

STAR TREK[®] IV

2224

THE VOYAGE HOME

FASA
CORPORATION

A supplement for use with
STAR TREK[®]
THE ROLE PLAYING GAME



SOURCEBOOK UPDATE

STAR TREK IV

THE VOYAGE HOME



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CORPORATION

STAR TREK IV SOURCEBOOK

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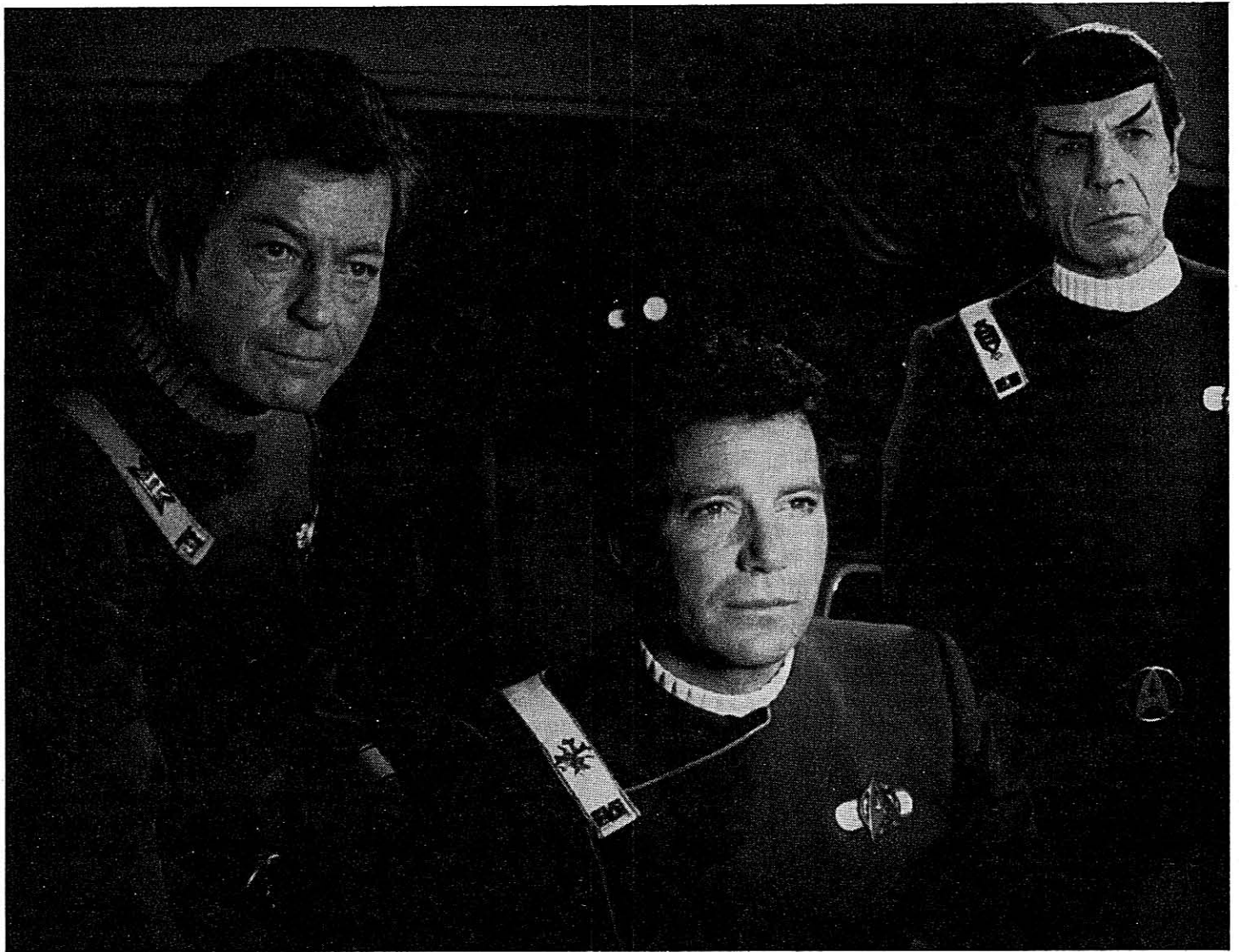


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INTRODUCTION

The **STAR TREK IV Sourcebook Update** expands upon new information presented in the movie **STAR TREK IV: The Voyage Home** and reports on controversial issues being hotly debated behind closed doors by the Federation Council in the movie. During this special conference, delegates from all over the Federation are meeting to discuss the now infamous Genesis Incident and the fate of Admiral James T. Kirk and his *Enterprise* officers.

The State Of The Federation narrates the history of the United Federation of Planets, and includes a discussion of both the Klingons and the Organian Peace Treaty. As the Organians have become less and less willing to enforce the Organian Peace Treaty, both the Klingons and the UFP have recently begun violating each other's borders along the Neutral Zone.

The Politics Of Genesis presents the range of opinions concerning Genesis, the device and the incident. This includes the views of the UFP's enemies (i.e., the Klingons, Romulans, and Orions), as well as of Federation scientists, politicians, corporations, and media.

The consequences of Sarek's granting asylum to the crew of the *Enterprise* are discussed in **Planetary Rights**. The chapter also includes current Federation definitions of diplomatic immunity, extradition, and planetary sovereignty.

Operation Armageddon discusses several aspects of the massive computer game/training operation of

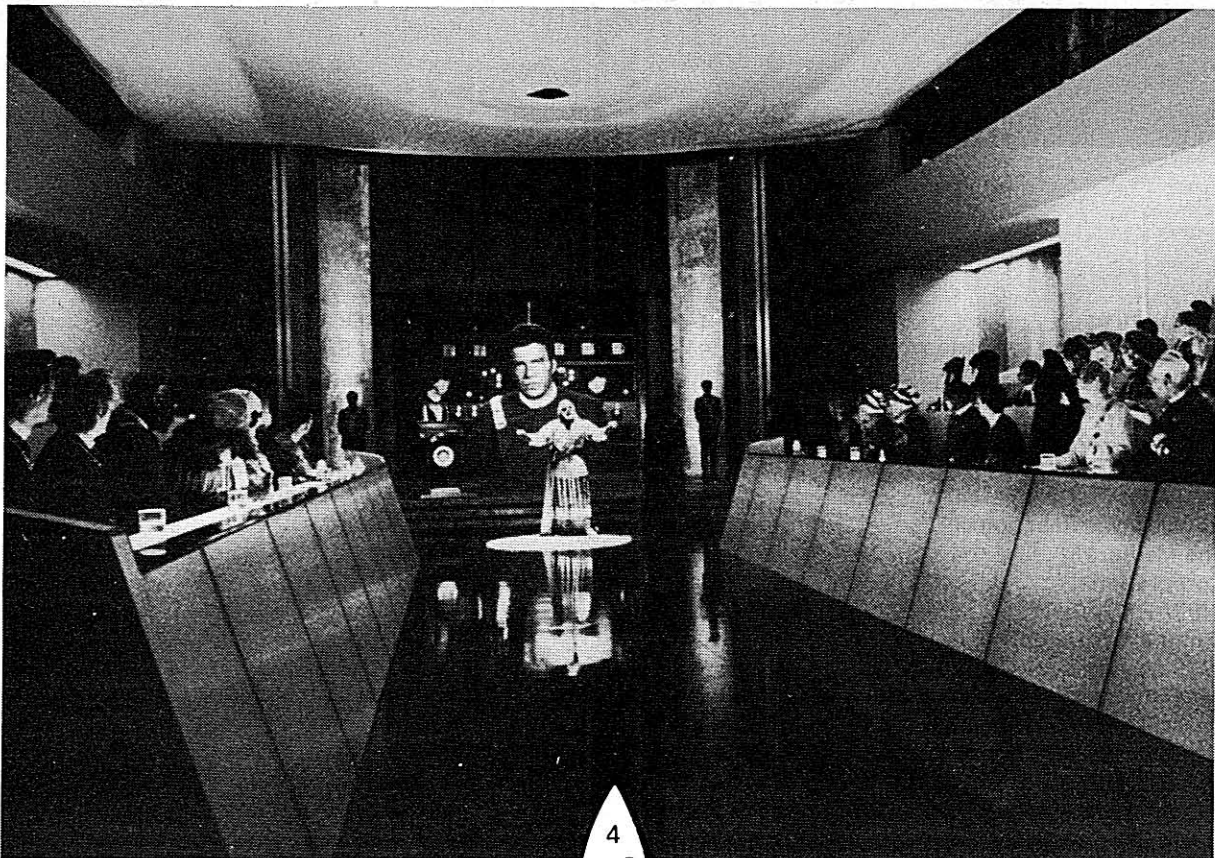
the same name. Included are various official documents on the operation, a description of the operation's purposes, a brief history, and the pros and cons of using Operation Armageddon in a possible first strike against the Klingon Empire.

The three reports in **Security Procedures** describe how security (or its lack) permitted Admiral Kirk and his party to spacejack a starship from Spacedock. Star Fleet Security Command analyzes how security measures failed to prevent the abduction of Doctor McCoy, the sabotage of the *Excelsior*, and the theft of the *Enterprise*. Also included are Admiral Morrow's sworn testimonial concerning Admiral Kirk's actions and a transcript from a Security Council meeting regarding the Genesis leak.

Star Fleet Military Justice explains the three levels of justice used to judge Star Fleet personnel. Discretionary justice, summary justice, and court-martials are all different, and so Star Fleet officers should familiarize themselves with each one's jurisdiction.

This book also contains a **Timeline**, a chronology of all major events from FASA adventures and most supplements up through **STAR TREK IV**.

Alien Races, the final section, introduces some of the newer and more important members of the Federation. Included are 16 full-color plates depicting individual aliens from each race, plus descriptions of their history, physiology, and talent.



THE STATE OF THE FEDERATION

As the United Federation of Planets moves toward the midpoint of its second century, its members can look back on a past of harrowing near-disaster and hard-won but lasting success. It is difficult to imagine that the founding members of the Federation were once a squabbling mob of barely civilized, expansionistic races on the brink of war with each other.

The Federation was forged from the most dark and desperate of circumstances. Fate had placed five highly advanced races within 20 parsecs of each other, and all (except the Vulcans) had developed starflight at nearly the same time. They sought new worlds to conquer and colonize, and new peoples and new civilizations whose very differences could teach them new knowledge. Hardly any one of these races expected to find so many others; certainly none welcomed the idea that all were rivals for the same type of planets. Class M worlds are few and far between, and most were hotly contested by the spacecraft of other races. The aggressive and capable Humans had no direction in which they could expand where a prior claim did not exist. Having survived the catastrophic Eugenics Wars, the Earth was better equipped, diplomatically and philosophically, to deal with naked aggression—even its own. Still, humans realized that they had to expand so that they would not fall behind the other races.

