Interracial tensions heighten, and the local administrators are forced to employ a local constabulary to keep order. These individuals are only partially effective, as they are forbidden to use drastic force.

#### **-6 years ago**

Faced with continued unrest, Kexor calls for a revision of the colony's governmental structure. A dual monarchy is established as a form of government to which the Klingon colonists, in particular, can better identify. Kexor and Thadeus MacDonald are named the colony's rulers.

Work begins on a new palace for the colony's rulers, thus solidifying the monarchy.



#### **-3 years ago**

Now that immediate survival needs have been fulfilled, many of the colonists become increasingly idle. The monarchs order the constabulary to seal and guard the food storage warehouses. A "No Work, No Eat" edict denies rations to anyone not contributing to the welfare of the colony. A food riot results, and one colonist is killed. Soon after, the monarchs withdraw the edict, but threaten to reestablish it if necessary.

#### **-2 years ago**

Krox learns of Wedgewood's dilithium hoard. He agrees to split any profits in exchange for Wedgewood's aid in promoting pro-independence political sentiment.

#### **-1 year ago**

The Organians announce that Sheridan's World will be opened to authorized visitors in one standard year.

#### **-6 months ago**

Both the Federation and the Klingon Empire begin searching for the individuals who will make up their special mission teams to Sheridan's World.

#### **-1 month ago**

The mission teams assemble at their rendezvous points along the Organian Neutral Zone.

#### **-1 week ago**

The Organians notify the colony's rulers of their intention to permit diplomatic teams to travel to Sheridan's World.

#### **-3 days ago**

The Organians permit the mission teams to begin their journey. En route to the planet, both teams receive various subspace communications from the local inhabitants of Sheridan's World.

## **THE GREAT EXPERIMENT**

The Organians hold 'inferior' species, such as Humans and Klingons, in low regard. However, it is because Organians dislike contact with other races that the Sheridan's World experiment is so crucial to their designs. The Organians will not – and indeed cannot – maintain their roles as galactic peacekeepers indefinitely. Thus, the Organians must determine, once and for all, whether members of the Federation (represented by Humans) and those of the Klingon Empire can learn to coexist in peace.

However, the Organians experiment is not limited only to Sheridan's World. Actually, the Organians are unconcerned over the fate of the colonists. Because of the necessities of life on Sheridan's World, the Organians knew the colonists would be forced to work together, at first for mutual survival, and later, for increasing unity and productivity. This is indeed what has occurred on the planet.

The underlying motive for the Great Experiment was to observe how representatives would react to the success of the Sheridan colony. After so many years of mutual distrust and aggression, were Humans and Klingons ready to accept the fact that they could live together in peace? Could both sides put their misunderstandings aside and accept that cooperation between the two races is not only possible but profitable? How would the representatives react to the revelation that the colonists might choose to continue living and working together, rather than returning to their older, often more aggressive lifestyles? Thus, the player characters' actions will determine the success or failure of this experiment.



## MECHANICS OF PLAY

The following guidelines will help the gamemaster judge the actions of the players as they seek to influence the colonists.

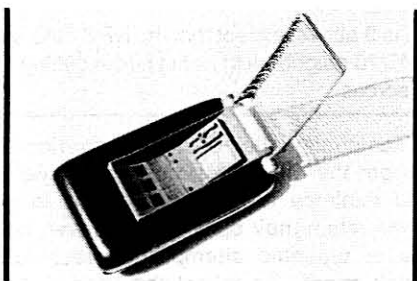
### QUARTERMASTER CORPS

Due to the delicate nature of their mission and the strict limitations imposed by the Organians, both player teams can bring only certain types of equipment to Sheridan's World. All advanced technological devices and personal weapons (except those presented below) are prohibited within the boundaries of the Organian Neutral Zone. The Organians will allow the following equipment, which is stored aboard the player characters' shuttlecraft prior to the start of the adventure. Players can refer to *STAR TREK: The Role Playing Game* and *The Klingons* supplement for more detailed descriptions.

#### The Federation Delegation

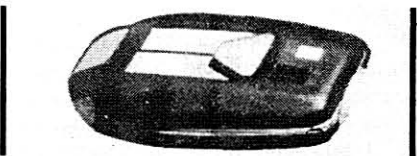
##### Communicators

These are standard-issue Star Fleet communicators, permitting surface-to-surface communications only.



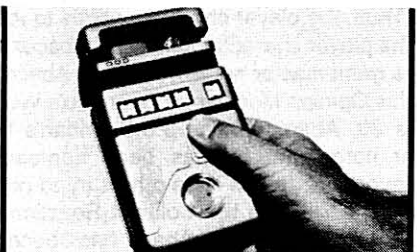
##### Phasers

All delegation members are permitted to carry one modified Phaser I-B while on the planet's surface. These modified weapons operate only on a light stun setting. Ammunition and power levels for them are at half strength. No additional power packs for personal sidearms are permitted. These modified phasers do not have a sufficient charge to cause an overload. Any attempt to tamper with the operating status of the weapons will cause the Organians to render them useless.



##### Tricorders

Only standard issue sensor and recording medical tricorders can be used on Sheridan's World. Because science tricorders can be adjusted to overload and explode, such devices are prohibited.



#### The Klingon Liaison Team

##### Communicators

These are standard-issue Imperial Navy devices modified for surface-to-surface reception only.

##### Personal Combat Blade

These large, edged, tri-bladed weapons are typically found among Klingon ground troops.

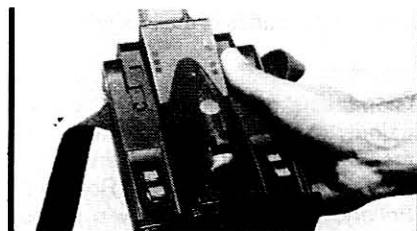


##### Phasers

These are older model Star Fleet I-A hand phasers modified for use at a light stun setting only. Ammunition and power levels are at half strength. There is insufficient power to effect an overload with this weapon. Any attempt to alter its operating settings will cause the Organians to render the weapon useless.

##### Tricorders

Only medical versions of this recording device are permitted on Sheridan's World.



## PLAYER OPTIONS AND TACTICS

Given the political and social differences between the mission teams, the gamemaster should not expect them to approach the situation on Sheridan's World in quite the same way. The following guidelines chart possible courses of action available to the player groups.

### Klingon Tactics

The gamemaster should expect the Klingon player characters to be more direct in their methods. They will use any means at their disposal to seize the initiative from local officials and to simultaneously discredit the Federation team. Klingon player characters may offer colonists promotions and reassignments that the Klingons may or may not honor; threaten to arrest or recall Klingon colonists who are unreceptive to a pro-Klingon position; or level personal challenges at Federation player characters to place them in an unfavorable light if they reject the challenge.

The Klingons can employ colonists loyal to the Komerex for their various schemes. These colonists can ransack the Federation quarters, plant false documents on Federation player characters, slander them in public, charge them with attempted bribery, and provide them with misleading information about current events and conditions on the planet.

The Klingons may even go so far as to poison one of their own number to blame the Federation delegation for the act. The deliberate abduction of local inhabitants as hostages is also conceivable. In such extreme cases, however, the player characters have to be careful to avoid harming the victims, or else they run the risk of Organian intervention.

## Federation Options

Though unable to act in quite so direct a manner, the Federation player characters have many options at their disposal. If the Klingons reject a call for an open debate, the UFP team can accuse them of weakness or cowardice. The Federation mission team may offer medical checkups or promote the common good of the colony in other ways. Offers of increased technology may convince specific individuals to join the Federation cause. Though suggesting that Klingon history has been more bloodthirsty than Federation history may provoke an argument (especially from local Klingon/Human Fusions), the player characters could describe the social and economic advantages of affiliation with the Federation that are unavailable in the Imperial *Komerex*. If the Federation team can provoke the Klingons into reacting aggressively, they can show that their rivals are quick to anger, intrinsically aggressive, and hostile.

The local populace can be a valuable source of aid against the Federation team's Klingon rivals. Colonists can provide the Humans with a local perspective. NPCs pretending to be pro-Klingon can inform the Federation player characters of the Klingons' battle plans. The mission team could also call upon colonists to repeat tales of ill-treatment suffered at the hands of the Klingons.

## WINNING FRIENDS

The mission teams' main purpose in the adventure is to convince a majority of the colonists to vote for allegiance to their governments. The player characters can accomplish this in many ways. They may make Skill Rolls in *Negotiation/Diplomacy*, *Bribery*, or *Psychology* to win support for their cause. Player character actions will also influence colonial opinion. The following guidelines will help the gamemaster simplify the process considerably.

### Dastardly Deeds

Player teams will probably devise several schemes to turn colonial opinion against their rival team. They may accuse the other team of bribery, frame them for murder, or best them in a debate. The gamemaster must judge the success of these plans and change a certain number of colonists' opinions to reflect that success. Should a plan backfire, some Sheridians loyal to a side will desert. One way for the gamemaster to handle these various deeds is to have 1D10-3 colonists ally with the mission team if their plan works. If the result is zero or a negative number, no colonists switch allegiance. If the team causes property damage or injury to others, they will lose 1D10-3 colonists. For extreme situations, such as intentionally murdering another player character, the gamemaster should increase the number of colonists lost to the other side. Refer to the Organian Intervention Table whenever such cases occur to determine whether the Organians intervene.

### Convincing Colonists

Player characters may also make Skill Rolls against *Negotiation/Diplomacy*, *Bribery*, or *Psychology* to persuade an NPC to vote for their government. They may combine their various skills to deal more effectively with the local inhabitants. In such a case, average the player characters' appropriate skill ratings, rounding down. Only one player may make the roll. (Each player character must contribute to the conversation to convince the NPC.) The mission teams may also attempt to convince a group of individuals.

To make the skill roll, refer to the Colonist Opinion Chart to determine the Opinion Modifier for the NPC(s) present. Subtract the player character's skill rating (or the group's average) from each colonist's Opinion Modifier to give the Target needed for success. The player character rolls only once, whether he is influencing a single colonist or a group of them. A successful roll switches that colonist's opinion to the mission team's government. Move the Opinion Modifier of the colonist's new allegiance to the column of the opinion he formerly held. Mark the colonist's new political opinion on the Current Stand column of the **Colonist Opinion Chart**.

If the attempt is unsuccessful, roll 1D10 on the Colonist Reaction Chart and apply the result immediately.

COLONIST REACTION CHART	
Die Roll	Result
1-2	The NPC ignores the player character.
3-4	The NPC is mildly annoyed with the player character and leaves.
5-8	The NPC is irritated and argues with the player character.
9	The NPC decides to debate the issue with his fists.
10	As 9 above, except that the NPC calls upon 1D10 neighbors to assist him in getting his point across.

NPCs can change their opinions if convinced by player characters from the other mission team. Player characters may wish to reinforce an individual's stand to ensure that key NPCs will retain their opinions. However, colonists will grow weary of repeated attempts to pressure them into changing their minds. To reflect this, add the appropriate modifier to the Target needed for success.

If the NPC has been approached at least once during the game by any player character.	-10 to the Skill Roll.
If the NPC has been approached more than once on the same day.	-5 to the Skill Roll for each encounter after the first.

For example, two members of the Klingon liaison team approach Abacor Simparri and Abarr Drexla. The player characters decide to work together. One has a *Negotiation/Diplomacy* Skill Rating of 86, and the other has a *Bribery* Skill Rating of 60. After these player characters interact with the two colonists, the gamemaster averages the two skill ratings, rounding down. The result is 73. To convince Abacor, one of the player characters must roll 80 (Abacor's Opinion Modifier for Klingon allegiance) - 73, or 13. However, Abarr has been approached previously in the adventure. Thus, the player character needs to roll 90 - 73 + 10, or 33. The player character rolls a 22. Abacor is now pro-Klingon. The gamemaster notes this under Abacor's Current Stand, and his Opinion Modifier for Sheridan's World neutrality becomes 80. Abarr remains pro-Sheridan's World. The gamemaster notes that he has been approached by a mission team on this day (in case others try to convince him the same day). Rolling on the Colonist Reaction Chart, the gamemaster discovers that Abarr has become mildly annoyed with the Klingons, and has left them.

# COLONIAL OPINION CHART

Colonist's Name	Initial Status	Opinion SWN	Modifiers KLG	UFP	Current Stand
Abarr	SWN	—	90	95	
Abacor	SWN	—	80	90	
Abeck	KLG	70	—	90	
Abermarle	SWN	—	60	75	
Aburla	SWN	—	50	80	
Accovo	KLG	40	—	70	
Acavra	KLG	30	—	60	
Acax	SWN	—	65	85	
Acesh	SWN	—	70	95	
Acollo	SWN	—	60	70	
Adarra	SWN	50	—	65	
Adax	SWN	—	40	80	
Addarra	KLG	50	—	75	
Adehk	SWN	—	55	90	
Adexxa	SWN	—	65	80	
Aegreth	SWN	—	50	65	
Agannor	SWN	—	30	50	
Aggarath	SWN	—	35	60	
Agorva	KLG	60	—	90	
Agriva	SWN	—	60	95	
Ahindar	KLG	40	—	65	
Ahorri	UFP	70	95	—	
Aindar	KLG	80	—	90	
Aindira	SWN	—	40	45	
Ainsarri	UFP	75	90	—	
Aival	SWN	—	70	85	
Aivilla	UFP	90	95	—	
Akahra	SWN	—	90	95	
Alannira	KLG	80	—	85	
Alennic	KLG	75	—	90	
Aliss	SWN	—	40	65	
Alodahc	SWN	—	45	90	
Alondis	SWN	—	90	95	
Alova	SWN	—	60	70	
Amarra	UFP	30	75	—	
Amorex	SWN	—	50	85	
Amorri	UFP	20	90	—	
Analla	SWN	—	50	90	
Anexxa	KLG	75	—	95	
Anillis	UFP	80	90	—	
Anissi	UFP	90	95	—	
Aoer	SWN	—	90	95	
Aohless	SWN	—	80	90	
Aolara	UFP	80	95	—	
Aollis	SWN	—	60	65	
Aolon	SWN	—	65	95	
Aomol	SWN	—	50	90	
Aonari	SWN	—	90	95	
Aorano	SWN	—	75	95	
Aoroz	SWN	—	60	75	
Aorge	SWN	—	50	80	
Aorsu	SWN	—	40	65	
Aorus	KLG	50	—	75	
Aosta	SWN	—	50	75	
Aozal	UFP	65	85	—	
Aozzar	UFP	70	85	—	
Aparax	SWN	—	45	70	
Aparri	UFP	85	95	—	
Apexin	SWN	—	60	75	
Arell	SWN	—	45	80	
Arilana	KLG	50	—	95	
Arilla	KLG	45	—	50	
Aritha	SWN	—	60	95	
Asarra	SWN	—	65	85	
Asemic	KLG	90	—	95	
Assix	KLG	90	—	95	
Athora	SWN	—	85	90	
Aubar	SWN	—	45	80	
Auloc	SWN	—	75	85	
Auroc	SWN	—	80	95	