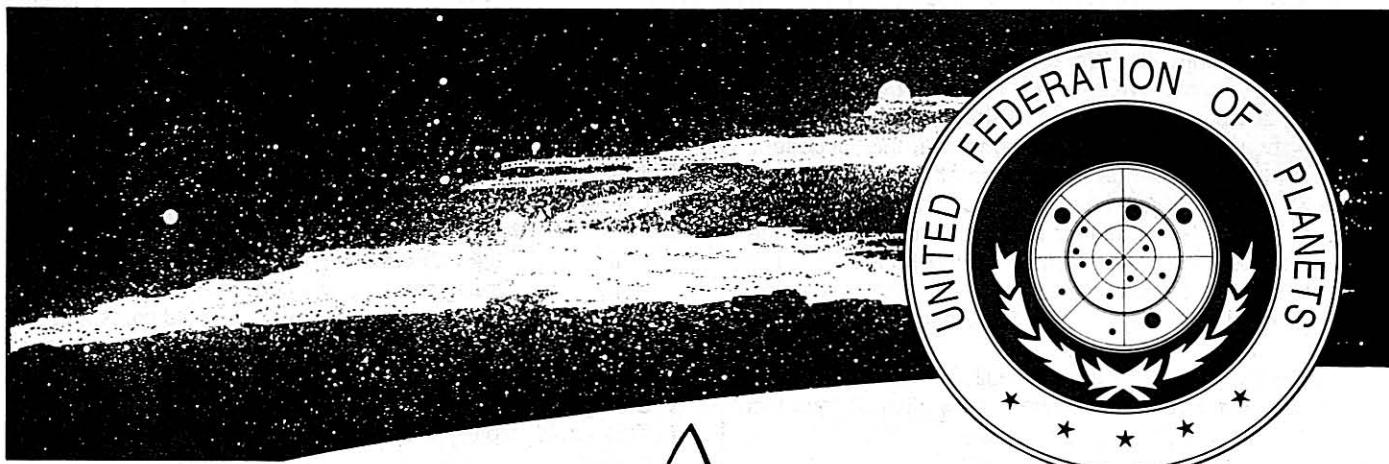
Earth was not alone in its worry about the future; even the Tellarites did not dispute that war would become more likely as expansion tangled the races. The idea of federation always circulated at conferences of the five major spacefaring worlds. If a peace council were to be established (like Earth's United Nations or the ruling Mothers of Tellar), then war could be prevented as soon as danger became apparent. Better, if that council could anticipate conflict and defuse it before it even became a danger, war would cease to be the final arbiter of political or racial differences. Even better, if that council had the authority to explore the space surrounding the major races and if the offensive forces of all the races were bound not to a planet, or a race, or even to this hypothetical council, but to the *idea* of maintaining peace at all costs...

The idea was tantalizing but too futuristic for most. How could any race give up its ability to wage war, even if the others did so? Who would command these forces or decide how to use them? Who would own the newly discovered worlds, and who would decide who was to live on them? Many alliances proposing less have been broken for their ambition, but the dream of Federation lived because of one immutable truth: The future without a Federation would be bloody and futile. There would be Federation or there would be war; any other outcome was highly unlikely.

The memory of their experiences with the Vegan Tyranny hastened the races' efforts toward unity. All realized that beyond their cozy little sphere was an unknown and possibly hostile universe waiting for them. Even so, hammering out the details of the new government took years. When the Articles of Federation were signed on Stardate 0/8706.06, it was with hope and dread for the future, and a universal belief that the future must be made secure for all peoples, present and future.

No one would dispute that the experiment has been successful. Peace has been maintained (though occasionally, just barely) among the members of the Federation, and all the races have planted flourishing colonies throughout its space. Peace and prosperity have benefitted all Federation members and helped to accelerate the expansion of Federation space. Most importantly, confidence in and support for Star Fleet and the Federation have grown—which is just as well, because expansion brought with it many more difficulties than anyone had expected.

Star Fleet has managed to cope successfully with every crisis—whether military, as in the Romulan and Four Years Wars; domestic, as in the regulation of trade and the performance of diplomatic missions; and in-between, as with the Orion pirate problem. Not all solutions have been perfect. For instance, though only Star Fleet officially performs surveys and establishes claims to worlds, for many years, private explorers have been licensed or 'deputized' to perform the same work. There are still Orion pirates, and the slave trade has proved very difficult to eradicate. Star Fleet and the Federation have managed to cope by anticipating every reaction—political, economic, social, or military.



The Federation's greatest threat comes from the Klingon Empire. The Klingons are so different from Federation races that the layman finds it difficult to comprehend their culture. They are not a multi-racial cooperative but a single, extremely determined race. They do not settle new worlds through peaceful means, but rather conquer and subjugate entire races for slavery. While the Federation Prime Directive forbids interference with the natural development of a world's civilization, the Klingon Empire is bent on domination, power, and galactic supremacy. An average Federation citizen might think the Klingons a lesser power because of their lack of compassion, their pursuit of power for its own end, or simply because they are only one race, but they are dangerous foes. An aggressive race dedicated to armed struggle, Klingons believe only in the right of the sword. Only Star Fleet's armed might has kept this powerful enemy from expanding into Federation space.

On Stardate 1/5105, armed vessels from the Federation and the Klingon Empire first met and exchanged fire. The Federation soon had to face the unpleasant fact that a highly advanced and warlike power was expanding in their direction. Star Fleet was slow to react, its vessels were soon reporting the presence of Klingons from the galactic southern edge of the Romulan Neutral Zone to the western boundary of known space. The horror of invasion, dormant since the Romulan War, raised its head. The Federation was threatened and must respond.

The Federation Council might have been willing to concede to the Klingons the 'dead zone' of the Orion Arm, where gas clouds and hot suns made an acceptable natural barrier. However, the wealth of Rigel did not tempt the Klingons; to them, the Orions were *khestere* a dead culture, not worth the blood—even to a race that prized the spilling of blood. In addition, it was not possible to halt the Federation's own expansion toward Rigel, into the Arm, and perhaps beyond. The Council feared, and rightly, that when Klingons confronted a race with some fight in them, they would turn their full attention toward that race. And so they did.

To the Klingons, it seems only natural and right that the Federation, as a 'living creature', would want to conquer worlds. They had no quarrel with such an ethic, as it was one of their own. They were happy to fight, but soon discovered that the Federationers came to trade and farm, and not make war. The Federation tried to accommodate the Klingons through diplomacy, earning only undying Klingon contempt and confusion. What kind of empire negotiates? they wanted to know. Their culture had only one answer: a weak and querulous one that would have to be eliminated. However, border squabbles had shown that this 'decadent' race possessed a first-rate fleet of armed starships, and a surprising ability to fight when pressed. This delighted the Klingons. Races despicable for their weakness still had the ability to make a credible defense! To the Klingon mind, it was the perfect combination of necessity and pleasure. They would rid the galaxy of the Federation and have fun doing it.

The Four Years War utterly invalidated that thinking in the Empire. The Federation drove out the Klingon invaders but chose not to penetrate the Empire, even though they might have done so. Klingons reasoned that if a contemptible race chose not to destroy them, it could only be

because that race held Klingons in such low esteem that they could accrue no honor in doing so. Happy disdain thus became unrelenting bloodlust. By neglecting to deliver a crushing defeat to the Klingons, the Federation had presented instead a crushing, unforgivable insult. The Empire would have its revenge.

The years after the Four Years War were harrowing ones for the Federation. Colonists scarcely waited for the shooting to stop before they flooded the space gained by the treaty of Axanar. The tide of Federation settlements moved closer and closer to Klingon space, as there was no place else for colonists to go. Many civilian vessels, explorers, scouts, and colonial transports dared to cross the border to find homes far away from the restrictions and confines of modern life. Quite a few of these efforts were ruthlessly destroyed to the last man, but even the horror stories of the few survivors could not dissuade others from trying. Population pressure was building on the coreward side of the Federation, and it was only a matter of time before something, somewhere, gave.

That something proved to be the second Klingon war, or the Organian conflict as it is now known. Paranoid over the number of Federation people poised on the edge of Klingon territory, the Klingons launched their fleets toward the UFP. As both sides jockeyed for position, the planet Organia gained importance as a strategic location for a base of operations. As Klingon and Federation forces clashed for control of Organia, the Organians revealed themselves to be organisms of advanced mental power who had nothing to fear from the Klingons or the Federation, but who had a fundamental dislike of war. Backed up by their psionic abilities, they unilaterally imposed a cease-fire and a peace treaty.

The Organian Peace Treaty is one of the most-studied but least understood documents of its kind. The general public understands that it prohibits any kind of armed conflict between the Klingons and the Federation; violators simply find that their weapons do not work any more. It increased the size of both governments (with a corresponding decrease in size of the neutral zone) and declares that planets along the neutral zone will join whichever side develops them most efficiently. However, there are many questions about the treaty that simply cannot be resolved. To do so, one would have to ask the Organians, who refuse to answer. The limits have to be tested, physically, to find what is and what is not permitted.

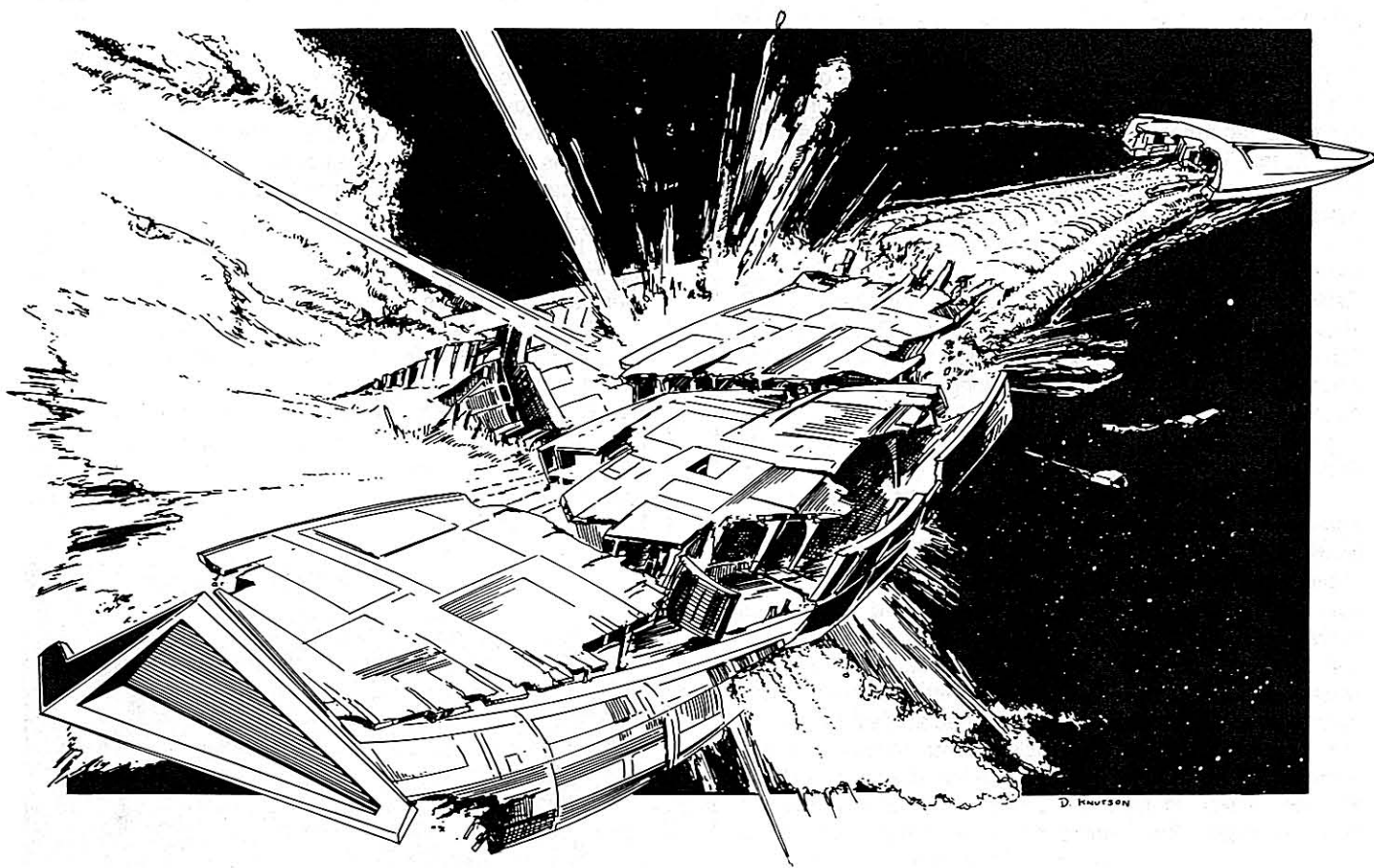
The prohibition against conflict does *not* prohibit ships of either side from crossing over into the other, nor does it seem to prohibit armed conflict (even ship-to-ship battles) at any distance from Organia. Is this because the Organians lack the necessary range? The Klingons seem to be free to slaughter innocent settlers who venture into Klingon space, and the Federation can do the same to any Klingons in the UFP. Since the imposition of the Treaty, both sides have been sending forces of varying sizes across the Neutral Zone, testing to see what size force could cross and still be able to use their armaments. The Federation has not revealed the results of these tests, but the consensus is that a single ship, operating alone, can use its weapons freely. This could explain the sudden increase in size of Klingon battleships.

Those Klingons who infiltrate Federation space are bent less on outright destruction or even surprise attacks than on subterfuge, intelligence gathering, contacting malcontent groups, and other such missions. They seem to be attempting to learn more about Federation technology and to come to some sort of Klingonish understanding of the peoples and politics of the Federation. Many of these ships sneak in through Orion free space, and appear 20 parsecs behind the forces that are watching for them. Whether these raids are official Imperial policy or just a permissible discretionary action is anybody's guess.

The Klingon policy (or lack of one) may have blown up in their faces with the theft of the supersecret Project Genesis data and the spectacular failure of Captain Kruge's mission to the Genesis Planet. The thief seems to have come from *within* Star Fleet's own ranks. How deeply the Klingon

spy network may run is unknown, but it has become a Federation scandal. Even if Star Fleet manages to catch the Klingon spies, it will still have to explain to the Council how Klingons managed to infiltrate Star Fleet Command so deeply. It hardly helps Star Fleet's case that the Klingons were stopped only by a renegade starship captain in a stolen cruiser.

The future of the Federation is uncertain. Population in the frontiers and the Triangle continues to grow. The Klingons have not renounced war, but their clandestine tactics against the Federation could be worse than open warfare. One of the greater horrors to be avoided is a war started by the Federation itself, by action or inaction. The idea is unthinkable but not impossible, at least not if present trends continue.



THE POLITICS OF GENESIS

Admiral Cartwright, the Chief of Star Fleet Operations, issued the following directive on Stardate 2/2401.04.

As a result of recent events surrounding the Federation science project known as Genesis, an interstellar controversy has erupted. Debate in the Federation Council concerning continued research on the Genesis Device threatens to disrupt friendly relations between member worlds. In a brief period of time, the politics behind the Genesis Project has become the issue facing UFP policymakers.

This being the case, all Star Fleet personnel with the rank of Captain or above should be informed of those points of view, both official and unofficial, held by various factions concerning Genesis.

THE KLINGON EMPIRE

Unfortunately, the Klingon Empire is only too aware of the existence of the Genesis Device and its combat capabilities. Before his death aboard the *USS Enterprise*, Imperial Security Officer Karamark vestai-Treth secretly transmitted a copy of the Genesis data obtained by Kruge to his superiors on Klinzhai. The first use of the Genesis Device and the loss of Kruge on the Genesis planet have outraged the Emperor and the Imperial Council. Sidestepping any questions regarding Captain Kruge's presence in Federation space, the Imperial Council has sent delegates to the Federation to demand custody of Admiral Kirk on the charges of deliberate murder and conspiracy.

Presently, Klingon Imperial Intelligence is attempting to determine whether or not the Federation is constructing Genesis weapons, and we can expect increased covert activities along the Neutral Zone. Intercepted communications from within the Klingon Empire indicate greater concentration of Klingon warships along their border as well as increased activity on numerous Klingon reserve posts. Clearly, Klingons are preparing for a preemptive strike by Federation forces utilizing this new 'weapon destruction'.

Based on Klingon psychology, we can assume a number of other Klingon reactions to the Genesis Incident. Political infighting will doubtless intensify among the various house lines closest to the Imperial throne. Reshtarc members and their anti-Federation allies may use the present crisis to secure power at the expense of their moderate Subaiesh counterparts. Klingon scientists are probably working feverishly on their stolen Genesis data, but their potential for success cannot be determined at this time.

It is reasonable to conclude that future relations between the Federation and the Klingon Empire will be strained. There is little we can do to alter the Klingon perception that the Federation is an aggressor. Given Klingon paranoia concerning Federation intentions, the possibility of a Klingon first-strike cannot be discounted. Star Fleet commanders should treat the presence of any Klingon vessels in their sectors with extreme caution.

THE ROMULAN STAR EMPIRE

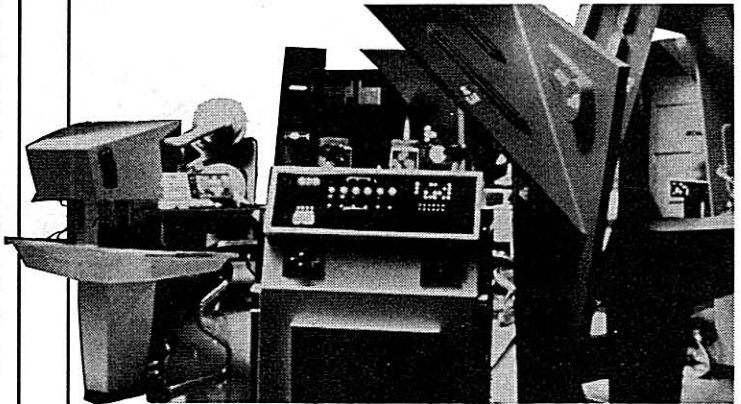
Because the Romulan Star Empire is far from the Mutara Nebula, the Romulans presently have scanty information concerning the Genesis Planet. Nevertheless, Romulan Sector Intelligence agents report that the Romulans are becoming aware of the awesome potential of the Genesis Device. There is evidence to believe that the Romulans do not yet know who invented the Genesis Device. Federation operatives within the Empire indicate that the Romulans are preparing to counter a Klingon as well as a Federation threat.

As with the Klingons, the Romulans can be expected to increase covert intelligence operations to learn the exact details surrounding the development of the Genesis Device. For the present, the Romulan government is taking a wait-and-see posture while events sort themselves out.

THE ORION COLONIES

Because Orion trading interests penetrate even the remotest regions of Federation space, we must assume that the Orion government is aware not only of the events surrounding the detonation of the Genesis Device, but also of the details surrounding the loss of the *USS Grissom* and the *USS Enterprise*. Moreover, Orions may have been involved in the transfer of Genesis information to Klingon agents. Over the last several months, Star Fleet Intelligence has reported increasing numbers of Klingon clandestine operatives near Orion space.

Since the Genesis Incident, the Orion families have censured the UFP. On Stardate 2/2208.26, they logged a formal protest to the Federation Council over the quarantine placed over the Mutara sector. The Orions have always held that trade should be conducted in all areas of space without restriction or exclusion. They believe that the Federation has no legal right to ban traders from a given sector on the basis of "scientific investigations in progress".



THE SCIENTIFIC COMMUNITY

Though normally pleasant enough, the relationship between Federation scientists and Star Fleet Command has become strained under recent events. Much of the ill-feeling and bitterness stems from the debate over who should control the Genesis Project. Genesis began under the direction of the Department of Scientific Research and Development with the tacit support of Star Fleet Command. Star Fleet was to be a provider of support services only, and not an equal partner in the project.

Following the detonation of the Genesis prototype, however, prior understandings have changed. With the approval of the Secretary of Star Fleet, I have demanded all data and materials connected with Project Genesis, based on Federation security and the number of deaths surrounding the project. Good intentions notwithstanding, scientists have interpreted Star Fleet's actions to be a direct violation of their right to conduct free scientific inquiry without military interference. Representatives from the prestigious Vulcan Science Foundation have charged that Star Fleet has been waiting for an excuse to take over the project for some time, a charge vehemently denied by the Secretary of Star Fleet.

The Secretary of Star Fleet has responded to the criticism by imposing a media blackout and forbidding any non-authorized discussion of Genesis. His position is that whatever the project's original merits, the arrival of Klingons on the scene and recent Genesis-related conflicts have made his actions necessary.

Despite hard feelings on both sides, one attempt at compromise has succeeded. With the aid of several members of the Bureau of Scientific Investigation, the Federation Council has managed to draft a resolution allowing a joint Star Fleet/civilian science team to explore the Genesis cave on Regula.

Those in the scientific community who were associated with the project maintain that the difficulties with the Genesis Device's containment and fail-safe systems can be overcome. Given sufficient funding, these design flaws can be corrected, and the improved Genesis Device can be safely employed to make useless planets habitable. However, it seems likely that Star Fleet supporters on the Council will fight any attempts to gain appropriations for continued research and development.

GOVERNMENT REACTIONS

As the controversy rages between representatives of Star Fleet and the scientific community, the Federation Council has been called upon to deal with the problem. Council members have entertained arguments ranging from total abandonment of Genesis development to increased funding.

Pro-funding advocates on the Council point to recent security leaks that necessitate the further development of Genesis, if only as a deterrent to hostile powers employing a similar device. Vulcan and Andorian delegates have countered that historical precedents on dozens of worlds emphasize the fallacy of mutual deterrence based on 'Doomsday-style' weaponry. Several members of the Council wish to deny Genesis' existence entirely. However, the success of such 'stone-walling' tactics is doubtful.

The Klingon presence in the Mutara Sector has led to the formation of a 'War Party' within the Assembly for the first time since the Four Years War. In addition to questioning the purpose of Captain Kruge's intrusion into Federation space, several Assembly delegates are arguing that knowledge of the Genesis Device will force the Klingons to begin similar development projects. This automatic reaction necessitates the construction of more Genesis Devices, if only to counter Klingon threats. This newly constituted political block has provided the support needed to back the Secretary of Star Fleet's decision to impose a media blackout over the Genesis incident.

In opposition to this War Party are members of the Amalgamation of Federation Scientists, who advise the Federation Council and Assembly on important scientific matters. This body of scholars was influential in forcing Star Fleet to accept the presence of civilian researchers on the team sent to investigate the Genesis Cave on Regula. The AFS has proposed that they, not the military or the Council, be selected to undertake further study of the Genesis Device. Though still under consideration by the Assembly, if this measure is accepted, all political factions will be expected to support any resolution drafted by this body.

THE MEDIA

Prior to the imposition of a Federation-wide blackout concerning Genesis, enough information was leaked to arouse the suspicions of many investigative reporters. The unexplained loss of the *USS Grissom* and *USS Enterprise* has given rise to speculation concerning a top-level government cover-up. Recognizing that the events are somehow linked to the secret Genesis Project, the United Federation of Planets Infonet (UFPI) announced its intention to go to the Federation Tribunal to obtain the necessary leverage to demand an accounting of the Genesis affair. Meanwhile, the UFPI has begun publishing a series of speculative articles in Federation entertainment journals having billions of readers. Though mostly based on rumors, these articles have incited public opinion against the ban on news regarding Genesis and those involved with the project.