# COLONIAL OPINION CHART (Continued)

Colonist's Name	Initial Status	Opinion SWN	Modifiers KLG	UFP	Current Stand
Auron	SWN	—	50	65	
Auvarak	KLG	30	—	65	
Azama	KLG	45	—	90	
Ballard	UFP	75	90	—	
Barton	SWN	—	90	95	
Brighton	SWN	—	80	90	
Brintone	SWN	—	90	95	
Bristol	SWN	—	65	85	
Callar	UFP	30	80	—	
Cambridge	UFP	45	80	—	
Chesterfld	SWN	—	65	70	
Cocharahl	SWN	—	75	95	
Cochrain	SWN	—	90	95	
Corrigan	SWN	—	55	75	
Crill	SWN	—	90	95	
Daggart	SWN	—	70	85	
Daimond	UFP	40	80	—	
DeLa Croix	UFP	35	85	—	
De Winter	SWN	—	60	75	
Duncan	SWN	—	50	80	
Dundas, G	SWN	—	45	65	
Dundas, H	SWN	—	50	70	
Dyson	SWN	—	90	95	
Edwards	UFP	65	80	—	
Elgenn	KLG	60	—	90	
Ellison	SWN	—	40	65	
Finders	SWN	—	40	70	
Fletcher	SWN	—	45	80	
Gorden	SWN	—	90	95	
Gore	KLG	85	—	90	
Green, D	SWN	—	85	95	
Green, S	SWN	—	60	75	
Hardenn	SWN	—	60	75	
Hollander	SWN	—	50	75	
Hunt	KLG	55	—	75	
Hunter, J	SWN	—	75	85	
Hunter, T	SWN	—	70	85	
Hurnn	UFP	75	85	—	
Issen	SWN	—	60	85	
Jergenson, K	SWN	—	60	90	
Jergenson, R	SWN	—	65	75	
Jimor	UFP	80	90	—	
Kaziri	SWN	—	65	70	
Kahmirix	SWN	—	60	90	
Kamindar	SWN	—	55	95	
Kavalli	SWN	—	40	50	
Kbarra	SWN	—	45	90	
Kecar	SWN	—	55	70	
Kedda	SWN	—	90	95	
Kellig	SWN	—	90	95	
Kereg	KLG	80	—	90	
Kexen	SWN	—	50	95	
Kexor	SWN	—	90	95	
Kgar	KLG	70	—	85	
Kialess	KLG	85	—	95	
Kiff	SWN	—	90	95	
Kigann	SWN	—	60	75	
Kilosar	KLG	60	—	90	
Kimor	SWN	—	60	70	
Kimparri	SWN	—	45	75	
Kinnisen	SWN	—	70	75	
Kirros	SWN	—	75	80	
Kistenn	UFP	85	90	—	
Kmam	SWN	—	90	95	
Kmenna	SWN	—	90	95	
Knarsh	SWN	—	40	65	
Krandhal	SWN	—	50	90	
Krox	SWN	—	55	80	
Kuvalex	KLG	90	—	95	
Kzam	KLG	90	—	95	



# COLONIAL OPINION CHART (Continued)

Colonist's Name	Initial Status	Opinion Modifiers			Current Stand
		SWN	KLG	UFP	
Leonidas	SWN	—	40	80	
Linders	UFP	60	95	—	
Lissor	SWN	—	90	95	
Lockwell	SWN	—	65	70	
Harrison	SWN	—	45	60	
MacDonald	SWN	—	90	95	
MacDugall	SWN	—	90	95	
MacNeill	SWN	—	55	85	
Makepeace	UFP	60	90	—	
Masters, D	SWN	—	55	90	
Masters, J	SWN	—	90	95	
Mattigan	SWN	—	90	95	
Millester	UFP	65	95	—	
Mindas	UFP	90	95	—	
Minnark	SWN	—	80	95	
Mintaine, Ca	SWN	—	90	95	
Mintaine, Co	SWN	—	90	95	
Mollo	SWN	—	80	95	
Morgan	UFP	60	95	—	
Morrison	SWN	—	55	80	
Norman	SWN	—	45	70	
North	SWN	—	80	90	
Pallas	SWN	—	75	80	
Petersonn	SWN	—	80	85	
Pollard	SWN	—	50	90	
Prokova	SWN	—	55	60	
Pythar	UFP	55	95	—	
Quiller, H	UFP	40	95	—	
Quiller, P	UFP	40	95	—	
Quinn	SWN	—	75	85	
Rinn, M	SWN	—	50	85	
Rinn, W	SWN	—	50	85	
Riverson	SWN	—	50	55	
Sam	SWN	—	90	95	
Sterling	SWN	—	80	90	
Tashket	UFP	60	95	—	
Tormalline	SWN	—	60	70	
Townsend	UFP	50	80	—	
Underhill	SWN	—	75	90	
Victor	SWN	—	90	95	
Vincent	SWN	—	70	75	
Vollor	SWN	—	90	95	
Walker	SWN	—	85	90	
Waterfield	SWN	—	70	80	
Wedgewood	SWN	—	90	95	
Wellington	UFP	50	95	—	
Winters	UFP	70	80	—	
Wrenn	SWN	—	90	95	
Yurris	UFP	40	90	—	
Zaine	UFP	45	60	—	
Zannic	SWN	—	80	95	
Zom	SWN	—	85	95	
Zuborov	KLG	20	—	60	

## ORGANIAN INTERVENTION

To determine whether player actions trigger a response by the Organians, refer to the following guideline. Such actions include using high-tech devices or inflicting sizeable amounts of damage to people or property. The gamemaster is free to add any player character actions to the Organian Intervention Table.

### Determining Organian Reaction

Whenever a player's actions violate the restrictions and intentions of the Organian Treaty, roll percentile dice. If the result is greater than or equal to 90, the Organians intervene immediately. Subtract the appropriate modifiers below from 90.

ORGANIAN INTERVENTION TABLE		
Player Character Action	Modifier	Organian Response Table Modifier
Destroyed personal property.	-10	+1
Injured two or more individuals.	-15	+2
Inadvertently killed a colonist or member of the opposing team.	-20	+3
Deliberately killed a colonist or member of the opposing team.	-25	+4

### Implementing Organian Response

Once a player character has triggered Organian intervention, the gamemaster must determine the extent of that intervention. Roll 1D10 and consult the following table. Add the modifiers from the Organian Intervention Table to the die roll.

ORGANIAN RESPONSE TABLE	
Die Roll	Result
1-3	An unseen force strikes the offending player character. Though unharmed, the individual will remain unconscious for ten hours.
4-6	The offending player character is transported to his shuttle. No communication between the individual and his comrades is possible. Any attempt to use the shuttle's transporters will fail. The player character is imprisoned on the shuttle for the duration of the adventure.
7-9	All weapons possessed by the player character and his teammates are instantly destroyed.
10-12	The offending player character disappears from the surface of the planet. He should be presumed lost, though he will NEVER be heard from again.
11-14	Treat as above, except that ALL MEMBERS of the offending player character's team are also affected.

## ADVENTURE OUTCOMES

This adventure will conclude with one of three potential endings. The Sheridanians will either remain neutral or join the Federation or the Klingon Empire. If the colonists vote to remain independent, the decision becomes effective immediately. The mission team may or may not officially recognize the existence of Sheridan's World as an independent planet. Should the colonists vote for affiliation with either the Federation or the Klingon Empire, formal control of the colony passes to that government after three standard months. During that time, control of the colony remains with the established rulers. Although neither of the players' groups have to accept the plebiscite's outcome, failure to respect the colonists' wishes risks inviting Organian intervention.

Any colonists wishing to leave the planet may do so on unarmed transport vessels sent to Sheridan's World by the Klingon and Federation governments. If one or more of the colonists desire to return home immediately, the player characters can decide who may accompany them when they leave the planet. Alternately, one or more of the mission team members may decide to remain on the planet. Each player character is free to do what he desires, so long as they observe the Organian restrictions concerning personal conduct on the planet.

Both mission teams will remain on the planet for 72 hours after the plebiscite to assist in the transfer of local authority, if necessary, and to take leave of any newfound friends. All player characters currently on the planet can then shuttle back to their home vessels, bringing the adventure to an end.

## NEW PLAYER SKILLS

The following skills are distributed among certain NPCs at the start of the adventure. If any player characters elect to remain on the planet, they might wish to acquire some or all of these skills.

### Agricultural Technology

This skill allows a character to operate manual and automated equipment used to cultivate and produce agricultural foodstuffs. Ratings in this skill can be acquired through personal experience, most of which will involve considerable physical labor. This skill is essential for any character attempting to farm fruits or vegetables in various climates.

### Bionetics

This skill combines animal husbandry principles with genetic engineering concepts, thus preserving or improving specific livestock or other animal life-forms. Characters with this skill can adapt specific animal breeds to different planetary environments, as well as breed or crossbreed native life-forms to acquire a particular trait.

### Distillation

This skill allows a character to manufacture alcohol from local grains or other materials. This knowledge includes how to assemble the proper machinery for a still and how to determine the proper amount of fermentation time required for distillation.

## RANDOM EVENTS AND ENCOUNTERS

The following section provides brief descriptions of random events and encounters that may take place during the course of the adventure. Refer to either the City Events Table or the Outside The City Events Table. The game-master should feel free to substitute other random encounters in place of those below.

### DISCOVERING CONTINUITY

When a mission team is out and about in Continuity, the gamemaster should roll for random events three times a day: once in the morning, midafternoon, and early evening. Roll 1D10 on the following chart to determine whether an event has occurred and apply the results immediately. City event results can occur more than once during the course of the day, or over a period of days, to either of the player teams.

#### CITY EVENTS TABLE

Die Roll	Result
1-4	No Event
5	Surly Warning
6	Friendly Challenge
7	Friendly Proposition
8	Jegarhz Contest
9	Drunken Brawl
10	Urchin Encounter

#### Surly Warning

A group of mounted local constabulary block the player characters' way. These individuals state none too politely that the delegates are not welcome in the city and should avoid bothering the people. If pressed, these officers will give ground, but not before hurling a few insults at the player characters.

#### Friendly Challenge

One or more of the local inhabitants challenges the player characters to a drinking contest using some of Continuity's potent local brew. The challengers are good-natured and are curious to see just what the player characters "are really made of". Anyone accepting the challenge must make a Skill Roll against his character's average rating in *Carousing* and END to avoid losing consciousness. Subtract 1D10 from the player character's END score for every round he completes.

#### Friendly Proposition

A female colonist employing seductive arts will stop a player character and invite him to her home for a short period of time.

#### Jegarhz Contest

A colonist will stop the player characters and begin an impromptu contest of jegarhz. This is a unique Sheridanian custom resembling a contest of insults to determine who is the wittier individual. Should the player characters decline the invitation, they will lose face with the gathering crowd. The contest will continue until one side cannot immediately respond with a better quip than the one just offered. If the colonist loses, he will offer to buy the victor(s) a round of drinks.

### Urchin Encounter

The player characters encounter 1D10 of the city's younger inhabitants intent on playing a prank on the mission team. The gamemaster should roll another 1D10:

1-5 The children will empty the contents of various containers onto the player characters' heads, for which they would be roundly punished if caught.

6-7 The children engage in a produce-throwing contest to see how many times they can hit a player character before he loses his composure.

8-10 The children engage the player characters in open conversation to mask an attempt to pilfer a player character's possession.

### OUTSIDE THE CITY

Whenever the player characters venture beyond the confines of Continuity, roll on the following chart once every four hours. Except for animal encounters, events can occur only once during the adventure. If a previous result is obtained, then no event happens.

#### OUTSIDE THE CITY EVENTS

Die Roll	Result
1-4	No Event
5	Missing Child
6	Tuballoy Runaway
7-10	Animal Encounter

#### Missing Child

A band of local constabulary informs the player characters that one of the city's smaller children has wandered away from his parents and is now lost. If the player characters agree to help the search, they will eventually locate the child in the Kexor grotto. Investigating the cave complex for an hour will lead them to Wedgewood's secret cache of dilithium crystals. If they decline to help search, the child will be discovered by evening. In such a case, 1D10-3 pro-Federation NPCs will immediately switch their political opinions.

#### Tuballoy Runaway

One of the colony's draft animals breaks away and threatens a group of local workers until it can be subdued. Penalize the mission team as above if they fail to help capture the beast.

#### Animal Encounter

The player characters disturb one of Sheridan's World's local life forms, which reacts in a hostile manner. The gamemaster should roll 1D10 for the type of animal encountered:

- 1-3 Jendral
- 4-5 Tuballoy
- 6-7 Zandan
- 8-9 Nyops
- 10 Sherrin

## ADAPTING TO EXISTING CAMPAIGNS

The gamemaster is encouraged to tailor this adventure to his current campaign or group of players. Below are some suggestions for incorporating this adventure into an ongoing campaign.

### RELOCATING THE ADVENTURE

The gamemaster may wish to move the adventure setting to another location. The adventure could take place on Organia itself, in which case the Organians may be more apt to intervene. The gamemaster could also place the colony world somewhere between the Organian Neutral Zone and the Triangle. In the former case, the gamemaster is conceding more control to the Organians than they have in the adventure. In the latter case, the Organians' influence will be less (perhaps indicating that they are anxious to extricate themselves from Federation-Klingon affairs).

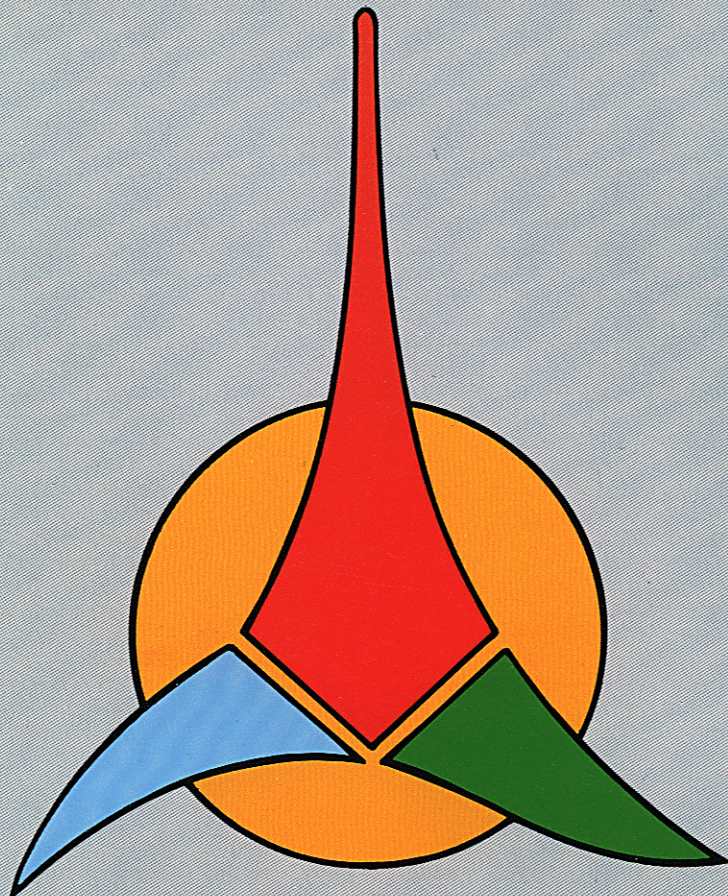
### THE ORION ALTERNATIVE

The Sheridanians' desire for neutrality may prompt them to consider joining the Orion Colonies. If such is the case, the gamemaster can create an Orion delegation that will arrive on Sheridan's World at the same time as the Federation and Klingon teams. Although this option places an added burden on the gamemaster, the third mission team will make this adventure even more freewheeling. The Orion mission team can be composed of NPCs, or a group of players may roleplay the delegates.