CORPORATIONS

The various corporations involved in the production of the Genesis prototype have become embroiled in the controversy that has developed since the loss of the prototype. HiBeam Energies and Kloratis Drives worked together to manufacture the original components of the Genesis torpedo, and Daystrom Duotronics developed the device's integrated computer control systems. All three firms have recently petitioned the government for a contract to construct several replacement prototypes. Their version of the contract would involve a commitment spanning several years and several billions of credits.

Numerous corporations involved in planetary terraforming concerns stand to lose similar amounts should the Genesis Device ever prove to be practical. As might be expected, these firms have exercised intense pressure to prohibit further design and development of the device.

PLANETARY RIGHTS

DIPLOMATIC IMMUNITY

Extract from a Lecture in Federation Law FLC-692/51 by Lieutenant Commander Spark at Star Fleet Academy

Diplomatic immunity is closely related to extradition, political asylum, sanctuary, and planetary sovereignty. We will discuss some key points of these concepts, and how their applications may affect the performance of Star Fleet officers in their duties.

The Federation Council and Assembly recognize the importance of freedom for diplomatic activity and negotiation. For this reason, the Federation Diplomatic Corps Service Bureau does grant diplomatic immunity for many ambassador-grade emissaries and other high-echelon political dignitaries. This status confers immunity from legal prosecution for most crimes, the right to "procure, by reasonable means, any necessary form of transportation to accomplish a duly recognized task", and the right of sanctuary.

As a matter of custom, diplomatic immunity is often awarded even to Klingons or Romulans who have relevant business to conduct with the Federation government. In such a case, diplomatic immunity also ensures safe passage through the Federation and back to a 'friendly' border. However, it is extremely uncommon to grant such a privilege to anyone known to be a high-ranking officer in either the Klingon or Romulan Imperial Navy.

PLANETARY SOVEREIGNTY

Planetary sovereignty is especially well-recognized within the United Federation of Planets. Every world possessing full membership within the Federation has certain rights regarding Star Fleet activities and intervention. Though a starship commander has a high degree of authority to act in deep space, that authority changes greatly upon entering any member system's jurisdictional boundaries.

Although these boundaries vary from system to system, they generally include the member world itself and all in-system satellites and colonies. They might even include certain designated major trade routes near the system. When two planets within the same star system each possess full-membership status in the Federation, individual boundaries are adjusted accordingly. Often, such a situation creates complex lanes of neutral passage through the system, areas where neither member world has authority.

Sovereignty also ensures that local laws and customs must be obeyed on member worlds, and that the decisions of local law enforcement officials must be respected. On many UFP worlds, such as Terra or Vulcan, Star Fleet personnel are treated with high esteem; their advice is sought after and prized highly. However, in terms of jurisdiction, conditions may not be as favorable on other worlds. On Stratos or Argelius, for example, Star Fleet personnel possess no legal authority whatsoever. Even so, these less cooperative worlds are still full members of the UFP, and their governments are entitled to the respect that accompanies such a status.

In any situation, Star Fleet officers must carry out their duties while abiding by the decisions and authority of native agencies. Although starship commanders may occasionally take the 'law into their own hands' (to use a Terran colloquialism), they must always act correctly when dealing with a member world's governmental officials. If necessary, they may bring formal action to remedy alleged problems to the Federation Diplomatic Corps Service Bureau at a later time. When in doubt, starship officers should check their records to determine their degree of legal authority and responsibility when contacting a member world.

Starships visit many other worlds, including associate Federation members, non-member worlds, and multi-world independent coalitions. When dealing with these worlds, the concept of planetary sovereignty can take on an entirely new meaning. In most cases, it is best to check current records and conduct any relations with extreme care. Almost without exception, Star Fleet personnel will have no binding authority or advisory capabilities on these worlds, and thus should act accordingly.

EXTRADITION

The concept of extradition is tied closely to planetary sovereignty. The purpose of extradition is to return criminals from one world to the world where the crime was committed. Almost every full member of the Federation has signed a mutual extradition treaty. As of Stardate 2/2309, there are no binding extradition treaties between the Federation and the Klingon Empire, or the Federation and the Romulan Star Empire. It is not known whether any such treaties exist between the Klingon and Romulan Empires.

ASYLUM AND SANCTUARY

By sociopolitical tradition, "asylum" refers to a place of safe refuge offered on the grounds of political persecution, or threat of physical danger or criminal prosecution. On the other hand, "sanctuary" refers to a similar location used to avoid religious or artistic persecution.

In either instance, diplomats possessing the privilege of immunity can invoke asylum or sanctuary at their discretion. This is because the diplomat's place of duty, usually called an embassy, is considered to be sovereign territory belonging to the diplomat's homeworld. Refuge may consist of the diplomat's personal home or land holdings, any non-military starship or sub-light vessel that the diplomat is currently using, or the embassy itself. For this purpose, a non-military starship is defined as "a vessel whose primary purpose is not to conduct warfare".

In the most recent exercise of this power, Ambassador Sarek of Vulcan offered asylum to a small group of Star Fleet officers, including Admiral James Kirk. Kirk's party (including Sarek's own son, Captain Spock) remained at Sarek's home for three months, until they elected to return to Terra and face court-martial charges. Technically, the group might have remained as Sarek's guests for as long as he or they wished, or until Star Fleet filed a formal complaint through the Diplomatic Corps. Judging from Sarek's seniority and reputation, the Diplomatic Corps probably would not have been able to retrieve the group through political pressure alone. Fortunately for Vulcan/UFP relations, the issue was not forced to such an unpleasant resolution.

IGNORANCE IS NO EXCUSE

Extract from a Speech Presented To The Federation Assembly by Andorian Councilwoman Thradasar v'Elx, Stardate 2/2311.12.

My fellow delegates: As head of the Federation subcommittee on Internal Interstellar Affairs, I am privileged to report some observations concerning the present state of internal Federation politics. Tonight, I shall describe to you a grievous threat to the continued stability of our galactic political system.

Our honored representatives are no doubt well aware that the highest accomplishment of which we can boast is our unswerving respect for the right of our citizens to govern themselves in whatever manner they deem fit. When dealing with young, independent worlds, these ideals of individual worth and planetary sovereignty speak louder than all the oratory we could ever devise.

And yet, these ideals are being threatened today more than ever before. This threat comes not from some foreign power bent on destruction or enslavement, nor is it from a group of corrupt leaders weaving schemes of planetary domination. Rather, the problem stems from a growing disregard for planetary sovereignty by ambitious individuals and corporations enjoying the benefits of Federation prosperity and security.

The Federation has continually encouraged cultural exchanges and planetary visitation as the best means of securing a common bond between our diverse races. The conduct of visitors is guided by a well-defined set of regulations derived from a judicious application of the Prime Directive. In principle, such regulations should be sufficient to prevent unnecessary friction whenever differing social systems come into contact. In practice, however, these rules are being violated every day, and the resulting hostilities and ill feelings threaten our stability as never before.

Witness, for example, the case of Essex's World, a planet with a humanoid population located near Gorn space. This planet was first discovered by an independent trader, one Cyrano Jones. As there were no official Federation sanctions against trade with the planet's inhabitants, this merchant proceeded to manufacture and distribute a liquid concoction composed almost entirely of ethiclanic-alcohol. Although local injunctions prohibited the sale of intoxicating drinks, the nature of Jones' 'tonic' was unknown and his goodwill beyond reproach (at that time). As a result, the health aid was well received. When the Federation's first official representative arrived on the planet, the tribal leader entertained him at a planet-wide reception where both became intoxicated on Jones' concoction. The result of this unhappy occasion found them in hot dispute over the eye color of a serving girl. Multiple injuries soon followed.

Jones later protested that, as Essex's World was not yet a member of the Federation, he was not responsible to the Federation for his offense. Because the local government leaders were all suffering from their first hangovers, they were incapable of prosecuting Jones or of preventing him from making good his escape.

Consider also recent activities on the Federation world of Tiburon. Last year, this planet suffered from civil unrest over the proper means of exploiting a recent discovery of dilithium. Into this scene came representatives of a mining concern that shall remain nameless, but whose main administrative offices are located on Tellar. During the next several months, the majority of Tiburon's political leaders mysteriously disappeared, to be replaced with individuals known to favor increased offworld trade with the corporation in question. When Federation officials attempted to prosecute the responsible parties, those involved claimed ignorance of the state of local affairs. The matter is still unresolved.

Fellow delegates, ignorance is no excuse for flagrant violations of local planetary laws and customs. Were I to have my way, this injunction would be emblazoned on the license of every merchant operating within Federation space—or better yet, branded deep into the thick hide of every corporate potentate.

What we need is a reassertion of planetary rights in accordance with the Prime Directive. To do this, the concept of planetary sovereignty must be completely redefined, and Star Fleet should rigorously enforce that sovereignty. Respecting planetary sovereignty means more than just affirming a world's right to govern itself. It must include allowing a world and its peoples to be free from any and all outside interference if it so chooses. For example, importation of offworld technology can only be permitted if first sanctioned by the planet's representatives. This rule must hold true even if the introduction of such technology is viewed as beneficial to the local inhabitants. It is up to the local government whether to allow Federation representatives on the planet and to accept economic aid and Star Fleet protection. Likewise, involvement in local politics by outside interests must be prohibited without exception. A planet's sovereignty must extend to deciding whether or not to permit offworld teachers and technicians to instruct their young. In short, the rights of sovereignty must include the right of a planet to be as backward as it pleases.

Once a Federation citizen violates a local ordinance, he, she, or it loses whatever protection the Federation might offer. Any act of desecration or any violation of religious or civil taboos automatically places the individual under the jurisdiction of local authorities and retributions. Let there be no misunderstanding: local law takes precedence over Federation law. Only when Federation security is involved has the accused the right of appeal to a Federation governor or ambassador. Beyond this, no political or military element of the Federation can interfere with the execution of planetary justice, even if such cases involve members of that element.

We cannot ignore our responsibilities in this regard. Either we accept these premises, or we cease to be the defenders of galactic individuality. The choice is clear: we either respect our differences as well as our similarities, or we will quickly pay the consequences.



OPERATION ARMAGEDDON

Extract from Star Fleet Training Command Intra-command memorandum No. 311-512431/K, declassified Stardate 2/2206.20

DATE: Ref. Stardate 2/1801.09

FROM: Admiral J.T. Kirk

TO: Commander L.K. Lubbitz, Chief Concept Analyst
Training Simulation Design Group A13
Star Fleet Education and Training Command

RE: Operation Armageddon

Katie, as you may recall, today marks the tenth year since the Organian Treaty went into effect. How much longer can we count on it? Judging from some of SFIC's latest reports, perhaps not too much longer. I'd like to know how soon your group can research, design, program, debug, and playtest a multi-level training program to simulate a full-scale war between the Federation and the Klingon Empire. I am personally going to promote the project to get Admiral Nogura's support.

The project is to be code-named Operation Armageddon. The simulation must be as thorough and complete as possible: economic, political, sociological, and straight military parameters—right down to the last gram of antimatter. Make this a top priority; I want work to begin on it today. I have a hunch things may break loose before another decade goes by, and I want Star Fleet to be ready.



FUNDING TESTIMONY

Extract from Official Transcripts of the Federation Council Military Appropriations Committee, Stardate 2/1810.23.

COMMITTEE CHAIRMAN WALTER JULLIEV: Welcome, Commander Commershal. I trust things are proceeding well in the Education and Training Command.

COMMANDER A. W. COMMERSHAL, LEGISLATIVE LIAISON: For the most part, Chairman Julliev, for the most part. However, I have a special appropriations request of the greatest urgency to make today--

COMMITTEE MEMBER F'XAQ: More money! You always want more money!"

JULLIEV: Just a moment, F'xaq. Please continue, Commander."

COMMERSHAL: Thank you, sir. As I was saying, the Star Fleet Education and Training Command is requesting immediate additional funds for a classified computer simulation of the greatest importance. The results of this simulation may have a vital impact on Star Fleet's ability to respond to external aggression."

COMMITTEE MEMBER T'VORIN: Commander, this request comes four months and six days after your most recent special request, also for a computer simulation of similar description. Is there any correlation between these two requests?"

COMMERSHAL: Yes, madam, there is. I am requesting additional funds for the same simulation."

T'VORIN: It does not seem logical. Were the other funds not received and correctly dispersed?"

COMMERSHAL: They were spent for added personnel and additional data processing capacity. These funds will be used in a similar fashion. To be honest, we initially underestimated our needs for this project."

T'VORIN: Why should this particular simulation place such an unusual burden on your facilities?"

COMMERSHAL: That's...difficult to say."

Committee Member Alexis Kindr: Why don't you tell us some more about this simulation?"

COMMERSHAL: I regret I am not at liberty to discuss any...specific details. I'm afraid it's a matter of security."

F'XAQ: We also are not at liberty to give more money!"

JULLIEV: F'xaq, please. Commander Commershal, we don't need classified details. But your reluctance naturally piques our curiosity. Can't you tell us, in general terms, what it is being used for?"

COMMERSHAL: Uh...yes, sir, I believe I am within my rights to do that. Particularly, if doing so will make the funding process less difficult."

KINDR: Believe me, it will."

COMMERSHAL: Well, this project is designed to simulate, on a comprehensive operational scale, a war involving the Federation, the Klingon Empire, and the Romulan Empire, with some or all powers as active participants."

F'XAQ: War! What are you trying to do?"

COMMERSHAL: I am merely doing my job, sir. Though every aspect of the project uses accurate or logically estimated projected data, it will be completely theoretical in its

implementation. No starships will actually be involved, no lives will be lost. It is *simply* for training purposes, if anything as complex as this simulation can be referred to as 'simple'."

TVORIN: Who authorized this project?"

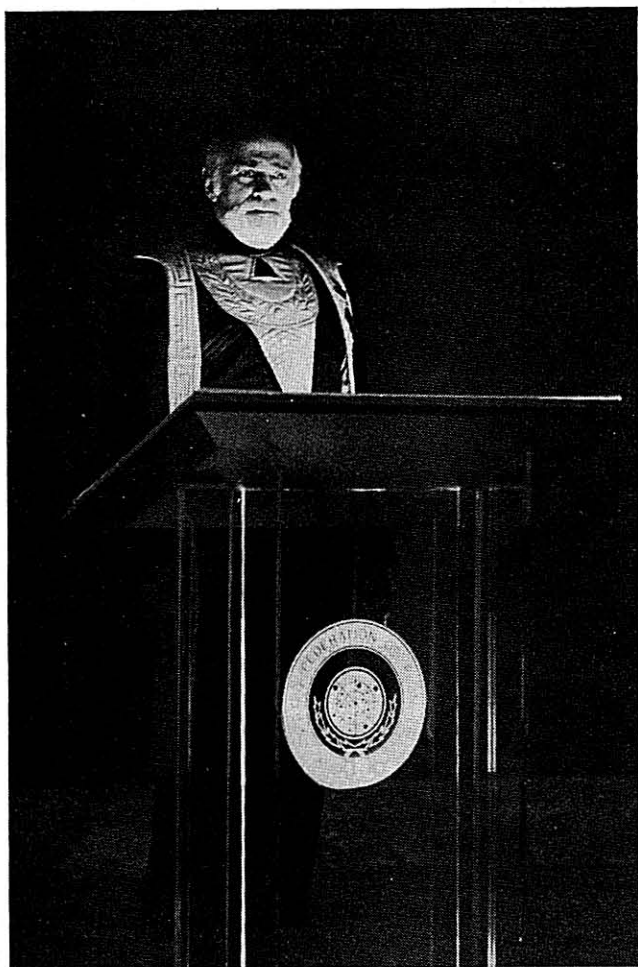
COMMERSHAL: Admiral James T. Kirk, with the support of Commanding Admiral Nogura."

JULLIEV: And you say this project is vital to Star Fleet and the Federation's defense?"

COMMERSHAL: I think that is a fair assessment, Mister Chairman."

FXAQ: This is just another attempt by Kirk to create a--"

JULLIEV: Please strike the last sentence from the record. Thank you, Commander Commershal. That will be all. If there are no objections, the witness may leave. This meeting is adjourned."



OPERATIONAL OBJECTIVES

Operation Armageddon began as the brainchild of Admiral James Kirk in Stardate 2/1801. After spending several months settling into his new position with the Education and Training Command, he began exploring innovative ways to improve Federation security. Kirk believed a single large-scale project could be designed to determine the effectiveness of present UFP-wide security measures. At the same time, the project could not violate galactic peace or incur personnel casualties, starship losses, or the vehement wrath of appropriations committees.

The answer was to design a massive computerized simulation that would include every conceivable factor, maximizing realistic detail while minimizing tangible risk. Though expensive in terms of programming time and creative effort, it would be far cheaper, more practical, and much easier to conceal than deploying real starships on fleet maneuvers.

Operation Armageddon was originally conceived as a straightforward, full-scale conflict between Star Fleet and the Imperial Klingon Navy. However, Kirk quickly decided that the simulation would not be completely adequate in such a form. This led to the creation of a Federation/Romulan conflict, a Klingon/Romulan conflict, and a 'super-scenario' involving all three major powers. Staff designers briefly discussed adding the Gorn Alliance to the wargame, but never seriously considered it. The game would become too complex to be usable.

The key to the simulation's success would be in its scale and magnitude. Every Federation, Klingon, and Romulan squadron of starships would be represented, and each planet's and base's unique characteristics would directly affect the course of play. As in a real war, there would also be continual changes in the political environment, socio-economic conditions, and military production capabilities of each major power. These effects on war were added to the simulation to ensure painstaking accuracy.

The wargame had a dual purpose: it would provide officer-candidates with a strategic combat scenario possessing tactical-scale complexity and allow Star Fleet to evaluate many different factors regarding war. The significance of a single class of starship could be seen by adding or substituting the relevant vessels. The effects of a political revolution on a strategic world could be effectively demonstrated without bloodshed. Hundreds of minor variations could be tested, evaluated, and logged at Star Fleet's convenience. In addition, once the programming was completed and the simulation was operational, it would be capable of occupying several hundred officer-candidates simultaneously. Operation Armageddon would become the Star Fleet Command Staff College's primary wargame and graduation-combat exercise, replacing literally dozens of older, less-detailed, simulations.

OPERATION HISTORY

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

In Stardate 2/15, Star Fleet's Klingon Sector Intelligence made preparations for Operation Dixie, a deep-survey mission within Klingon space. When Romulan Sector Intelligence found out, they made plans for an identical assignment into Romulan space, code-named Project Grey Ghost. This rivalry caused both projects to be launched ahead of schedule; Operation Dixie in 2/1702, and Grey Ghost in 2/1708.

As of 2/1801, the Organians had effectively kept peace between the UFP and the Klingon Empire for ten years. However, some disquieting reports came through SFIC just three months earlier, indicating that the Organians were considering an end to their mandatory truce. These reports concerned Admiral James Kirk greatly and prompted him to advocate a new computer simulation to prepare Star Fleet personnel for war with the Klingons. The Kargon Incident, involving the Klingon destruction of three Federation vessels and an outpost in 2/1803, only intensified his determination. After reading a report that described the Romulan Navy's use of *Winged Defender* Class heavy cruisers along their Neutral Zone, Kirk insisted on a UFP/Romulan version for Operation Armageddon.

However, the program could not be designed without solid, accurate data on Klingon and Romulan forces, activities, and capabilities. This is where Dixie and Grey Ghost really began paying off, as information received from SFIC was encoded directly into the Armageddon simulation. After all this data began pouring in, the simulation design group found that they had seriously underestimated their system needs, and hastily added more personnel and computational facilities.

Finally, a simplified version of the program was ready to be tested. After Operation Solar Wind IV took place in 2/1901, the results were compared against Operation Armageddon's simulation results. The program's accuracy proved to be astounding; given sufficient data, it could easily fulfill all expectations. The laborious data acquisition process, now specializing on planetary sociopolitical, economic, and military information, continued over the next two years. The incidents involving the *USS Monson* and the planet Mrzicann also provided additional verification of Armageddon's soundness of design.



When SFIC finished their latest Klingon analyses in 2/2104, the bottom line was not to their liking. Apparently, the Klingons were again planning for war. Before another three months passed, Star Fleet Command realized that the Organians could not be counted on to maintain peace anymore.

Although Operation Dixie had some successes, the overall verdict was that it was a disaster. By 2/2206, Star Fleet Command found itself in a state of tremendous discord on all levels. Admiral Nogura was replaced, and Admiral Kirk found himself in charge of a group of cadets. Though Kirk was still in the Education and Training Command, the change in his position and actual duties was enormous.

With Kirk's reassignment (and his other extra curricular activities), Operation Armageddon lost its biggest supporter and political backer. As of Stardate 2/2309, the simulation is still not ready for use. Although recent events have slowed progress, work still continues. Current estimates indicate that it might be ready by 2/24, but this cannot be guaranteed. In the meantime, Operation Armageddon subroutines are being used on a limited scale.

THE ORGANIAN FACTOR

FROM Report 37-B: *Organian Intervention Subroutine for Operation Armageddon*, Captain L.K. Lubbitz, Chief Design Analyst.

Point 1: Despite the recent events on Sheridan's World and various distressing reports from SFIC, the Organians may still elect to intervene, should formal hostilities break out between the Federation and the Klingon Empire.

Point 2: At this point, it is impossible to say in what manner the Organians might intervene or what events may be significant enough to trigger their participation. We can only assume that their actions will be consistent with past behavior.

Point 3: A full-scale war between the UFP and Klingon Empire would be impossible if the Organians elect to intervene. However, hostilities might still be able to take place in border areas not included in the Organian Neutral Zone.

Point 4: It does not seem likely that the Organians could prevent any form of hostilities between the UFP and the Romulan Empire.

Point 5: It is not clear whether the Organians could prevent a full-scale war involving all three major powers. Such a situation might be beyond even their control.

Point 6: At this time, war seems probable between the UFP and Klingon Empire, unless the Klingon Empire goes to war against the Romulan Empire (at this time, deemed a less likely event).

Point 7: Even if war does not take place between the UFP and the Klingon Empire, the UFP/Romulan scenario alone justifies all the work put into Operation Armageddon.

Point 8: Until clear evidence for one possibility or the other is obtained, Operation Armageddon's UFP/Klingon scenario must have separate options reflecting the possible presence or absence of the Organian race.