### DESIGNER'S NOTES

**A Conflict of Interests** is the first adventure specifically designed for more than one group of players. It emphasizes diplomacy rather than military force as a solution to a specific problem. Times change. So do people – both Human and Klingon alike. Once fiercely proud of their governments, the Sheridians now believe that life is more precious than legal distinctions, peace more advantageous than politics. This adventure illustrates how the personal motivations of ordinary citizens can influence affairs of state, with far-reaching implications.





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# KLINGON INTELLIGENCE BRIEFING

This adventure pits two groups of players against one another as diplomatic teams from the Federation and the Klingon Empire. The objective is to convince the population of Sheridan's World to join either the Federation or the Empire. The only problem is that this planet was settled by the Organians right after the Organian incident by 100 colonists from the UFP and by 100 colonists from the Klingon Empire. Having kept the planet in isolation for 15 years, the Organians have decided that now is the time for the colonists to decide whether they will become Klingon, Federation, or independent. Each diplomatic team must do its best both publicly and privately to convince the colonists to join their side.

This adventure module also includes a separate book, a Star Fleet Officer's Intelligence Briefing on the Klingon Empire. The briefing includes information on prominent family lines, Klingon society, and new information on the little-known, non-military side of Klingon life. This information further rounds out that included in FASA's *The Klingons* supplement.

Pictured above is the planet Klinzai, and some of its defenses.

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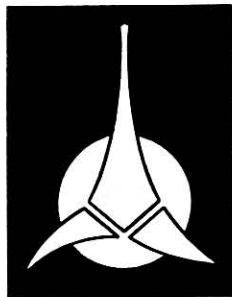
## THE KLINGON OATH OF EMPIRE

Beneath the stars that drip with blood  
I stand, defiant and alone. I am here,  
My Emperor. Call on me, I beg of Thee.  
I was nothing before this day and nothing  
Shall I remain if I cannot serve Thee now.

Pain and suffering are my just rewards.  
Do with me as serves Thee best. It matters  
Not that I survive, only that which I  
Defend.

Forfeit of life, but not of honor, in Thy  
Cause, death at last is welcome. I am here,  
My Emperor, ready at last to be an instrument  
Of Thy will.

Ready to obey and die.



## **KLINGON INTELLIGENCE BRIEFING**

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### **DEDICATION**

This briefing is dedicated to the memory of those who have given their lives in the cause of advancing space exploration.



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To: Office of Star Fleet Operations  
Star Fleet Education And Training Command

From: Star Fleet Command  
Klingon Bureau  
New Alexandria, Mars, 09.145

#### Changes To This Briefing

The following briefing will be updated periodically as intelligence sources obtain new information. It is requested that Star Fleet officers report any observations of Klingon activity not covered by this briefing.

#### For Authorized Use Only

The material presented in this briefing is to be provided to Star Fleet personnel on a need-to-know basis only. Unauthorized use, duplication, disclosure, or possession of the material is strictly prohibited. Violators will be considered potential security risks. They will be punished accordingly, to safeguard the interests of the Star Fleet and the United Federation of Planets, pursuant to Star Fleet regulations, Vol. IV, revised edition, Section 23, directive specification 997.A



# INTRODUCTION

*"It is not enough to destroy your enemies. You must understand them as well."*

—Ancient Klingon saying, attributed to the legendary Admiral Korus, the first Klingon flag officer to be executed by his own men.

At the present time, tension and mutual suspicion exists between the major interstellar powers to a high degree. Even the most casual observer of interstellar affairs will conclude that the potential for armed conflict has never been greater. Although interstellar war may not break out, regional conflicts are likely to occur with increasing frequency. Thus, Star Fleet must prepare its officers to meet the Federation's enemies under several conditions and circumstances. In the past, the Federation has relied on its superior technology to better its opponents. The Federation cannot assume that it will maintain this technological edge, however, nor that it should remain our most fundamental priority.

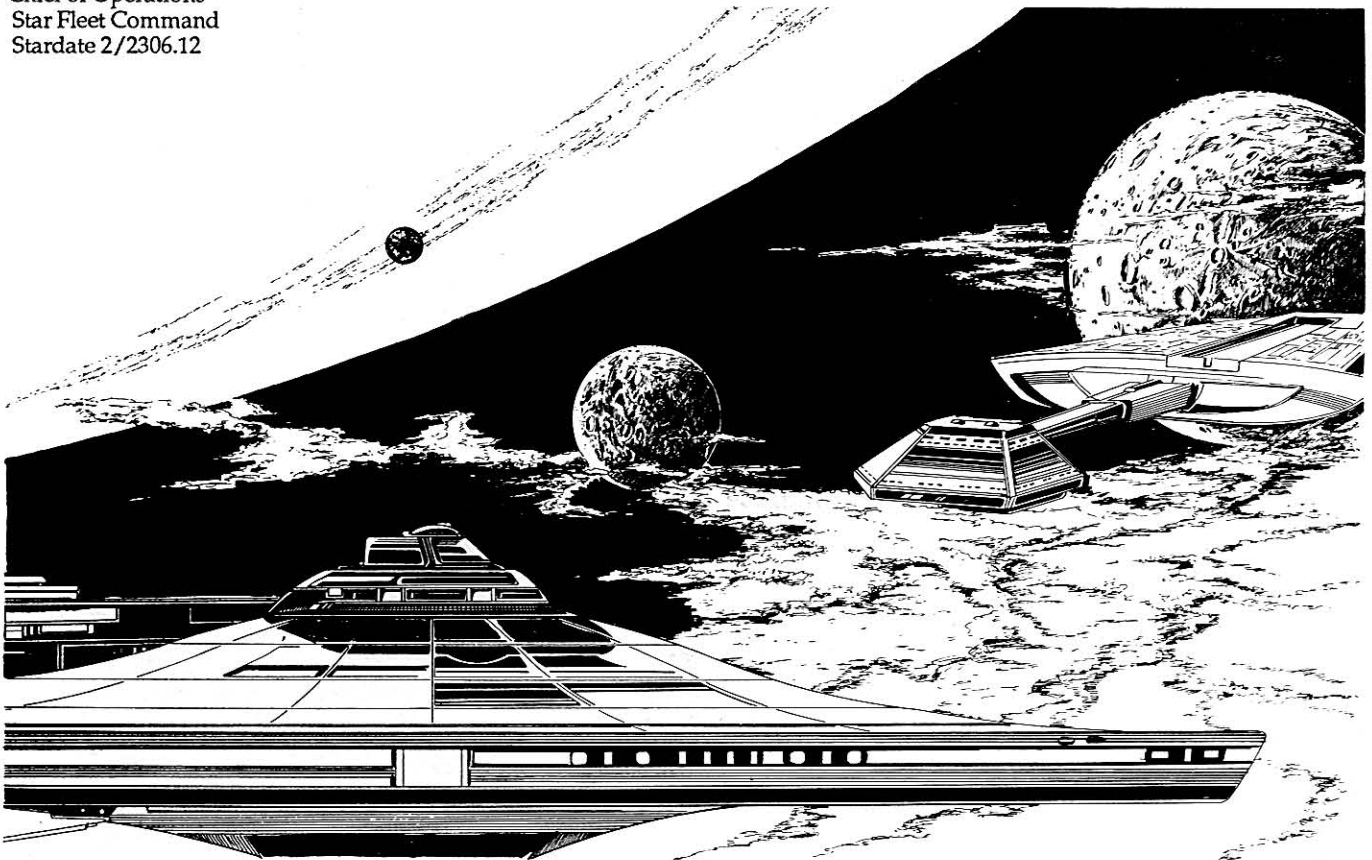
The one major advantage Star Fleet holds over its adversaries is the superior training and preparation of fleet personnel. Star Fleet must continue to maintain its high standards for well-trained and highly motivated line officers.

Admiral Horatio Comstock  
Chief of Operations  
Star Fleet Command  
Stardate 2/2306.12

## SCOPE OF THIS BRIEFING

The following intelligence briefing describes various aspects of Klingon society. It is based on both official and unofficial sources, including captured Klingon vessels, intercepted subspace transmissions, intelligence reports by agents working inside Klingon spheres of influence, personal effects of Klingon naval and marine personnel, as well as interrogations of captured Klingon personnel.

This briefing is intended for Star Fleet Command personnel serving on duty stations bordering the Klingon Empire. It documents Klingon procedures, doctrines, and thought patterns that may be encountered in a conflict situation as well as the nature of Klingon social structure, and the psychology of Klingons. This briefing also identifies significant Klingon family lines, with information on their organization. Lastly, the briefing explores the complex issue of Klingon internal affairs, in an effort to provide insights on Klingon strengths and weaknesses. This documentation should help Star Fleet Command officers make logical decisions when dealing with members of the Klingon Empire.





# THE BRIEFING

## EARLY KLINGON FAMILY LIFE

In the Klingon Empire, either strict custom or the higher-ranking members of the male's line control the family unit. Thus, individual family members have little or no say about the size, composition, and responsibilities of their group.

The Klingon family unit results from a prolonged period of consortship. It is not so much a marriage in the Human sense of the word as it is a contractual arrangement for mutual protection. When the female partner of a consortship decides to have children, the couple applies to the family administrator, usually a person with the rank of *vestai* or above. Making the application is a complex process, nor is there any guarantee of approval. Because the pregnancy will deprive the Empire of the services of an officer or trained civilian, the family administrator must decide whether or not society can spare the applicant's expertise.

If the application is approved and a child is born, he becomes an immediate ward of the state until the age of three. At any time during this period, and for any reason, the parents may disown the child. If the unwanted, lineless children are physically sound, they enter state orphanages resembling military training camps, which will care for them until the age of twelve. At that time, such children may apply for admission to the Imperial Star Academy for officer training, if qualified. Optionally, they may pursue a civilian career.

If the parents formally recognize the infant as a member of their family line, the child remains under the exclusive care of the mother until age twelve. That choice usually depends on whether the mother has her own military or political career, however. If she wishes to forgo rearing

her child personally, she would leave such duties to trusted members of the house line. The male takes little direct action in these matters.

There is little evidence suggesting genuine affection between Klingon parents and their offspring. There is also no recorded evidence of Klingon children having pets, although many adults later acquire them as status symbols. This lack of emotional attachment, so foreign to Humans, characterizes the formative years of a Klingon's life. The individual learns early not to anticipate more from life than he can seize for himself.

Literate *kuve* handle the Klingon child's formal education. Should the child's basic competencies later be judged inadequate, the *kuve* instructor usually pays with his life. In the rare event of several children in a family, the first-born child remains in the parent's household. Family line members or their servitors care for all other offspring. Formal contact with other children does not typically begin until the age of seven or eight, at which time the child must begin learning to compete successfully against his peers. That means he must take a series of rigid examinations that test his suitability for continued education. Officials from within the child's own line used to oversee these evaluations. Recent evidence suggests that Imperial Security is now gaining control of these crucial exams.

If the child proves suitable for continued formal education, he can enter the Imperial Star Academy. The Academy offers four years of grueling training in exchange for a military career as an officer in either the Imperial Navy or Marines. The child may likewise train to enter civilian life as an administrator or bureaucrat, although this is rare. More often, the state will consider such children expendable commodities to be used for various civilian tasks, such as involuntary colonization of new worlds, and so on.



## UNDERSTANDING KLINGON PSYCHOLOGY

To outsiders, Klingon society remains largely a mystery, because many find incomprehensible a way of life that expresses itself as the continuous quest for power and conquest. It is also difficult to deal with a culture that believes itself destined to become rulers of the galaxy. However, Klingon aggressiveness reflects shaping by generations of absolute rulers. Viewed psychologically, the historic Klingon mission of expansion results directly from several distinct motivations in the Klingon psyche. These elements are conflict, survival, success, and unity.

### CONFLICT

At the heart of the Klingon way of life lies the fundamental concept of perpetual conflict. Klingons conceive of conflict in different ways, often simultaneously. The notion can apply to threats to personal safety, challenges to the safety of an extended group, racial conflict, competition for position within the social order, and even within one's own family line.

To a Klingon, conflict is a positive mode for expressing the desire for recognition and advancement and the individual's right to exist and prosper. Conflict not only identifies friend and foe, but also advances the fittest for the good of the social order. Finally, Klingons enjoy struggle for its own sake.

The idea of conflict has also created the *komerex zha*, or perpetual game, in which all Klingons participate from birth to grave. Based on the principle of eternal conflict, warriors advance themselves at the expense of weaker rivals. The game applies as much to rival powers as it does to Klingon individuals.

### SURVIVAL

Allied with the notion of conflict as a positive experience is the basic need for survival. In a Klingon context, survival does not mean simply personal safety, however. When speaking of survival, a Klingon includes the safety of his family line. Whether an action is taken by an outsider or by a family member, it can deeply affect not only the individual, but his entire line as well. Such actions translate into gains or losses of political clout in relation to other families. Clearly, the Klingon's extended survival instinct includes responsibility for countless individuals.

### SUCCESS

Common beliefs notwithstanding, the typical Klingon does not fight and die simply for the sheer sport of it. The Klingon tempers desire for conflict with pragmatism. He does not seek or kill for the same values and objectives as Humans. Before deciding on a course of action, the Klingon considers three factors: loyalty to the Empire, to his family, and to himself. Success, in the Klingon sense of the term, is anything that promotes an advantage in each one of the three categories. Although an individual's spur-of-the-moment decisions may seem to his personal benefit, considerations of family and state are never far removed.

When a Klingon has done his duty to the Empire and to his own family line, he will then look exclusively to his own future. An ambitious Klingon earnestly desires to establish his own family line, not so much for wealth and influence but as a means of controlling his own destiny.

Curiously enough, there is a fatalism in Klingons reflecting a belief that each individual is allotted a finite portion of luck to be used or forever lost. If a Klingon believes that 'his time has come', he is likely to seize the moment, no matter what the consequences.