BACKGROUND

Thanks to a leakage in the upper echelons of Star Fleet Command, the entire Federation now knows that there exists an elaborate exercise—at present only a computer simulation—for a full-scale war against both the Romulans and the Klingons, *which the Federation would start*. Reaction to it has hardly been noncommittal. There are just two points of view—for and against—and two distinct regions where each holds sway.

The plans for Operation Armageddon make one assumption that both sides should keep in mind: Invasion of any kind is only possible if the Organians are out of the picture. Whether eliminated, muted, psionically squelched, or simply reverted to their prior state of apathy (where were they in the Four Years War, anyway?), the Organians are not a part of this complex war scenario.

The rest of the Operation Armageddon plan rests on some widely known and rarely disputed realities about the Klingons and the Federation. First of all, the Federation is quite committed to expanding its present boundaries. This is not a conscious policy; rather, it is the result of *not* applying restrictions to immigration or colonization. Unfortunately, sooner or later, Federation colonists will swarm over unoccupied worlds in the Neutral Zone and into Klingon space.

Equally irrefutable is the renowned Klingon fondness of violence for its own sake. Faced with a challenge, their immediate instinct is to seize their weapons and fall upon the threat with tooth and claw. Faced with a threatened Federation encroachment, they will attack with overwhelming force and no reserves to speak of. Large fleets will make deep penetrations aimed at Federation strong points, as second-line forces occupy and plunder Federation worlds along the way, sustaining their drive until the Federation amassed sufficient ships and tactical expertise to drive them out. Then, things will be right back where they are now—with the exception that Federation pressure will *still* be building up.

THE HAWKS' POSITION

Hawks believe that instead of waiting for the Klingons to start the inevitable war, why not steal a march on the Klingons and give them their war now, when the Federation can make the most of it? Federation technical superiority will readily destroy many Klingon ships, and surprise will nullify the Klingon superiority in numbers. Believing the pacific Federation to be a batch of queen-size wimps, the Klingons will never know what hit them.

Support for Operation Armageddon is quite strong along the frontier worlds—not surprising, considering that they stand little chance if the Klingons launch a surprise attack. They see no virtue in waiting for the inevitable. Frustrated by the Orion and Klingon barriers to expansion, fearing they will be sacrificed to an ideal of 'peace' that exists only in the minds of the Council 300 parsecs from reality, they face the Klingons with the rugged individualism of their forbears and a new pugnaciousness born of being bottled up on the edge of Federation territory. They wish to move on—and as war seems unavoidable, let it begin here.

THE DOVES POSITION

The existence of plans for Operation Armageddon alarms and shocks many in the Federation. Though the Federation has expanded rapidly in its short history and fought against two empires to secure its borders, it has never fought a war purely for conquest and expansion. To do so, or even to plan such an operation, denies the value of 150 years of a policy of peace, and threatens to revert to the barbaric past.

Star Fleet has struggled constantly to preserve the fragile and delicate state of peace in the Federation. It has been successful only because it has abided by its general orders—never firing unless fired upon, entering theaters of war to preach the unpopular gospel of harmony and cooperation, being strong enough to concede failure, allowing a conflict to continue in the hope that the survivors will have learned more wisdom. Nothing is more painful or difficult for Star Fleet, which could easily end hostilities on any world with a single ship.

Federation policy limits interference with independent planets, because the Federation realizes that it does not have all the answers. The court-martial of Captain James Smithson was painful for the very reason that wisdom was purchased at the expense of peace. Smithson used his ship's weapons to detonate the nuclear warheads of two warring nations while they were en route to their targets, preserving the civilization but introducing a new and incalculable variable into the planet's future. He got off lightly, the Federation judged that though stopping a war was admirable, it was also an act of cultural interference. Had Smithson prevented the world leaders from pressing the button in the first place, he would have been a hero. Instead, he taught the natives that superior weaponry speaks louder than any peace conference.

Another war between the Klingon Empire and the Federation would be catastrophic. Would the Klingons accept any new frontier the Federation cared to name, or would they war on, for the very joy of warring? There are plenty of undiscovered worlds within the Federation for colonists to settle, and if they want to expand Federation boundaries, frontiersmen could always strike out for spinward worlds. To stoop to the level of Klingon battlelust is to throw away the very thing that makes the Federation superior to any brutal empire: its capacity for humility. Without it, all the pretty words of the Articles of Federation might just as well be a Klingon warlord's battle oath. If the Federation is to survive as it has for over a century, it can never consider the use of force to be acceptable.



SECURITY PROCEDURES

SPACEDOCK SECURITY FLAW

Extract from An Analysis of Security Procedures and Systems Failures: A Star Fleet Security Command Report, released Stardate 2/2211.

Star Fleet Security Command believed that the Spacedock (i.e. Star Fleet Repair and Service Facility, Sol III) possessed adequate protection against any internal or external security threat. However, the events that transpired on Stardate 2/2206.23 proved us wrong. Through skillful planning, liberal use of rank-bestowed privileges, and 'good luck', a small group of Star Fleet officers was able to spacejack a starship from Spacedock. This report will evaluate how a number of security protocols failed, permitting the act to take place, and will suggest possible ways to prevent the situation from happening again.

To begin, it is necessary to identify the individuals responsible for, or indirectly supporting, the spacejacking. The actual events are well-documented, and so they will not be described in detail in this report.

Admiral James T. Kirk was the former commander of the *Constitution Class USS Enterprise*, more recently of the Admiralty Staff and Star Fleet Education and Training Command. Kirk personally led the group, consisting of a handful of loyal officers formerly under his command. These officers included: Commander Montgomery Scott, Commander Leonard McCoy, M.D., Commander Hikaru Sulu, Commander Uhura, and Commander Pavel Chekov. In addition, Ambassador Sarek of Vulcan gave his support to the spacejacking by providing diplomatic asylum to the party when they arrived on Vulcan.

Point 1: The group took advantage of diplomatic asylum on Vulcan. Sarek had made previous arrangements with Admiral Kirk to allow the group to remain on Vulcan. Being a Federation ambassador as well as a statesman of remarkable reputation, Sarek was within his authority to grant Kirk's party diplomatic asylum. Though we may question the legitimacy of his motives, he had the right to do so, without suffering personal incrimination.



The only way to prevent such cooperation in the future would be to eliminate the privilege of diplomatic immunity, either for Sarek specifically or for all beings with the privilege. To single Sarek out for loss of privilege would certainly strain relations between Vulcan and the Federation. Vulcan is an important member of the UFP and taking such drastic action against that world might be more damaging than the event itself.

Canceling immunity and related privileges for all diplomats would probably hurt political relations between all Federation member worlds. The entire Federation might risk dissolution as a result. Clearly, this is not a viable choice, and so there does not appear to be an effective solution for this problem. We can only hope that ambassadors will not invoke asylum or sanctuary to support illegal activities of any kind.

Point 2: All members of Admiral Kirk's party were given the full privileges of their rank. This enabled Admiral Kirk to visit Dr. McCoy in the security holding area, Commander Scott to have access to the *Excelsior's* transwarp drive, Commander Uhura to take over a transporter station, and so on.

There is no effective way to remove privileges of rank from Star Fleet officers if they are not under suspicion. The resulting effect on morale would be immediate and disastrous. Without deliberate, systematic efforts toward total mind control, we can only assume that our fellow officers are law-abiding, putting our faith in their consciences and past service records.

One possibility would be to require personnel to know certain passwords before they could gain access to sensitive locations. Unfortunately, this would either require more computer security systems or more security guards with orders to challenge their superiors. Both options sound suspiciously like Klingon standard procedures, and neither choice is practical or acceptable.

Point 3: Security procedures were not strict enough in the security holding area. Normal procedures were adequately followed, but the procedures themselves were insufficient to maintain security. For example, Admiral Kirk was permitted direct, physical contact with a prisoner (Dr. McCoy), and a guard did not remain in the cell while the visitor was present.

The two-minute limit on visits should be retained. Either two armed guards should remain in the cell while visitors are present, and/or a force-field or similar obstruction should prevent direct contact.

Point 4: Security procedures were not strict enough at the security station. Again, the procedures were followed, but they did not fulfill their purpose. No one searched Admiral Kirk or Commander Sulu for weapons or communicators. The guard present did not contact Admiral Morrow's office to verify Commander Sulu's credentials, or Admiral Morrow's request for Admiral Kirk. Not expecting trouble, the guards split up because of Commander Sulu's diversion. As a result, it was easier to neutralize the guards. Although additional security personnel arrived, they were too late to be of any use.

All weapons and communicators carried by visitors should be checked in or removed at the door. Guards should verify all credentials, especially if any task requires one or more guards to leave their duty station. There should be four guards present at every security duty station, so that they can remain in pairs at all times. Also, controls should be placed on the security panel to stop any turbo-elevators from accessing that holding area. Such a control could have permitted the convenient arrest of Admiral Kirk and several co-conspirators.

Point 5: Security measures should be present around sensitive projects and systems, such as the transwarp drive. Commander Scott was able to board the *USS Excelsior*, incapacitate the transwarp computer, and leave without even being stopped. Although most Security Officers do not have any training in starship engineering or warp drive systems, it is possible that their mere presence might prevent any sabotage.

Point 6: Every transporter station should have at least one armed Security Officer assigned. His duty would be to verify transporter destination orders and encoded IDs and to prevent unauthorized use of the facilities. Alternatively, all transporter stations could be monitored by sensors from a remote security-manned observation station. These measures might not have been enough to stop Admiral Kirk and the others, but it would have made their objectives more difficult to achieve.

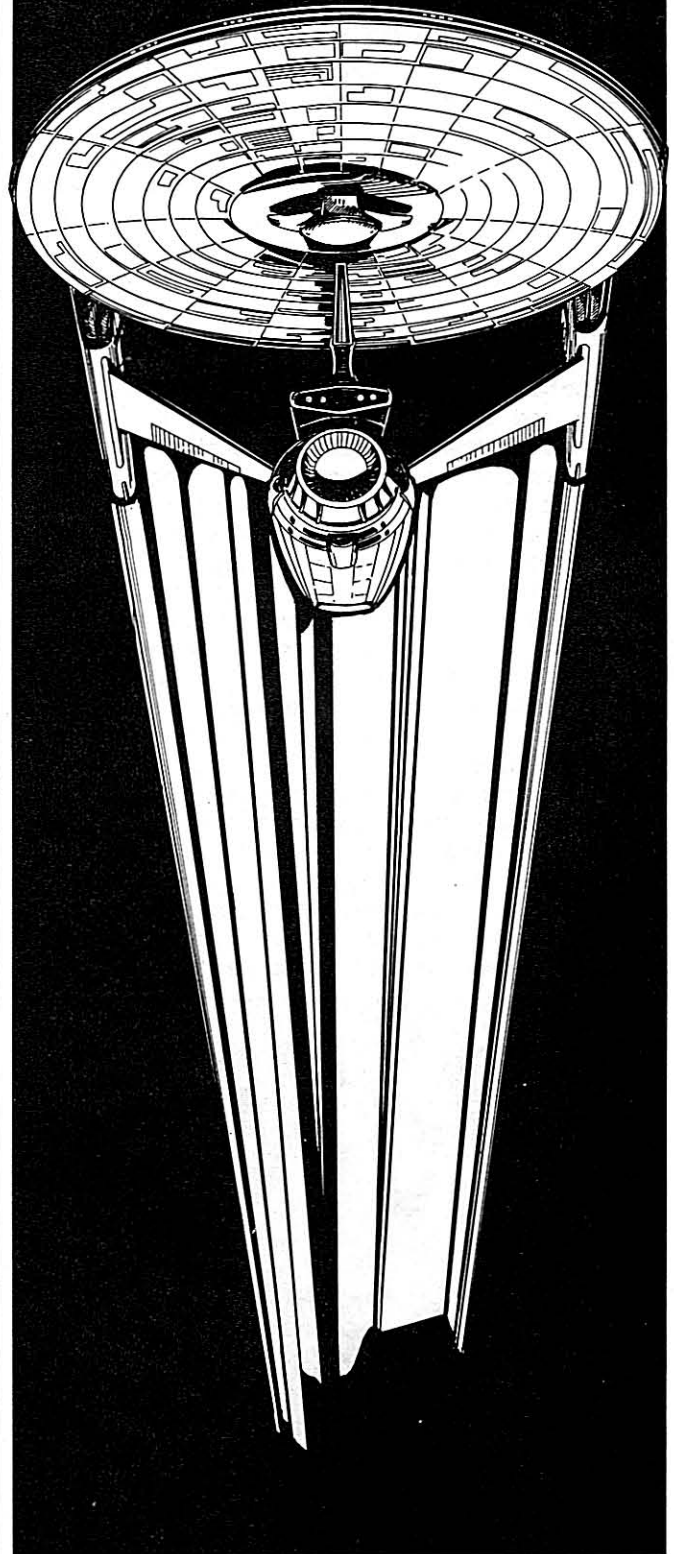
Point 7: When an entire starship crew leaves a vessel, Security Officers should be dispatched to the vessel. One or two squads of Security Officers should have been beamed aboard the empty *USS Enterprise* to monitor the transporter rooms, bridge, main engineering decks, and other crucial areas for possible intruders. This would have prevented anyone from boarding the vessel, performing fairly extensive modifications to the automatic controls, and simply taking the ship out.

Point 8: The access prefix code of the external 'space-doors' to the Spacedock should be changed daily. Docking Control would release the current randomly generated combination only to those starship Captains and Chief Helmsmen serving on vessels authorized to enter or leave Spacedock that day. Clearly, if the *USS Enterprise* group could not have opened the spacedoors, the spacejacking attempt would not have gotten very far. Based on the motives of Admiral Kirk and his party, it seems unlikely that they would have rammed the *Enterprise*, or opened fire to breach the Spacedock.

Point 9: There should be a way for Docking Control to override the spacedoors, preventing individual starships from opening and closing them at will. Again, such a procedure would have prevented the theft of the *USS Enterprise*.

It may be impossible to implement many of these recommended changes. A few may not be cost effective, in terms of time, equipment, or labor. Others may be too impractical politically or due to their effects on service morale.

Nevertheless, the question of improving security deserves serious consideration. As a result of the *Enterprise* fiasco, we have learned which security procedures need to be improved. No lives were lost as a result of the crime, and the *USS Enterprise*, though destroyed, was scheduled to be decommissioned anyway. The next lesson may not come so cheaply.



STARSHIP THEFT TESTIMONIAL

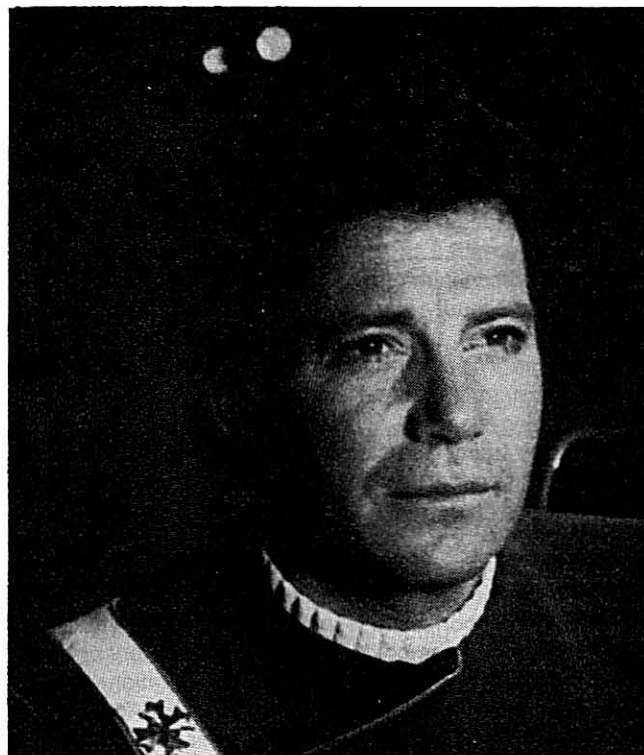
Extract from a sworn affidavit filed by Admiral R.E. Morrow on the Spacejacking of the USS Enterprise, NCC 1701, recorded Stardate 2/2206.28.

I've known Jim Kirk [Admiral James T. Kirk, Serial Number SC937-0176CEC] for a lot of years—thirty, to be exact. We've worked on projects together, and we've had our differences. I know him to be an often-brilliant, often-impulsive officer who has always inspired the confidence from his superiors and tremendous loyalty from his subordinates. He is one of the most skilled starship commanders I have ever seen, and also one of the most stubborn. I was Chief of Staff to Admiral Nogura [Admiral Heihachiro Nogura, Serial Number SC527-8294CAC] when Jim took over the *Enterprise* during the V'Ger incident [Reference Stardate 2/1704]. I didn't think he could pull it off, but he got a ship command back. At least, for a little while.

Jim and I had a long discussion that evening [Reference Stardate 2/2206.23] over drinks. We talked—well, he talked mostly. I listened a lot, nodding now and again. He talked about Genesis, Spock's 'essence', taking the *Enterprise* or some other ship back to the Genesis Planet, and the meaning of friendship. Crazy.

I tried to be compassionate. I don't pretend to know what the man was going through, but I do know I had never seen him as—well, quietly obsessed. He wasn't ranting or raving, but he also wasn't his normal, rational self. I've never studied Vulcan mysticism, and even the concept of IDIC seems a little high-brow to me. I guess I'm the practical, hard-bitten sort.

I don't think he understood my position, or maybe he couldn't, any more than I could comprehend his. He was discussing his intent to violate an Executive Directive from the Federation Council. We're not talking about a Star Fleet guideline or regulation, here, but a direct order from the highest governmental authority in the entire Federation! To make it worse, he was asking for my cooperation.



Jim knows the rules about using starships for unauthorized purposes. He could probably quote the regulation to me; article, section, and paragraph. The role of starship commander does not allow any changes in itinerary for the sole purpose of personal transportation anywhere, particularly when the privilege involves a Class XI cruiser. Besides, there should not have been any Star Fleet personnel aboard the vessel in the first place, as the *Enterprise* was going to be decommissioned. Just like the manual says. Jim had bent that rule before, but he always stood a Board for it later, too.

What could I say? I am Commander, Star Fleet. I *had* to turn him down. I think he would have done the same if he had been in my place. I was a little worried about his mental state, but he'd been under a lot of stress recently. What with the death of his closest friend and all. In fact, I figured the entire crew, or at least the senior officers, would be hard-pressed to keep quiet about Genesis. That's why I had several Security Officers assigned to keep an eye on them for their own protection.

After buying Jim's drinks, I returned to my own quarters for the evening. Several hours later, I hear Spacedock going to Yellow Alert and the word was that Kirk was stealing the *Enterprise*. I heard Larry Stiles [Captain Lawrence Stiles, serial Number SC1688-8992CEC] on the ship-to-ship, saying, "Kirk, you do this and you'll never sit in a Captain's chair again!" However, Kirk and his intrepid group of pirates had matters well in hand. I didn't like what he was doing, but I had to admit: he sure had everything well-planned.

There is no doubt in my mind that James Kirk was completely sound in mind and body when he deliberately violated my personal order, stole the *Enterprise*, and returned to the Genesis Planet. He may have been disturbed, but he knew what he was doing. I'm just not sure whether I respect him for his determination and loyalty more than I condemn him for his actions.

GENESIS PROJECT SECURITY LEAK

Extract from Official Transcripts of the Federation Security Council, Stardate 2/2207.05.

HIGH COMMISSIONER SILIK: This meeting is convened to explore the reasons for intelligence leaks surrounding the Genesis Project. Bring in the first witness. State your name and particular involvement or relationship to Project Genesis.

KILENDAR: My name is Lieutenant Commander Gerrold KileNDAR, with Star Fleet Security Command, assigned to Spacedock. I was ordered to keep Doctor Leonard McCoy under surveillance after his arrival there. The duty was uneventful and routine until he entered Recreational Area Twelve-C.

Once there, he began talking to a merchant Captain loudly about Project Genesis, and tried to hire a starship to take him back to the Genesis Planet. Apparently, money was no object, but it had to be done without proper flight documentation. At that point, I moved in and took both Doctor McCoy and the merchant captain custody. Since then, both parties have been in confinement; at least, until Doctor McCoy was freed via unauthorized means. Separate cells, fortunately.

That is my only involvement in Genesis. However, I was surprised to discover that many beings in the rec area seemed to know something about the project. They appeared surprised that McCoy spoke of Genesis, but only because the topic was in bad taste or improper. And this was almost immediately after the *Enterprise* returned.

SILIK: If there are no further questions, you may return to your duty station. Bring in the next witness. In exchange for his complete cooperation, the true identity of this witness will not be divulged for the record. He is to be referred to as 'Captain Smith'.

SMITH: Happy am I here to be. Glad to see promises you keep. Name I have not.

SECURITY COUNCIL MEMBER LISA ABN DARI: Ahem...Captain Smith, how did you learn about the Genesis Project, Genesis Planet, and the restrictions on travel to the Mutara Sector?

SMITH: Names of others I give not. But say I will this: a few ship captains know Genesis almost as happens, need not orders from Star Fleet to forget. Big tale, much talk.

SECURITY COUNCIL MEMBER WULKK: I wish to be sure that I understand you correctly. Do you mean to say that a number of starship crews knew about various classified aspects of Project Genesis, even before the Genesis Planet was formed?

SMITH: Did I say not? Genesis Project—yes. A secret—no.

ABN DARI: You must give the names of the other starship captains who knew of Genesis.

SMITH: I give not.

WULKK: Captain 'Smith', you are in no position to bargain. This is a matter of the gravest nature, and you promised to cooperate fully. If you do not provide us with these names, you may be incarcerated.

SMITH: I give not. You threaten me not! I remember names not. Not important at time. I care not about secret project that is secret not!

SECURITY COUNCIL MEMBER EDEN O'WALLIS: You will not be incarcerated, but your assistance is very important and will certainly be appreciated.

SMITH: Money? You pay for information? I get maybe more, if money good.

SILIK: It is illogical for you to expect payment when you knew the terms for your cooperation in advance.

SMITH: Money no. Understand I.

SILIK: You may be excused. Bring in the next witness.

NOVOCHAEIOVE: Lieutenant Commander Anton Mikoyan Novochaeiove, Star Fleet Intelligence Command, Star Base 2.

SILIK: What was your most recent assignment?

NOVOCHAEIOVE: I was the Project Genesis Case Officer.

SILIK: What findings can you report that are relevant to this investigation?

NOVOCHAEIOVE: Commissioner Silik, I have much to report, but so little to say. From what I have learned so far, an intelligence leak must have taken place almost immediately when the project entered its second stage. This is based on the minimum time a Klingon K-22B Class scout would require to travel from the nearest Klingon border to the Mutara Sector at average cruising speed.