### UNITY

Unity is the fourth major element of Klingon psychology. All Klingons belong to something or someone: either to the Empire, their Emperor, their family line, their individual civilian or military commanders, or their own sense of duty. This sense of belonging is evident at every level of Klingon society. Some scientists believe that the earliest Klingon *kuve* were landless workers who, over a period of time, became enslaved through a lack of mutual support. The Klingon phrase, "The weak enslave themselves", probably originates with this notion of Klingon-turned-*kuve*. (Others hold that the first *kuve* were rebellious line members who unsuccessfully rebelled against the dictates of their *epetai*.)

Although most Klingons belong to a specific group or organization, they are also property of the state, to be used or discarded according to the Empire's needs. In return, the typical Klingon can call upon a vast array of Empire-wide resources when pursuing a goal that would also benefit the *Komerex*.

The Klingon's notion of unity includes the fear of disunity, that is, the shame and disgrace of abandonment. As long as he commands respect, a Klingon receives unquestioning obedience from subordinates. Should he lose their respect through personal failure, a leader also runs the risk of losing his command and even his life.

Although the concept of unity produces a degree of discipline and regimentation seldom seen in other cultures, it also produces the Klingons' greatest flaw. A Klingon never feels completely autonomous. There are the ever-watchful eyes of fellow line members, subordinates, and superiors as well as other Klingon individuals eager to advance their own aims at the expense of another. This produces an atmosphere of fear and paranoia. Daily routine is monitored, conversations are recorded, and every Klingon action is subject to critical analysis, all in the name of maintaining the unity of one's ship, one's command, one's line, or the safety of the *Komerex*.

To outsiders, Klingons seem cold-blooded, capable of committing acts of senseless cruelty without remorse. Star Fleet officers should avoid judging Klingon morality however, concentrating instead on what any Klingon is likely to do in an encounter. It is very dangerous to expect Klingons to behave according to our ethical or moral beliefs. In fact, interrogations of numerous Klingons has revealed that they consider only one thing to be immoral and, therefore, avoided: becoming vulnerable to others.

## KLINGON SOCIAL STRUCTURE

In many respects, Klingon civilization is unique in the galaxy. Unlike other races, which advanced socially through the interaction of various classes and status rankings, the Klingons consist of a single warrior class. The earliest warriors were probably nomadic wanderers who banded together for mutual protection against a hostile environment or other tribes. Every Klingon, irrespective of gender or social position, is first and foremost a warrior. He might be a trained scientist, physician, or diplomat, but when it comes to engaging the enemy, he fights with a ferocity and efficiency seldom seen in other races.

### THE ESTABLISHED ORDER

Contrary to accepted belief, Klingon society allows for a surprising degree of social mobility. The individual Klingon can rise as high as he wishes in his profession, but it will help if he is also very intelligent, well-connected, and with some influence accumulated. The reverse, however, is also true. No matter how exalted an individual's position, any indication that he cannot do the job means he will probably be eliminated, often permanently.

The Klingon state is a system continually in flux. This instability leaves the average Klingon in a state of continual fear, or at least continual awareness of his vulnerability to changing circumstances beyond his control. Assuming this is correct, the average Klingon would feel inhibited about taking risks that might result in others questioning his competency.

The Klingon social order is, if nothing else, efficient and practical. Witness the Klingon/Human and Klingon/Romulan fusions that have begun to appear in great numbers. Klingon practicality suggests that the best way to defeat an enemy is to know him, and the best way to know him is to become like him. Klingon Fusions were seen as the best means for dealing with the Human-oriented Federation and the Imperial Empire's most dangerous opponents the Romulan Star Empire. No one knows when the first Klingon Fusions were first introduced, but even the Fusions consider themselves biological hybrids and artificial creations.

Various sources indicate that Fusions, though often as highly-trained and motivated as their Imperial brethren, are second-class citizens. Choice assignments and superior ships go first to Imperial officers, then to Human Fusions, and lastly to Romulan Fusions, against whom racial prejudice is especially strong. Such bigotry may indicate how threatened Imperial Klingon house lines feel at the growing power of certain Fusion lines.

There seems to be no gender prejudice against females in important positions, however. Klingon females of all racial types serve with equal distinction in a wide range of expertise. The one exception applies to females attempting to obtain command posts in military operations. One theory postulates that there were once an equal number of female and male soldiers, but that the sexes disagreed about how to maintain the social order. This may have led to an open military struggle for political and military supremacy, which the female warriors ultimately lost.

Although there is no proof for this theory, it is true that Klingon males hold almost all positions of command rank, either aboard ship or on ground installations. The average male is more at ease with a Fusion male in a position of authority than with a female, even if she is an Imperial. Tantalizing rumors of rare exceptions to this rule have surfaced, although Star Fleet intelligence can neither confirm nor deny whether females of particularly high intelligence, superior skills, and social connections have achieved positions of high military authority.



### THE TIES THAT BIND

A Klingon social group may appear to be a contradiction in terms. Nevertheless, there are two institutions offering the average Klingon citizen friendship, and, on rare occasions, intimacy. These are the family line and the institution of consortship, which together form the bedrock of the Klingon state.

#### Family Lines

Some observers have characterized the Klingon family lines as pillars of the Empire. Nowhere else in the galaxy is there anything so grand and chaotic as the framework of a Klingon family line.

As used by Klingons, the term 'family' includes much more than the offspring of a group of individuals. Each line also carries an economic status, political affiliation, military and civilian obligations to the Empire, and claims to be exercised and advanced against the Empire. A given Klingon family line typically encompasses hundreds, even thousands, of individuals, many of whom have no direct biological connection to the house leader, the *epetai*. At



present, Star Fleet Intelligence has no clear idea just how many Klingon family lines currently exist. Best estimates give as few as 89 and as many as several hundred formally recognized family lines. Twice as many unofficial lines (those lines lacking recognition by the Empire) may also exist.

Evidence suggests that all Klingon lines are one of two types: extended lines or closed lines. Extended family lines are social/political groups in which Klingons of different racial backgrounds interact freely with one another for the benefit of all concerned. In these lines, Fusions and Imperial Klingons coexist in relative harmony, at least with regard to routine affairs of the line. Closed lines are groups composed of only one racial type, irrespective of that person's rank or social station. Presumably, the extended line allows a greater flexibility, and, thus, greater political influence. In the closed arrangement, members have banded together for mutual protection against racial prejudice or for the preservation of the racial 'purity' of the original line's founders.

No one knows how many original family lines there were. Present-day family lines are probably less powerful and less stable than those of earlier times. When the Imperial line ascended to the throne, the other family lines were most likely shorn of so much power and prestige that many never fully recovered. Even today, numerous lines are preoccupied solely with survival. Apparently, the Emperor can eliminate a family line if a majority of the ruling council approves. Though this is rare, there have been cases. If a house line falls into disfavor for any reason (including political expediency), the Emperor has the power to order the line's extinction, with little protest from the councilors. Evidence suggests that such a maneuver recently allowed the Imperial house lines to regain prominence at the expense of the Fusion lines.

In times of strong emperors, various lines band together to reduce threats against their power. The lines make formal and informal alliances by which one house will come to the aid of another. Such a system breaks down when house lines with multiple alliances find their loyalties conflicting. The situation resembles Terran feudal alliances, but on a much more complex scale.

Individuals become part of a family line through either birth or adoption. While the customs for ratification vary from line to line, apparently any family member can sponsor another individual for adoption into his house line. If the newcomer offers the line some advantage, he is usually adopted. Ambitious individuals often offer handsome gifts and bribes when requesting adoption with a line that could offer many benefits in return.

Changing lines, however, is a serious business because a Klingon becomes an outcast in the eyes of his former brethren. Former line members may consider the matter a personal betrayal, a grievance to be satisfied only by the death of the betrayer.

An individual can rise in his line primarily through a reward system that acknowledges acts of heroism or special deeds in the service of the *Komerex*. By accomplishing such a deed, the individual proves himself worthy of greater social status, and receives the title of *tai* from his immediate superior. Similar actions may elevate him further in the line, subject to the approval of the line *epetai* or a senior house member with the rank of *zantai*. (In this way, the line's ruling bodies can prevent individuals from gaining too much influence too quickly).

The average Klingon hopes to gain advantages from alliance with a family line, not the least of which is protection. In this context, protection ranges from the money to buy off potential enemies to the provision of trustworthy personal bodyguards. In addition, the individual benefits from the reputation and social status of his new family. With such status, he can secure aid when beginning his career and gain support in obtaining favorable postings and promotions.

The family line provides a safe haven for those few individuals who, after years of service to the state, live long enough to enjoy the Klingon equivalent of a quiet retirement after years of service to the state. Finally, the family line promises continued support for a Klingon's immediate family and offspring.

As might be expected, Klingons have their own concept of friendship, which is quite different from the Human view. Thus, two Klingons may be of the same house line, but not necessarily on friendly terms. The most any Klingon expects from a fellow line member is mutual respect and support in matters pertaining to competition between rival houses.

The individual line member must contribute to the welfare of the house. Contributions include donations of wealth (with which the line can maintain its far-flung interests), loyalty to the line and all its members, defense of line members against other line members, and adherence to the justice imposed by one's line rulers. These obligations are considered normal and are in force throughout the line member's life.

The *epetai* of a house line is more than just the patriarch of an extended family group. He combines the power and the responsibilities of a financial comptroller, political spokesman, corporate magnate, legislative coordinator, and ultimate judicial authority for each and every line member. In some cases, house law laid down by an *epetai* will even take precedence over formal Imperial law. Such cases, however, may exist only in times of weak emperors. In any event, line rulers can expect line members to submit to 'house justice' if so ordered. Line members often deliver malefactors to the justice of their own line brothers instead of to the authorities. A member who performs some service for the Emperor may face the wrath of his own house *epetai*. Imperial edicts may not protect such a member.

### Consortship

Despite social conditions that leave little room for positive emotional experiences, not all Klingons lack the capacity for genuine affection. The typical Klingon realizes, however, that to express emotional desires is to leave himself vulnerable. Displaying any sign of vulnerability is to invite attacks against himself, and so Klingons avoid the outward show of intimacy typical of some other civilizations. Nevertheless, a Klingon is fully capable of experiencing personal devotion, self-sacrifice, and a sincere caring for his mate.

Klingons do not have husbands or wives in the Human sense. Klingons use these terms only for the purpose of communication when dealing with another race. What Klingons do is enter into a mutual arrangement known as consortship, which can be formed by either gender at any time. Klingon consortship is something more than a betrothal and less than a marriage, with deliberate business overtones.

Having determined that an individual is suitable for consortship, the suitor (usually the male) applies to the line member who serves as the intended's family superior. He must secure permission before pursuing any further contractual arrangements. The intended's family superior does not consult her wishes at this time. The line *epetai* must carefully consider the political ramifications in any prospective consortship, especially when the suitor comes from another family line. If the suitor does obtain the *epetai*'s approval, he can now approach his intended and present the matter in a formal, businesslike manner. Often, genuine affection between the two may already exist.

If consortship status is acknowledged, each can expect certain advantages from the arrangement. The individual initiating the consortship can demand that his intended repudiate connections to former line members. Both parties commonly enter into a formal pledge of mutual security, in which each commits themselves to the defense of the other against any and all enemies. In other words, either consort may be called upon to lay his life on the line at a moment's notice, or to fight against former friends, line members, or persons of superior rank. At the start of the consortship, both individuals often ask for and receive immediate benefits, such as promotion within one's department, the promise of reappointment with one's new mate to a better service station, increased wealth, the granting of specific rights within one's new family line, the elimination of a personal rival, or any combination.

Curiously enough, there is no mandatory, or even minimal, length of time required for a consortship. At any moment, either consort may renounce his obligations to the other, immediately nullifying the arrangement. However, such instances are no doubt rare because the injured party would immediately retaliate. Moreover, consortship is based on the mutual trust between the two parties, a rare commodity in the *Komerex* and one that few Klingons experience in any other relationship in their lifetime.

These conditions for 'matrimony' may seem mercenary, yet they are perfectly in keeping with Klingon psychology. Consortship of Klingons from different houses may initiate a long-standing conflict between the two houses as the consorts seek to further their own interests while minimizing their own and their offspring's immediate vulnerability.

Klingons appear to place considerable value on this institution. In particular, the typical Klingon male will consider it his duty to be protective, even overprotective, of his mate. Any action that might be interpreted as insulting or hostile to a female consort is likely to bring the male to instantaneous aggression. Failing to react this way would not only make him lose face with his mate, but might encourage others to act insultingly. If the male gives the impression that he is too weak to defend his 'property', he invites danger upon his own head. Thus, whenever confronted by two Klingons who are known to be mutual consorts, Star Fleet Officers are advised to act cautiously.



### Status Symbols

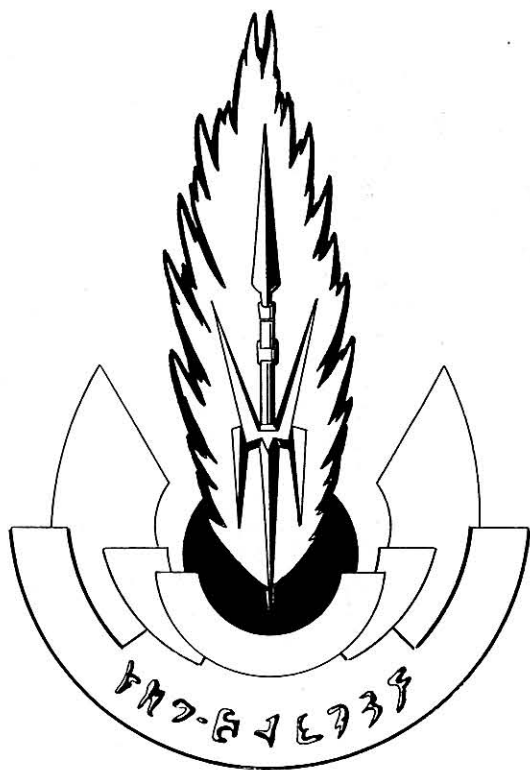
While Klingon society does not award medals and commendations to the extent that other races do, they are just as status-conscious as their enemies. Although Klingons do not deck themselves out with bright decorations, it is possible to recognize (and properly evaluate) a Klingon by signs other than the official status symbols. Some of these unofficial considerations are described below.

#### **Personal Bodyguard**

Neither military nor civilian Klingons may use personal retainers as bodyguards. However, the more important a Klingon's position and responsibilities, the more he runs the risk of threats to his life. Thus, high-ranking officers and officials usually surround themselves with an entourage of 'staff assistants' or 'command staff personnel'. Though these assistants may have other, limited duties, they act principally as their leader's personal guard. It is possible to determine an individual Klingon's clout, either aboard ship or in one-on-one confrontations by the quality of his bodyguards and the size of the group.

#### **Personal Standard**

Sometimes a Klingon will commit an act that is so brave or daring that it warrants some special consideration or concession from the Imperial throne. In such cases, the Emperor may grant the individual the privilege of creating a personal standard, an emblem to be displayed on his uniform or about his duty station. When the Klingon in question is a naval officer with the rank of Captain or Admiral, he may be allowed to remove one (and only one) Imperial trefoil from his ship and replace it with his own emblem. The personal standard marks the individual as someone possessing not only extreme courage, but also the Emperor's favor, a considerable advantage.



### Private Ship

On rare occasions, the Imperial navy transfers ownership of a number of warships to the private service of a house line. Such vessels are typically (though not always) early model craft that have been superseded by more advanced designs. Often, such a transfer of ships is carried out to foster independent, and unofficial, privateering actions, which the *Komerex* can disavow if necessary. The house epetai generally controls these vessels, although he may distribute one or more of them to gain internal support or to buy off potential opposition. Any commander so honored is considered an extremely powerful personage within his given family, irrespective of his official rank or title.

#### **More Than One Consort**

In Klingon society, there is no stricture against having more than one consort. The only practical limitation is the number of competitors a consort will tolerate before blood is spilled. The possession of more than one officially recognized consort is a measure of personal power and influence among those few willing to accept the risks involved.

#### **Pets**

During their adult lives, Klingons often acquire pets, which are always vicious to some degree. This practice is a measure of status as well as a practical consideration, as the pet is often trained as a guardian or attack beast. Significantly, Klingon children cannot have pets, for fear they will form counterproductive emotional attachments to them. Adopting pets in later years may be a reaction to such early deprivation.





### Line Marking

The Imperial Council may occasionally recognize individuals who have furthered Council interests but not necessarily those of the Emperor. Without invoking privileges reserved to the Emperor himself, the Council may allow the individual to create a specific emblem or marking. All members of a person's line in perpetuity can wear such a marking. (See the notation on symbols for the Solazarn family line.)



### Self-Title

A house ruler may grant a line member the honor of a specific appellation to accompany any official correspondence, orders, or decrees to other house members. Such titles as "Defender of the Empire" or "Protector of the Drexia" are applicable only in communications with other house members. Affecting such titles in official dispatches is likely to provoke negative responses from other house lines or to raise questions of loyalty to the *Komerex*.

## KLINGON POLITICS

Klingons are as political as they are military. Politics is a way of life to the typical Klingon, who is bound by loyalties to Emperor, state, family, and self. No evaluation of Klingons would be complete without touching upon the various political considerations that affect his decisions in the field.

The most pressing issue with respect to both internal and external Klingon affairs is the question of reconciliation with the Federation. In this regard, the Subaiesh family is recognized as leader of the new peace movement within the *Komerex*. The Subaiesh maintain that the Organians do not intend to permit a renewal of armed conflict, for whatever reason. They contend that it is unreasonable to prepare for a war that, in all likelihood, will never occur. Men and material on station along the Organian Neutral Zone could be employed with crushing effectiveness against the traditional Klingon enemy, the Romulans.

The opposition centers around the powerful Reshtarc line, who counter the Subaiesh argument by pointing out the Romulan treaties already in effect. Although Klingons will break treaties when it is convenient to do so, the Reshtarc believe it is more important to eliminate the Federation, by whatever means possible. Otherwise, the UFP will continue to grow militarily and economically until it becomes impossible to destroy them.

At this time, the political infighting could go one of two ways, resulting either in a genuine peace initiative or serving to buy time for the militarists to regain the initiative. In any event, expect members of these respective houses to be somewhat antagonistic toward each other. If half the rumors concerning the infighting over this issue are true, these rival lines hate each other deeply.

In the past, the Orions and the Klingons have maintained a tacit neutrality based on the fact that both prey frequently on Federation spoils. While there is no direct evidence linking the large corporate houses of the Rigellian worlds with the Klingons, there is little doubt that both sides have been helping each other covertly for years.

All this may, however, be coming to an end. For the first time in many years, sentiment is swinging against continued affiliation with the Orion merchant guilds. The Drexia, a Klingon/Human fusion line, seem to be leading this movement. It is not clear whether the Drexia advocate complete separation from the Orions or if they are simply alarmed by a growing Orion presence on planets within the Klingon sphere of influence. The Klingon Empire is also apparently displeased about increased Orion activities within the Triangle Zone, despite the fact that Klingons and Orions have occasionally acted together in defiance of Federation interests.

In recent years, the Imperial Klingon States have gained influence among the independent worlds within the Triangle Zone. The Klingon Empire previously denied the existence of these renegades. Later, the Empire denounced them as traitors suitable only for target practice, fair game for any commander wanting to make a name for himself. Recently, however, the existence of these dissident Klingons has become more than just an embarrassment to the *Komerex*. The renegades' power base has grown at the expense of their parent empire, and, in particular, at the

expense of the current Emperor. The IKS has successfully blunted Klingon expansion within the Triangle. IKS agents are presently waging a propaganda campaign aimed at discrediting the harsh totalitarian rule of the present regime in favor of the presumably more flexible and democratic alliance of family members in the IKS.

Tales of freedom of action, rapid promotion and lucrative plunder have motivated many talented officers to join the IKS. By setting themselves up as a rival *Komerex*, the IKS is inviting the Empire to retaliate. So far, the Empire has taken no direct military action, probably because they do not want to give the UFP an excuse to enter the Triangle in force under the guise of 'peace-keepers'. Intelligence sources suggest that several houses are considering forming special hunter-killer squadrons with the sole mission of destroying IKS men and material. Among these house lines, the Juriss have apparently committed themselves wholeheartedly to the idea. They are reported ready to pledge their entire line holdings to eliminate the traitors as soon as the Emperor grants permission.

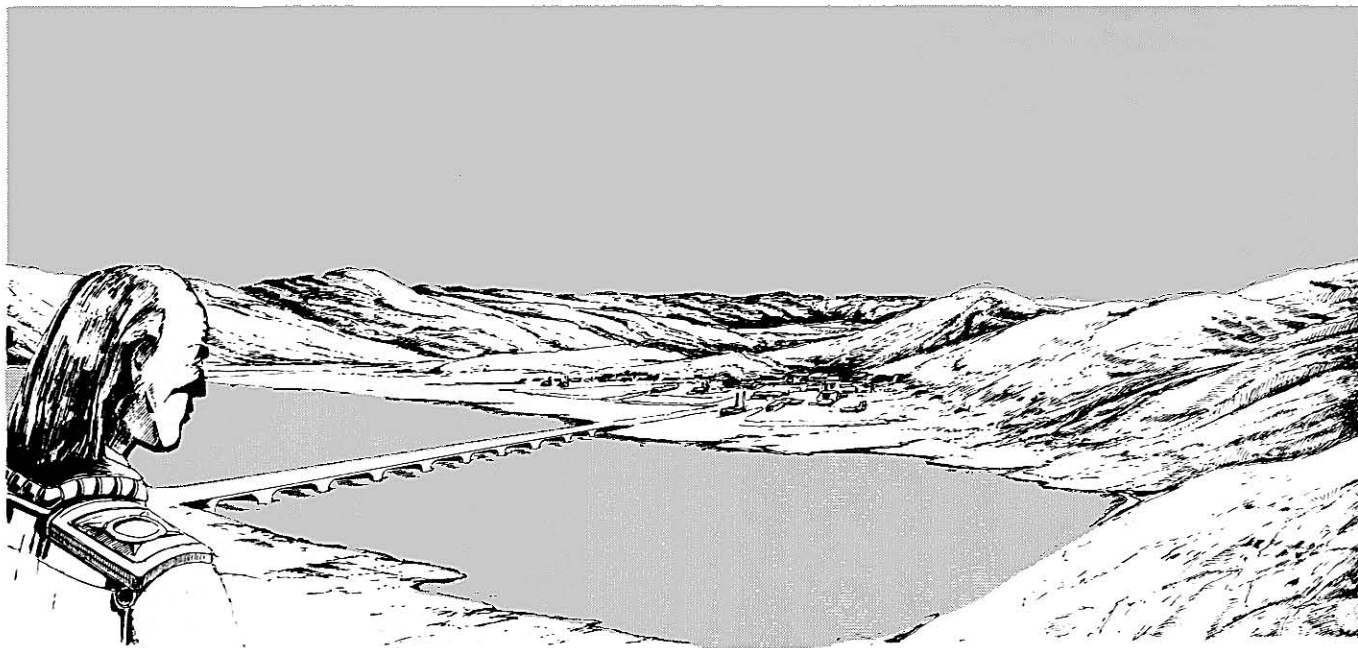
The fact that these actions originate from lines dominated by Klingon/Human fusions may indicate the considerable power of these houses. Despite efforts to reestablish their dominance, the Imperial Klingons may be forced to form an alliance with the Klingon/Human Fusion lines. If this does happen, rest assured that the Fusion lines will extract a high price for their assistance.

## THE APPEAL OF EMPIRE

To understand the mystique surrounding the Klingon Empire requires an examination of the living conditions of the majority of the independent worlds and their populations. Focusing on a handful of major powers will not determine the general level of technology and quality of life among the stars. The majority of the galaxy's sentient races, new and old, are not as advanced as those of the Klingon Empire, the Romulan Star Empire, or the United Federation of Planets. Many races are at the mercy of pirates who have few qualms about exploiting inferior races. Under the watchful eyes of the Imperial trefoil, the Klingon Empire offers protection and a sense of communal safety. Given the atrocities committed by many pirates, this is a major consideration for many small worlds.

Once its offers of protection are accepted, the Empire then furthers its own ends by sending in advanced weaponry or cheap labor, often in direct violation of interstellar treaties. On many occasions, Klingons introduce goods and services (including modern weaponry and slaves) that wreak havoc on a planet's social order.

Klingons will go to great length in the game of interstellar power politics, and they are just as capable of fighting their battles with propaganda and subterfuge as they are with swords and disruptors. Their propaganda very effectively portrays them as a source of unity and order, as well as providers of spaceflight technology and eventual incorporation into the *Komerex*. The Klingons do not care that the presence of new technology (and the attendant military base) will irrevocably disrupt the natural evolution of the allies they are enticing. For many, the Klingon way is a road to quick power, a chance to avenge personal wrongs or to satisfy personal desires for dominance. However, the cost in individual freedom lost is high and Klingon benevolence short-lived.

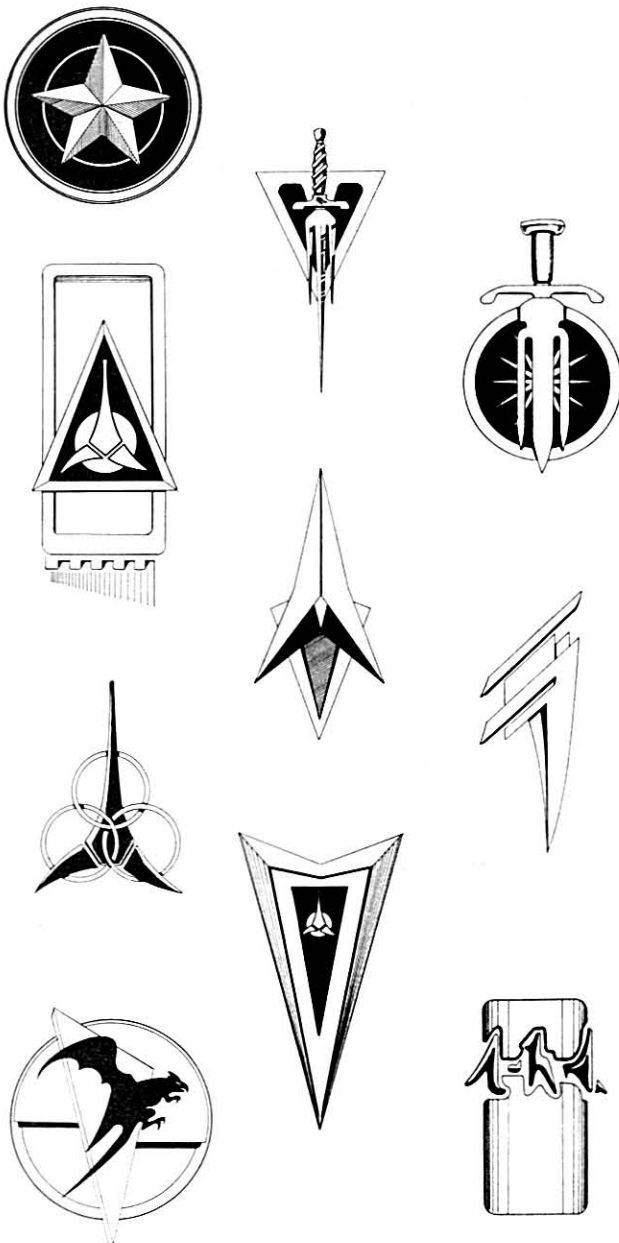


## SELECTED FAMILY LINES

The following section provides information on selected Klingon family lines known to have personnel serving along the Organian Neutral Zone and, in some cases, the Triangle Zone. Although other, equally important lines no doubt exist, the ones described here represent a good cross-section of line traits and characteristics.

Star Fleet classifies the lines as either major or minor family houses. This distinction is made from estimates of current political influence within the Empire. The house type refers to the racial type. The political index is a quantified value representing potential political influence on a scale of 0 to 1000.

Star Fleet personnel should be aware that recent events within the Empire may have radically altered the estimates given here.



## MAJOR FAMILY LINES

### HOUSE NAME: DREXA

**House Type:** Closed

#### Composition:

**Klingon/Human Fusions:** 100 %

**Imperial Klingons:** 0 %

**Klingon/Romulan Fusions:** 0 %

**Size:** Estimated 5,000 - 7,000

**Age:** Estimated 20 - 55 standard years

**Epetal:** Azaram, Governor-General

**Political Index:** 835

#### Symbols/Signs:

Some female house members wear a hollow five-pointed star within a circle tattooed on the palms of their right hands. This design appears to be both ornamental and identifying, though it remains uncertain whether wearing the mark is mandatory for the line.

If not the first family line to do so, House Drexia appears to have been among the first family lines to include Klingon/Human Fusions. It is currently the spearhead of the Human-Fusion cause within the *Komerex*. The line was probably open to all racial types at one time, but has apparently undergone a bloody internal reorganization resulting in the expulsion (or elimination) of its Non-Klingon/Human Fusions. This line is one of the most influential in the Empire, as indicated by the large number of Imperial warships acquired from the Imperial navy. Drexia's private fleet is fully capable of enforcing the interests of both the line and the Empire.

Expect Drexia Klingons to be resourceful, competent, and particularly sensitive about their genetic origin. Entire ship complements may be composed of Drexia members, to the exclusion of all others. Whenever large numbers of Drexia line members are working with Imperials, anticipate a fair degree of racial tension beneath the surface. In any circumstance, exercise extreme caution when dealing with line members of House Drexia.

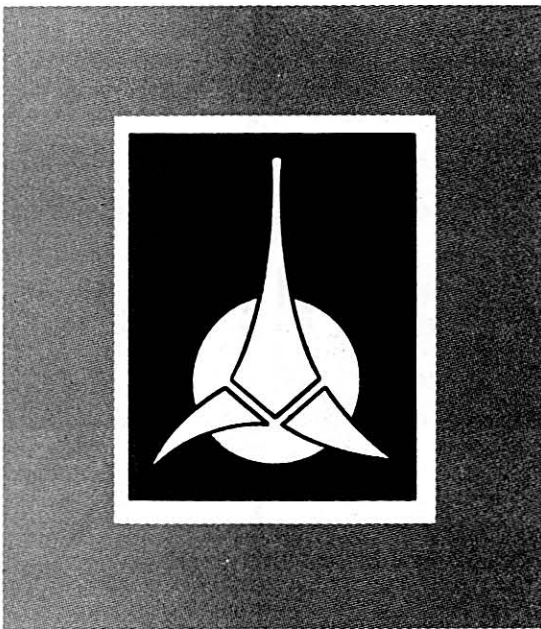




**HOUSE NAME: RESHTARC**

House Type:	Closed
Composition:	
Klingon/Human Fusions:	0%
Imperial Klingons:	100%
Klingon/Romulan Fusions:	0%
Size:	25,000 - 30,000
Age:	Estimated 125 - 150 standard years
Political Index:	945
Epetal:	Kullor, Governor and High Council member
Symbols/Signs:	None recognized

Just as the House of Drexia leads the cause of Klingon/Human fusions, the Reshtarc head the movement for the racial purity of the Imperial Klingon. In addition, they advocate continued hostility toward the Federation, which has intensified the differences between Houses Drexia and Reshtarc in recent months. The Reshtarc, always ready for direct action, are attempting to replace Fusions (particularly Drexia and Subaiesh) in positions of military power with their own representatives, forcing their opponents to seek other avenues of influence. Presently, the Reshtarc seem fully capable of extending their influence at the expense of Fusion lines, although this could change if key Reshtarc personnel do poorly in their new assignments. Left unchecked, the Reshtarc may be able to swing foreign policy into direct conflict with the Federation, or force a *Komerex*-wide civil war between the lines for a redistribution of power.

**HOUSE NAME: SIMPARRI**

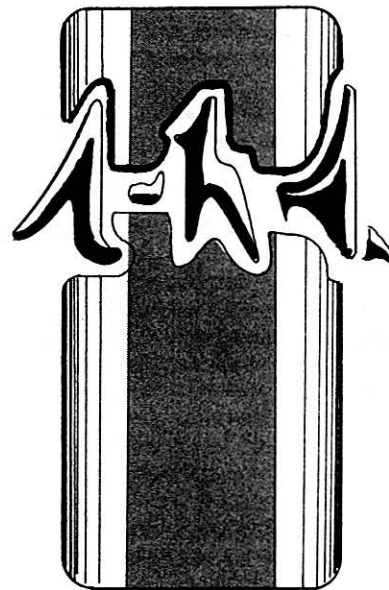
House Type:	Extended
Composition:	
Klingon/Human Fusions:	75%
Imperial Klingons:	15%
Klingon/Romulan Fusions:	10%
Size:	Estimated 25,000 - - 35,000
Age:	Estimated 20 - 25 standard years
Political Index:	580
Epetal:	Kabaronn, Admiral, Imperial Navy (Retired)
Symbols/Signs:	

The Simparri generally wear dark red colors as part of their uniform.

House Simparri is a traditional ally of the Drexia. Though a newer house line, these Klingon/Human fusions have an advantage the Drexia lack. Being an extended house line, the Simparri can draw upon the talents and skills of thousands of members, regardless of their racial origins. This makes the Simparri a well-respected and very popular line affiliation.

The Simparri are, for some reason, devoted exclusively to the service of the Imperial Navy. Whether by tradition or by the direct order of the house *epetai*, no Simparri has ever served in a non-naval capacity. As might be expected, Simparri naval officers are among the more dedicated officers.

Although House Simparri includes a great number of Klingon/Human Fusions, the line is violently anti-Federation. This may be because of their considerable holdings in munitions and war materiel manufacturing centers throughout Klingon space. Simparri line members are often involved in overt or covert anti-Federation activities. Star Fleet personnel should assume that any Klingon aggression directed against the Federation is commanded by Simparri line members, until proven otherwise.



**HOUSE NAME: SUBAIESH**

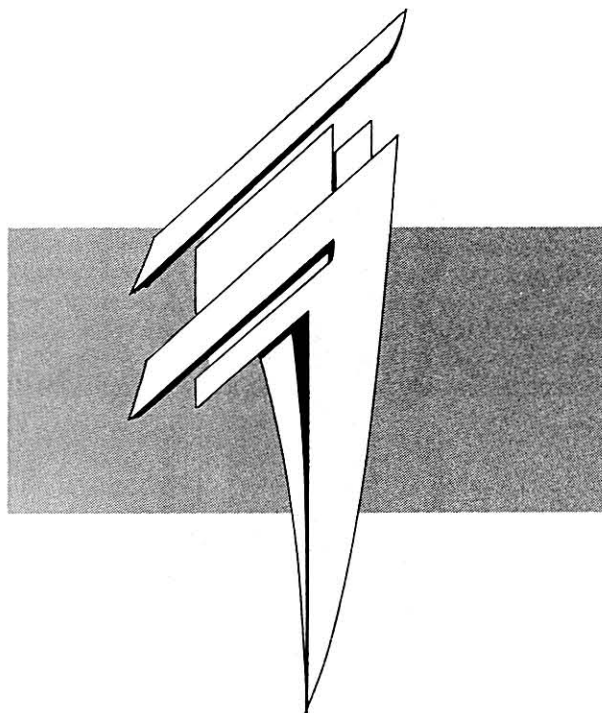
House Type:	Extended
Composition:	
Klingon/Human Fusions:	65%
Imperial Klingons:	0%
Klingon/Romulan Fusions:	35%
Size:	22,000
Age:	Estimated 10 - 12 standard years
Political Index:	820
Epetai:	Kemarrin (rank and position unknown)

**Symbols/Signs:**

Two parallel scars two centimeters long somewhere on the line member's person.

The Subaiesh have been attempting to make changes within the *Komerex* for the last decade. By persuading the Fusion houses to form an alliance for the good of all, they have managed to secure a fair degree of political power within the *Komerex*. The Subaiesh are leading a growing movement for improved relations with the Federation, which most Imperial family lines vehemently oppose. Having survived the initial political backlash of their peace efforts, the Subaiesh are determined to place as many of their line members as possible in the Klingon Diplomatic Corps, whatever it costs. From a strong position there, the line hopes to gain sufficient clout to put their plan into operation.

Despite their desire for peaceful coexistence with the Federation, Subaiesh commanders are not above raiding Federation outposts in the Triangle Zone. Such actions are consistent with Klingon concepts of perpetual conflict and also serve to refute the charges that they are soft on the UFP.

**HOUSE NAME: URUSSIG**

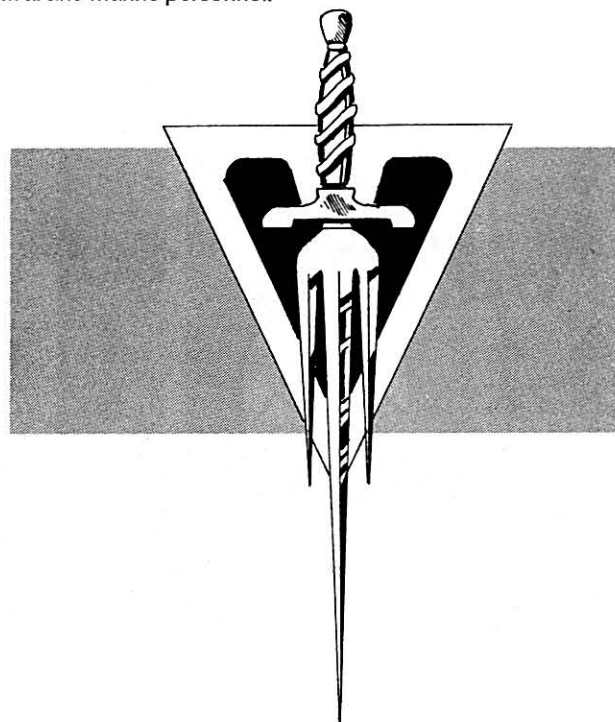
House Type:	Closed
Composition:	
Klingon/Human Fusions:	0%
Imperial Klingons:	0%
Klingon/Romulan Fusions:	100%
Size:	10,000 - 12,000
Age:	Estimated 40 - 50 standard years
Political Index:	675
Epetai:	Kallaor, General of Marines

**Symbols/Signs:**

A tri-bladed sword is sometimes worn as ornamentation.

Urussig is the one major house devoted to the political interests of the Klingon/Romulan fusion. Closed to all but these, the Urussig have championed the cause of their line members with considerable success over the last few years. This may indicate that the Imperial Klingon lines are not as powerful as formerly believed. Conversely, it may also indicate that the Urussig have created their power base at the expense of other Klingon/Romulan Fusion lines. This line's influence may be restricted to the area of space bordering the Romulan Empire, although increasing numbers of Urussig Fusions are entering the Triangle Zone.

The Urussig are more sensitive about their biological heritage than any other family line, perhaps because of the social prejudice against them. In any event, the Urussig do not work well with Imperial Klingons. When placed under the command of Imperials aboard Klingon vessels, Urussig have been known to mutiny. They do not take part in the traditional rivalry between naval and marine personnel that is so common in the Klingon Navy. In fact, the Urussig have elected a marine as house *epetai*, an unheard of event. Whenever Urussig officers are on the scene, Star Fleet personnel can expect utmost cooperation between their naval and marine personnel.



## MINOR FAMILY LINES

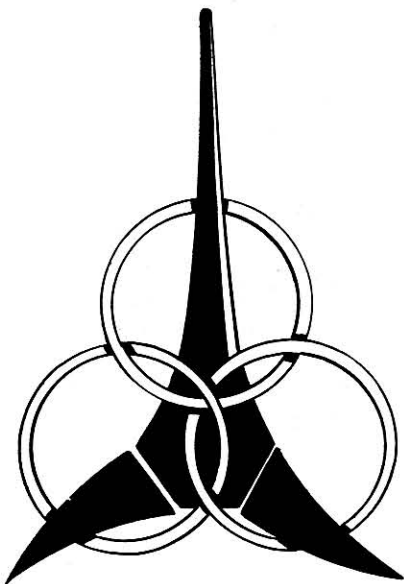
### HOUSE NAME: DOK'MARR

House Type:	Extended
Composition:	
Klingon/Human Fusions:	30%
Imperial Klingons:	70%
Klingon/Romulan Fusions:	0%
Size:	16,000 - 20,000
Age:	Estimated 5 - 10 standard years
Political Index:	450
Epetai:	Kaa'lac, Admiral Abaran, Position Unknown

**Symbols/Signs:**  
Three interlocking circles

The Dok'marr is one of the most recently recognized Klingon house lines, having been formed at some time following the Organian Conflict. The line has become very strong in a relatively short period of time. This line was probably born in response to the humiliation the Klingons suffered at the hands of the Organians (and, by extension, the Federation). The Dok'marr's sworn political position is vehement opposition to reconciliation with the Federation.

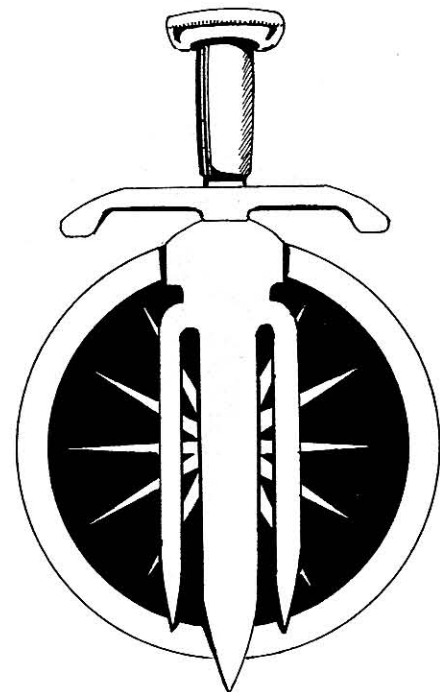
The Dok'marr are also unique as the only house line with two ruling *epetai*. This may be an internal arrangement by which the Dok'marr hope to appeal to both Klingon/Human Fusions and Imperial Klingons. Despite their line's relative newness on the scene, Star Fleet personnel should consider all Dok'marr as potentially hostile until proven otherwise.



### HOUSE NAME: HURRIC

House Type:	Closed
Composition:	
Klingon/Human Fusions:	0%
Imperial Klingons:	100%
Klingon/Romulan Fusions:	0%
Size:	7,000 - 10,000
Age:	Estimated 50 standard years
Epetai:	Unknown
Political Index:	650
Symbols/Signs:	A small tri-bladed combat blade.

The Hurric family line has acquired a fair amount of political influence over the last half-century by doing one thing and doing it well. They have supplied the *Komerex* with several generations of the most competent (and blood-thirsty) marines ever to serve in Imperial contingents. This family line is also distinguished by both the highest number of battle casualties and the highest number of battle honors. Hurric marines are the best the Empire has to offer, as well as among the most loyal as well. Many commanders will go to great lengths to have Hurric marines transferred to their charge as 'tactical advisors', because of their reputation as bodyguards.

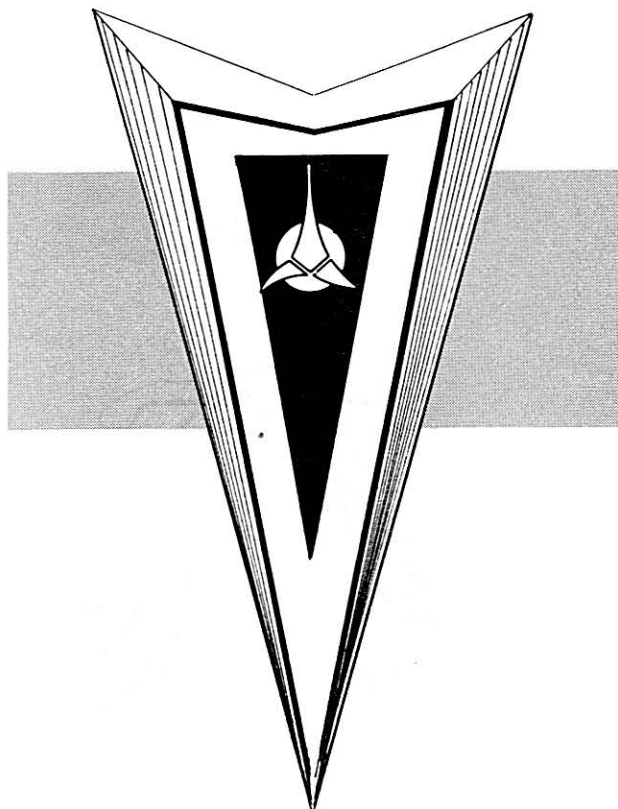




**HOUSE NAME: JURISS****House Type:** Extended**Composition:****Klingon/Human Fusions:** 50%**Imperial Klingons:** 0%**Klingon/Romulan Fusions:** 50%**Size:** 25,000 - 30,000**Age:** 100+ standard years**Political Index:** 400**Symbols/Signs:**

Signet ring or pendant with a platinum skull.

At first glance, the Juriss family appears to be a somewhat ordinary line of no great political significance. However, the Juriss have carved out a strong social niche for themselves as the Empire's ablest administrators for over a century. Juriss officials serve in every corner of the Empire, especially on diplomatic contact teams and as special envoys to other interstellar powers. The Juriss have earned a reputation of scrupulous devotion to duty combined with unquestioned fealty to the Empire (if not to the present Emperor). If the term can be applied to any Klingon, the Juriss are known for personal integrity.

**HOUSE NAME: LIMMRII****House Type:** Extended**Composition:****Klingon/Human Fusions:** 30%**Imperial Klingons:** 40%**Klingon/Romulan Fusions:** 30%**Size:** 10,000 - 12,000**Age:** Estimated 20 - 30

standard years

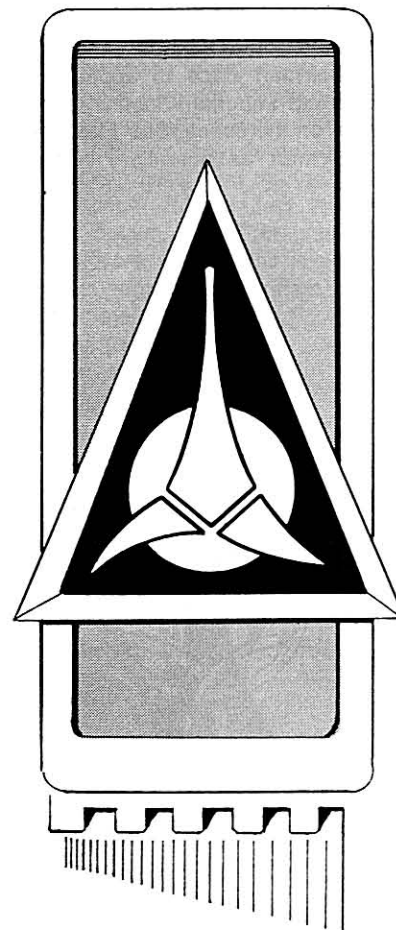
**Political Index:** 460**Epetai:**

Unknown

**Symbols/Signs:**

An Imperial Trefoil inside a triangle.

Another newcomer to the *Komerex*, the Limmrii come as close as any Klingon line to maintaining an equality between the various racial types. Although Imperials possess higher-ranking positions in the family line, all line members share in the spoils gained through influence and position. The Limmrii have not made any impact in the debate over Klingon interstellar relations. Much of the line's attention seems directed instead toward maintaining internal controls and balances.



**HOUSE NAME: PALLARA****House Type:** Extended**Composition:**

Klingon/Human Fusions: 40%

Imperial Klingons: 55%

Klingon/Romulan Fusions: 5%

**Size:** 20,000 - 27,000**Age:** 100 + standard years**Epetai:** Kurrivis, Admiral  
(Retired)**Political Index:** 395**Symbols/Signs:**

An insignia of a flying reptile native to Klinzhai.

The Pallara line is one of the more moderate elements within the Klingon Empire. They have established a reputation of service to the Empire (if not the actual Emperor). The majority of Pallara have entered Imperial Security, and seem to have established a hard-fought niche for themselves there. The Pallara are extremely loyal to fellow line members, and just as predictable in their hatred of any who abandon the line in favor of another.

**HOUSE NAME: SOLAZARN (various spellings)****House Type:** Closed**Composition:**

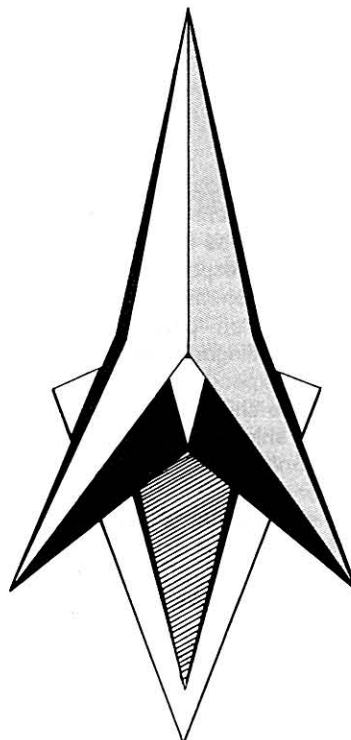
Klingon/Human Fusions: 0%

Imperial Klingons: 100%

Klingon/Romulan Fusions: 0%

**Size:** 45,000 - 50,000**Age:** Estimated 300 - 400  
standard years**Epetai:** Unknown**Symbols/Signs:** A star-shaped marking generally tattooed on the line member's left cheek. This emblem commemorates a famous victory by a member of House Solazarn over the Romulans about century ago.

The Solazarn are one of the oldest family lines to maintain its racial integrity. According to best available estimates, no non-Imperial Klingon has ever penetrated this family line. The Solazarn also have a reputation for ruthlessness and cruelty. When Klingon detractors refer to the race as oppressors, they use the Solazarn as an example. Star Fleet personnel should expect nothing but hostility from any officer of the Solazarn line.



## POTENTIAL ENCOUNTERS

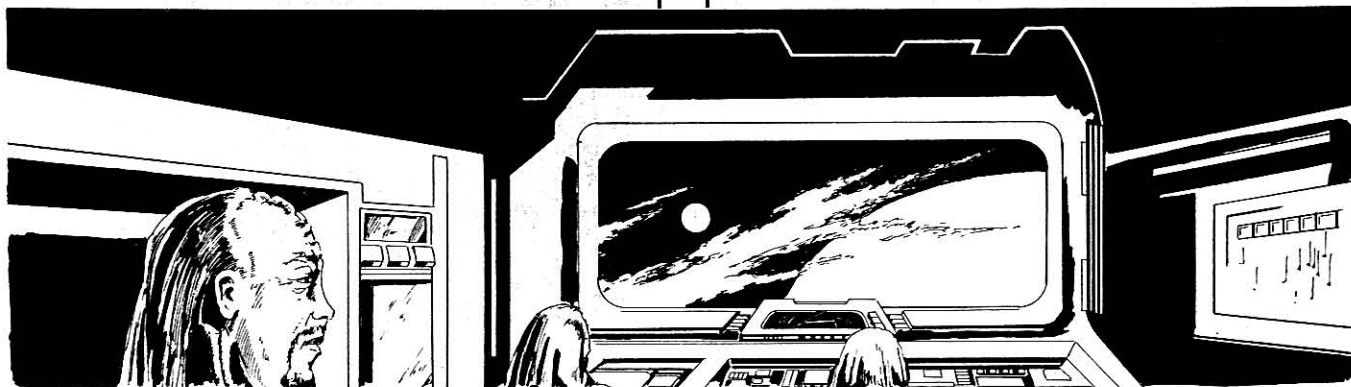
Star Fleet officers can expect to run into the following branches of the Imperial *Komerex* in any sector of space. There is little cooperation between these organizations, as they hate and fear each other.

### THE KLINGON IMPERIAL NAVY

The organization and disposition of the Klingon Imperial Navy have been described in other sources. Presented below is a general overview of shipboard life in the Imperial Navy for comparison with that in Star Fleet. This section also discusses known standard battle tactics used by Klingon warships.

The majority of Klingon vessels lack the necessary space and trained specialists to provide adequate care for the sick or injured. Cramped living quarters shorten crewmembers' tempers, and combat challenges are commonplace. During the course of an assignment, the typical ship's captain will lose about three to five percent of his crew to personal combats.

In summary, vessels in the Imperial Klingon Navy are prime examples of *komerex zha*. Once ship combat becomes imminent, the captain whips his men into a frenzy by using a specially designed battle language. Klingons view every combat as a potential life and death situation, and so failure to respond to a command is tantamount to treason, punishable by immediate execution by the captain or his designated subordinate. Some captains employ special female command staff solely for this purpose.



### Shipboard Life

Life aboard a Klingon warship is far from the controlled yet flexible environment that characterizes Star Fleet vessels. This is because Klingon naval infrastructure lacks the clear division of responsibility that comes from a well-defined chain of command. Though such a table of organization exists on paper, there are three distinct 'powers' aboard Klingon vessels, each jockeying for advantage at the expense of the other two. This triumvirate is composed of the ship's Captain, the ship's Chief Security Officer, and the ship's Marine Commandant. When these personalities conflict, one party may take action to eliminate one or both of his opposite numbers. Regardless of whether he succeeds or fails, the result is a divided crew and the risk of mutiny.

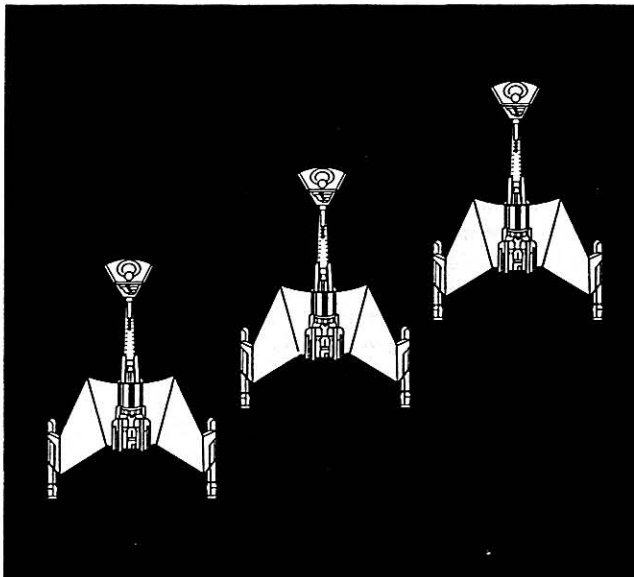
Even under the best of circumstances, there is always an underlying level of tension among Klingon crewmembers. In addition to interracial hostility, conflicts can erupt over real or imaginary insults between houses, division of duty assignments, crowded living conditions, and lack of proper recreation. Further, ship's security carries out constant surveillance of all officers and crew, regardless of rank or gender, and they are only too eager to report anyone who is not 'sufficiently motivated' politically.

### Klingon Naval Strategy and Tactics

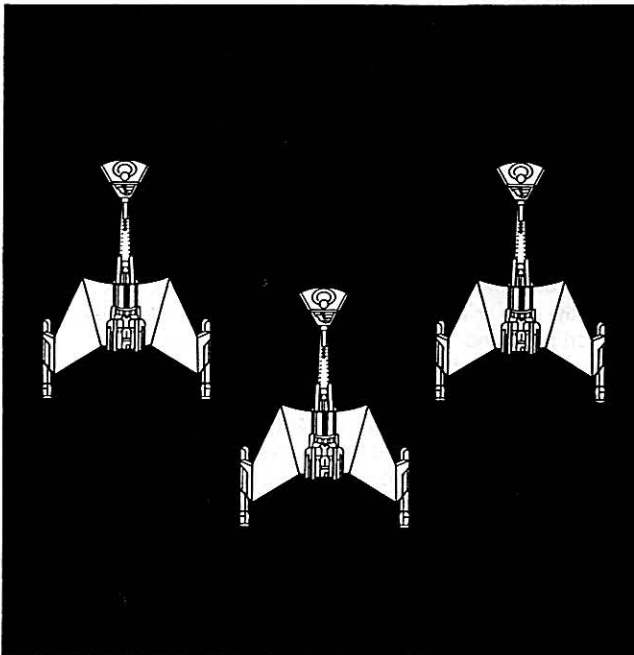
Star Fleet officers can expect Klingon warships to operate either individually or as a loosely-knit group of three ships under a nominal squadron commander. The Klingons are excellent tacticians in fleet actions involving small numbers. Conversely, Klingon tactics lack the coordination necessary for large fleet elements and long-range planning, because individual Klingon commanders prefer independent action to working with other fleet units.

When a squadron of three Klingon ships encounters a lone target, the squadron will most often employ a V-formation. The flagship takes point position and leads the attack, with the remaining wing subordinates behind and to either side. If they intend to capture the vessel intact, the Klingon vessels will fire against a single shield. As soon as the shield collapses, combined marine-naval boarding parties in life support gear immediately beam over. If they are not taking prisoners, Klingons will beam theragen nerve gas canisters into the target ship, effectively eliminating all passengers and crew almost instantaneously.





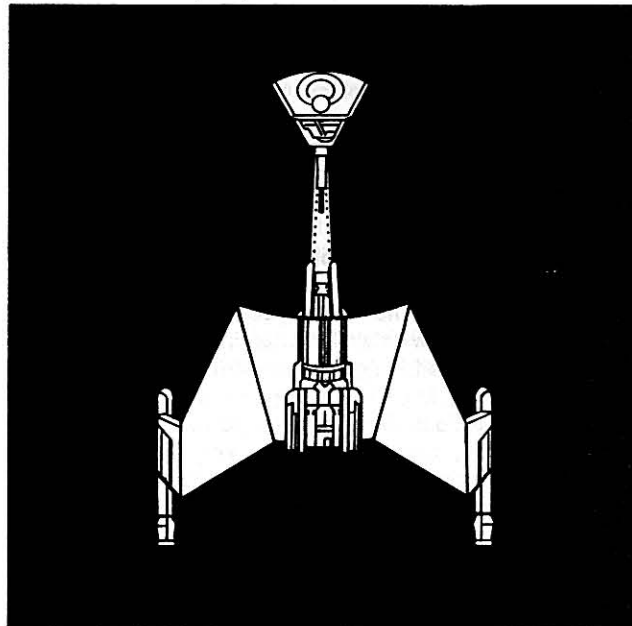
On rare occasions, Klingon squadrons have operated in a diagonal formation, with the flagship in the center position and subordinates to the front-starboard and rear-port. Intelligence theorizes that such a formation allows the Klingons to distribute fire over a maximum area of space should their opponent attempt to disengage. This formation also allows the flagship commander to keep control over unruly subordinates.



When combat squadrons engage warships of equal size and strength, they assume an inverted V-formation, with the subordinate ships slightly ahead and to either side of the squadron commander. Although each vessel is supposed to maintain a defensive fire path around his neighbors, the Klingons will either break off the engagement (if outclassed) or disperse into a free-for-all. Klingons have trouble coordinating even small groups of vessels, and their fleets are likely to be composed of vessels with little or no mutual combat experience. For this reason, they lack the cohesiveness of Federation (and even Romulan) combat teams.

The Klingon warship excels when acting as a lone wolf. In many respects, the Klingon navy is not so much a combat fleet as it is a collection of heavy, medium, and light commerce raiders. In a one-on-one engagement, therefore, the individual Klingon warship is generally more than a match for any single commerce vessel or its escort.

In one-on-one skirmishes, the Klingon warship will usually attack head-on, with full frontal weapons to bear. After completing the initial attack run, the Klingon vessel will veer sharply to starboard or port, and continue to make high-warp passes along the same side. Thus, the Klingon can inflict maximum damage against one or two shields as quickly as possible. Apparently, IKV vessels and crews cannot execute emergency decelerations and close turns, which can often expose them to fire against an unprotected portion of an enemy ship.



In general, Klingon commanders favor using traditional disruptors over photon torpedoes. (A more 'liberal-minded' Klingon/Romulan Fusion commander, however, will opt to use the torpedoes, probably because he has had such weapons used against him in greater strength and numbers before.) On the average, the skill of a Klingon weapons officer is higher than that of the typical Federation Helmsman. This is because Klingon warship crews are involved in many battles, and there is no better way to hone weapons skills. Thus, a Klingon vessel will often execute targeted fire against selected portions of an enemy vessel: the bridge, weapons control, engineering, etc. If he can inflict a critical hit, the Klingon will close to within minimum range, and attempt to overwhelm his victim's shield with concentrated fire (even to the point of overloading his disruptors).

If he loses the engagement, the typical Klingon commander has lost the right to command in his subordinates' eyes. Conditions are ripe aboard ship for a change of command, usually by force. Under such circumstances, Klingon captains have been known to take drastic measures to prevent the loss of command to another. No matter how battered a defeated Klingon ship may be, Star Fleet vessels should maintain a discreet distance from it until the Klingons have settled their internal affairs, one way or the other.

## IMPERIAL INTELLIGENCE

The Klingons believe that the stars remember the deeds done beneath their light, but Imperial Intelligence sees what the stars cannot. The mission of Imperial Intelligence is to collect and analyze information concerning forces hostile to the Empire, be they external or internal.

This service branch was first organized under the direction of the Klingon Emperor Karagg (known as Karagg the Black) over a half-century ago. At that time, Karagg was a new emperor with an unsteady power base. He formed his own intelligence service to function officially as a central bureau for coordinating civilian and military intelligence agencies. This service became a watchdog agency reporting on the activities of rival house lines, while maintaining absolute allegiance to Karagg. Working with complete authority from the Emperor, the organization quickly became the power behind the throne.

Following Karagg's deposition some years later, his successor had initially planned to withdraw the agency's imperial mandate. These plans were quickly thwarted by Imperial Intelligence operatives who threatened to deliver certain information to the Emperor's rivals, which could have sparked a long and bloody civil war. The message was clear: Imperial Intelligence supports the Emperor that supports Imperial Intelligence.

In the years since it solidified its position, Imperial Intelligence has worked to strengthen various emperors' (and Imperial Council members') positions as well. A symbiotic relationship now exists between Intelligence members and most high-placed Klingon officials, military and civilian. In many respects, Imperial Intelligence promotes Imperial policy as much as do the figureheads in power.

Beyond that, Star Fleet knows very little about the Emperor's intelligence corps and its operatives. We surmise that the organization is widely dispersed throughout the *Komerex*. The Emperor's Watcher/Director and his close assistants on the Klingon homeworld are the only visible evidence of the organization's existence. Intelligence operatives are presumably entrenched throughout the various service branches (including Imperial Security), acting in loosely-grouped cells reporting solely to contacts on Klinzhai. Rumors suggest that operatives fall into two categories: static and fluid. The former are training and command elements, and the latter field agents move from operation to operation.

It is certain that intelligence operatives are hated and feared, and more than once, a suspected agent has been the victim of an unfortunate 'accident'. Our own agents do not know to what extent an Imperial Intelligence operative can impose his will on other civilian and military leaders. What is certain, however, is that a negative report filed against a commander in the field is that Klingon's death sentence if the report comes to the attention of his superior.

## IMPERIAL SECURITY

Imperial Security is charged with internal protection of the *Komerex*, and maintains constant surveillance of all members of Klingon society. They are alert to any sign of disloyalty or cowardice on the part of the military or insufficient individual commitment to the *Komerex* by civilians. Although the mission of Imperial Security officially has not changed, the agency has been attempting to broaden its power base in recent years.

In the last decade, for example, Imperial Security has gained control of naval and marine training through their jurisdiction over the Imperial Star Academy Training Command. In fact, Security is making its presence increasingly felt at all levels of the social structure, from implementing special youth training programs to using agonizer booths for testing citizens' loyalty. In the near future, Security may even make efforts to supplant Imperial Intelligence as the mainstay of the Emperors.

A largely autonomous agency, Imperial Security exists somewhere outside the existing framework of Klingon military and civilian organizations. Do not expect Security operatives to act in strict accordance with established chains-of-command. Assume that Security agents will be present at every level of the Klingon military, willing and able to challenge the authority of an officer if they decide that the situation warrants his replacement. Star Fleet personnel should also expect outright hostility from Security operatives.

## KLINGON DIPLOMATIC CORPS

Though not encountered as often as members of the Imperial Navy or the Klingon Imperial Marines, the Klingon Diplomatic Corps plays a vital role in furthering Klingon interests (though by indirect rather than direct methods). The KDC is a major component of the Imperial Contacts Branch, which acts to increase tensions among various groups on independent worlds whenever such political infighting is in the Empire's best interests. The KDC's overt mission is to represent the Klingon Empire on various independent worlds, and with the major interstellar powers. Covertly, the KDC is charged with creating, organizing, supporting, and maintaining those activities that may undermine the stability of pro-Federation or pro-Romulan factions outside the *Komerex*. The primary tool of these various operations is the KDC liaison team.

The KDC liaison team (sometimes referred to as a contact team) goes into operation once a Klingon survey party has determined that a planet is of economic or military value to the Empire. As soon as the survey party persuades the local populace to welcome a Klingon deputation, the liaison team arrives to promote the advantages of relations with (and, eventually, union with) the Klingon *Komerex*. (Obviously, they downplay the military heavy-handedness often associated with Klingon expansionism.) KDC liaison teams are made up of specially selected, highly-trained individuals willing to sacrifice personal pride and honor in the interest of the Empire.

The typical liaison team is composed of four to ten Klingons, and rarely exceeds this number for fear of creating a 'false' impression of Klingon militaristic tendencies. An Imperial ambassador or assistant ambassador (depending on the importance of the target world), usually heads the team. He is appointed by and reports to the Imperial Council. The standard liaison team has at least one covert Imperial Security and one Imperial Intelligence agent among them. The former keeps watch to ensure that the team works for the best interests of the Empire. The latter's mission is to identify and make contact with any local opposition forces who could be useful in promoting the Klingon cause. Expect at least one member of any liaison team to be acting in an intelligence-gathering role, in addition to any stated roles. While serving on a diplomatic mission team, Star Fleet personnel should treat members of the KDC as dedicated professionals who are, in reality, the nucleus of a large propaganda-intelligence apparatus willing to take any risk to further Klingon interests.



## KLINGON ADMINISTRATIVE ELEMENTS

In addition to military and civilian intelligence personnel, the Klingons maintain two distinct types of administrative elements that Star Fleet officers may encounter in and around the borders of the *Komerex* and the Triangle. These civilian administrators are discussed briefly below.

### Imperial Coordinators

Drawn from among civilian administrators and retired military personnel, Imperial coordinators are the second type of appointment made by the Imperial Council. The title comes from a Klingonaase phrase that implies maintenance of the status quo. As de facto 'keepers of the Imperial order', Imperial coordinators are fact-finders with plenipotentiary powers. They have no specific jurisdiction or length of service, but are appointed as needed to deal with any immediate crisis. They may inquire into charges of poor administration, investigate charges of treason against high-ranking personnel, or act as intermediaries in a dispute between two family lines.

In each instance, the Council assigns a coordinator only as much power as a given situation requires. His power remains effective until the current problem is resolved, successfully or otherwise. The coordinator's appointment then ends immediately, and the individual returns to his earlier status. Do not be deceived by first impressions when encountering Imperial Coordinators. Although lacking military rank or a large entourage, these Klingons usually command considerable power, with corresponding resources at their disposal.

### Imperial Governors

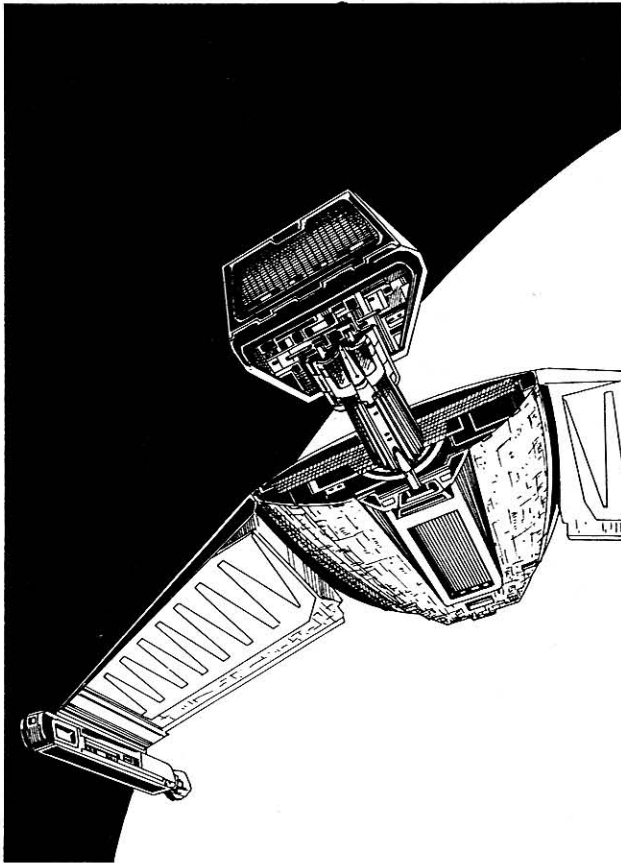
Imperial governors (as opposed to military governors) are sovereign rulers over individual planets or entire star systems. The Council jealously guards their prerogative for appointing officials (and civilian governors, in particular), and often uses this power to counterbalance the influence of the military and the Emperor himself. Appointees hold these positions for life, or until the Council decides to appoint a replacement. It is uncertain whether or not the Emperor can remove a governor appointed by the Council. However, charges of incompetency or treason levelled by Imperial Intelligence are usually sufficient for the Emperor to nominate a successor, using the marines to enforce an orderly 'transition of office'.

Once appointed, Imperial governors have absolute control over their respective jurisdiction, including the emergency use of military forces on hand. Imperial governors have the power of life and death over their subject populations, controlling every aspect of a planet's economic and political development within the Empire.

### KLINGON MERCHANTS

Though not as common as their Orion or UFP counterparts, the Klingon Empire does include merchants who engage in commercial ventures among the stars. These merchants, however, are not independent operators working for private gain. Instead, they are strictly controlled operatives subsidized and maintained by the *Komerex* in the interests of the Empire. Klingon merchants typically double as intelligence agents and couriers, and their ships have sufficient firepower to act as privateers when opportunity arises.





Such merchant ships can flood a market with low-priced goods at the expense of a competitor, serve as rescue vessels in an emergency, or act as expendable blockade runners in time of conflict. Along established trade routes, Klingon merchants operate in small groups. The individual captains share in the profits after the Empire receives its 'fair' share. Nevertheless, after discovering a virgin market on some backwater world, the Klingon merchant captain can be as ruthless as any Klingon military captain in defending his profit margin. To such a merchant, conflict and competition are synonymous.

Though considered merely as an extension of the Imperial Klingon Navy, these Klingons are the most independent within the confines of the Empire. It is noteworthy that fewer Imperial Security agents operate among private merchantmen than in any other sector of the *Komerex*. This may be due to the fact that Imperial Security operatives serving on merchant ships suffer the highest known accident rate during assignment than in any other service area.

## SUMMARY

What can a Star Fleet officer expect when coming into contact with a Klingon vessel? What specific considerations should he keep in mind when dealing with Klingons in general, and what can be said about the way Klingons will react under given circumstances? The following conclusions attempt to summarize a typical Klingon officer.

Point 1: The typical Klingon has a genuine love of combat and conflict situations. He will readily initiate conflict if circumstances permit because he has a deep need to prove himself a member of a superior race.

Point 2: A Klingon will seldom act out of impulse or blind passion if a situation permits time for rational thought. A Klingon prefers to first consider every possible tactical option available. Having selected a course of action, he will pursue that course until its completion.

Point 3: Expect the average Klingon to be suspicious of Federation motives. He will automatically assume Star Fleet officers are acting for reasons other than those presented. The average Klingon is extremely distrustful.

Point 4: A Klingon is always under observation by superiors and subordinates alike. Thus, a Klingon officer is under considerable pressure to appear aggressive and menacing toward potential opponents, even if it goes against his personal desire. Make some allowances for this official posturing.

Point 5: Klingons have a deep sense of personal honor, with respect to Empire, Emperor, family, consorts, and fellow officers. Take care to avoid offending this sense of honor. Failure to do so will likely result in immediate hostility.

Point 6: Klingons dread showing cowardice, even under circumstances where discretion would be advisable. If a Klingon believes his bravery is in question, he will act in a predictably irrational manner.

Point 7: Klingons despise any evidence of weakness, whether physical, emotional, or social, both in themselves and in others. When dealing with members of the Klingon Empire, Star Fleet officers must always maintain a position of strength.

Point 8: From a Klingon point of view, an action is desirable if it results in an increase in authority or influence. Klingons will act to gain immediate influence over others, rather than operate with long-term objectives in mind.

Point 9: Given inter-family disputes and rivalries, Klingons work better as individuals than in large groups. Whenever Klingons are engaged in actions requiring cooperation, there is always the potential for friction and disunity.

Point 10: A typical Klingon commander is never completely in control of his environment. He will always have to contend with rivals. Star Fleet officers can exploit this paranoia to their benefit by considering who would profit by a Klingon commander's disgrace or removal. It would be possible to create disharmony aboard a Klingon vessel through the use of such an officer.

In conclusion, the average Klingon is a competent leader and warrior fully capable of engaging in any form of military act. Nevertheless, the average Klingon operates best when working alone. Klingons may be tactically superior to their Federation counterparts, but they lack expertise in strategic planning and execution. Klingons are formidable foes and efficient opponents. Treat them with caution and respect.