SILIK: Has the source of the intelligence leak been located and verified?

NOVOCHAEIOVE: Not so far as I know, no. However, an Orion surveillance vessel masking itself as a freighter could have monitored intraship communications at Spacelab Regula I. A cloaked Klingon vessel could have performed the same function. Under these conditions, anything said on the research station's intercoms might have been picked up and recorded.

It is even possible that an Orion colonial or sympathizer infiltrated a Star Fleet supply assignment to the base. Orion vessels have been known to conduct trade missions in the general area. Of course, Doctor Carol Marcus is the sole survivor of that base's complement, and chances are good that she would not have been paying special attention to the racial composition of any resupply crews. No Federation starships involved with Genesis were destroyed or lost during this time, ruling out several other possibilities.

ABN DARI: That seems like a far-fetched theory. Wouldn't a simpler set of circumstances seem more probable? Couldn't there have been a Klingon agent or traitor among the Regula I staff itself?"

NOVOCHAEIOVE: Although scientists are notable for their lack of political awareness or dedication, it does not seem to account for this event. Everyone directly connected to the project was thoroughly screened, with no evidence of pro-Klingon backgrounds or motivations. I'm afraid Occam's Razor doesn't cut it this time. Of course, there are no other survivors to interro—that is, interview. And so, we may never know for sure.

WULKK: For the record, Commander Novochaeiove, how long have you held your current service rank, and what was your rank immediately prior?

NOVOCHAEIOVE: [mumbles unintelligibly]

SILIK: Commander, your words were not understood. Please repeat.

NOVOCHAEIOVE: I have held this rank for three days. Before that, I was a Commodore! Now are you satisfied?"

SILIK: I think that will be all for the time being. I declare this meeting temporarily adjourned.

STAR FLEET MILITARY JUSTICE

Technically speaking, Star Fleet is not a military organization. It operates more like a Coast Guard: its most important tasks include operating navigational aids, supporting friendly outposts, ferrying diplomats, maintaining communications, establishing a visible presence, and only occasionally defending the borders. Its authority is as much civil as it is military, and its decisions carry the same weight as law.

Nevertheless, Star Fleet treats itself as a military organization. It recruits and trains people not only to perform many technical and administrative duties, but to defend themselves bare-handed, to operate modern weaponry, to take and give orders, and to operate as a tightly organized, highly trained, and motivated team. Its rules and regulations must be obeyed, certain rigid procedures must be followed. If they are not, it has a procedure to determine whether or not a Star Fleet member is guilty.

Military justice has three distinct levels of authority. At the lowest level is discretionary justice, which may be exercised by any officer (even noncommissioned) when a minor infraction of regulations takes place. It is estimated that about 90 percent of all Star Fleet justice is discretionary: actual figures are hard to come by because there is no reason to record such trivialities. A chief petty officer does not have to file a report every time he chews out a private or assigns him extra duty. Discretionary justice gives officers the ability to punish those subordinates who have performed poorly or negligently.

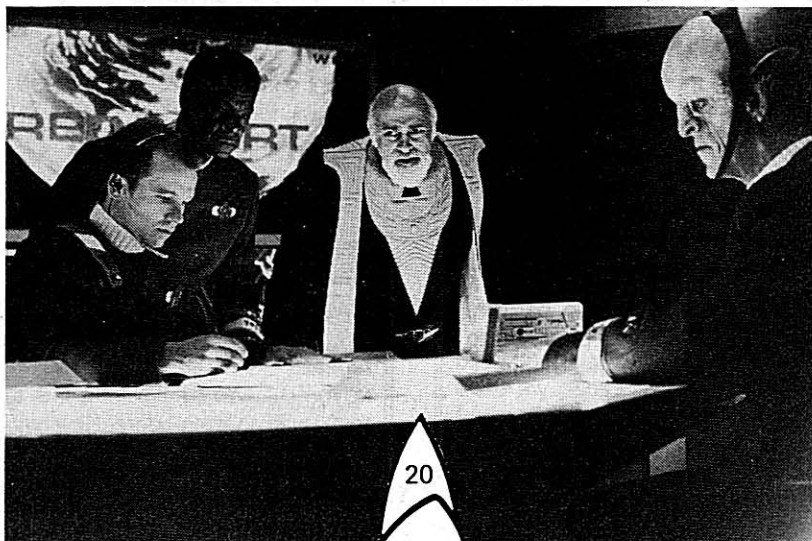
In discretionary justice, the kinds of punishment are as varied as the kinds of infractions, and depend upon the officer's discretion. However, though he may order a private to serve extra duty, the private will not have to stand a double watch. Discretionary punishment may not be placed on a permanent record without a hearing before a superior officer and the commanding officer of the ship or installation. Discretionary justice is intended to be minor—a gentle reminder to subordinates to do a better job. Commissioned officers may be subjected to discretionary justice, but it is exceedingly uncommon.

Above discretionary justice is summary justice, exercised mainly by superior officers in command of ships,

stations, or bodies of personnel. Therefore, it is applicable even to such unlikely groups as Star Fleet Marine training and SFROTC units. Summary justice is meted out when the infraction of regulations or disobedience of orders is too great to permit the use of discretionary justice. Leaving a case of computer records next to a hot-air vent so that they become spoiled is a matter for discretionary justice; if the accusing officer has reason to believe that the act was deliberate, he may bring it before his commanding officer for summary justice.

As with discretionary justice, most summary justice cases are resolved very soon after the infraction, but have a few more complications. The officer's direct superior must apply to the commanding officer for a hearing—what is usually called being put on report. At his discretion, the commanding officer hears the complaint with both reporting officer and reported offender present. There are no witness or evidence; testimony is limited to the recollection of events by the complaining officer. After the officer has related his complaint, the commanding officer may ask to verify the stated version of event. If he disagrees with the reporting officer's story, the commanding officer may permit, and is empowered to compel either party to correct, amplify, or explain any aspect of their versions. If the commanding officer decides an infraction has been committed, an entry is logged in the offender's records.

The commanding officer usually handles the bulk of summary justice at one regularly scheduled time. Aboard starships, the Captain's Mast disposes of all such cases in one or more hours. A Captain's Mast may occur every week or every two weeks, but rarely once a month; commanding officers would rather not put everyone through the wringer for so long. As with discretionary justice, punishments are not very severe. An offender may be confined to quarters for up to a month, or may be required to perform certain extra duties, with or without pay. Most summary punishments are not even this severe. A good commanding officer should be aware of the personal reasons behind any offenses, such as if the offender rubs his superior officer the wrong way. The Federation Tribunal, has ruled that Vulcans in *plak tow* or Andorians serving in temperatures over 44° C. may be considered not in full possession of their faculties.



Above summary justice presides the lofty and forbidding presence of the full military court-martial. Essentially the same as a civilian court, the court martial is convened at the discretion of a commanding officer or at the order of higher authority, be it Star Fleet or Federation member world. A reported officer has the right to demand a court-martial instead of a summary hearing. The commanding officer may not refuse the demand except under pressing circumstances, such as during battle. A minimum of three officers are required to form a court-martial, if the defendant is also an officer, no member of the court may be of lesser rank. The testimony of the defendant, the complaining officer, and any witnesses is entered into a permanent record, along with material evidence. The complaining officer, if any, may not serve either on the court or as counsel. Both the defendant and the plaintiff have the right to counsel, which may be waived by either party. In most cases, it is wise to have an attorney or judicial officer present.

The court-martial must follow the regulations prescribed by Star Fleet. Any deviation, even with consent, voids the decision. After the court hears and reviews all pertinent evidence and testimony, it retires to vote on a verdict. Individual votes are never given; the court returns a single decision of "guilty" or "not guilty". Unlike discretionary or summary justice, punishment is strictly specified for each infraction. However, the court has some discretion, but not much. If an officer is found guilty of dereliction of duty resulting in the death of a sentient being, the court must order that officer to suffer reduction in rank and undergo psychological readjustment; the court may reduce the officer's

rank even more, or even rescind his commission. In addition, it may specify the length of time for psychological readjustment or set a standard of health to be met before release.

There are few appeals from Star Fleet court-martials. The Federation Tribunal has ruled their decisions to be "exceedingly fair and discerning", and there must be substantial grounds before a higher court will consider reviewing a Star Fleet decision. The request for appeal must go through the Secretary of Star Fleet Command who administers all the machinery of military justice. Only three cases in all of Federation history have ever passed the Secretary's office to be reviewed by the Courts of Directive or the Tribunal.

Star Fleet's system of justice has one major flaw, which a century and a half has not yet corrected. Star Fleet depends on its commanding officers, its starship captains, not only to enforce the law but to determine its future course. Although the legal decisions of ship captains are regularly reviewed, time and distance make them responsible for doing the right thing immediately. Star Fleet selects and trains these beings to command ships capable of destroying entire planets, and so *must* trust them and their decisions. Effort and foresight are the qualities Star Fleet wants in its starship captains. A captain has full authority and discretion to act as he sees fit—even to alter the course of future events. Only the gravest failure of vision or disregard for consequences will cause Star Fleet to remove a captain from duty.



TIMELINE

This section contains a timeline of all major events taking place up through the time of **STAR TREK IV: The Voyage Home**. Important events described in all published FASA **STAR TREK** adventures and most supplements are included. Also, other select events and encounters occurring within or near Federation space (or in the Triangle) since Reference Stardate 2/0001 are described.

All entries contained in this timeline are current and accurate as of Reference Stardate 2/2401. All stardates are Reference Stardates.

Stardate 2/0003

Federation Star Base 27, constructed near the Klingon border, assumes operational status.

Stardate 2/0105

Green Slave trade is abolished outside the limits of the Orion neutrality area. Economic sanctions by the UFP force Orion Colonies to abolish the slave trade—officially.

Stardate 2/0109

Star Fleet Intelligence later learns that the Klingon naval base at Mastocal has been completed. This base is located very close to Federation space, in an area of Klingon territory gained as a result of the Four Years War.

Stardate 2/0207

The Triangle's strategic, location, continued population growth, and available resources become apparent to Star Fleet Command. To better meet its needs, Star Fleet Intelligence Command adds another Operating Forces Sector, Triangle Sector Intelligence.

Stardate 2/0208

A Star Fleet task force consisting of five *Larson* Class destroyers enters an uncontrolled area of space near the Romulan Neutral Zone. After one month, the task force, fails to report back at its scheduled time. A rescue group finds a single warp engine nacelle in an asteroid cluster, but no additional evidence. Romulans are suspected, but nothing is ever proved.

Stardate 2/0310

The Star's End settlement is colonized with the assistance of 42 *Cochrane* Class colonial transports. This forms the largest colonial convoy to date.

Stardate 2/04

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

Stardate 2/0510

The Kobax VI crisis occurs when a usurper assassinates the president of Kobax VI, a Federation world near the Klingon Empire, and declares the planet independent of the UFP. After the assassin is uncovered as a Klingon agent, two regiments of Star Fleet Marines restore order on the planet and deter a Klingon invasion.

Stardate 2/07

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

Star Fleet Intelligence later learns that Klingon Thought Admiral Krador zantai Rrilac is reassigned to a military governorship on Muldor IV.

Stardate 2/0702

The *Derf* Class tender *USS Acropolis* responds to a malfunctioning navigational marker buoy. A Klingon warship attacks, cripples the *Acropolis*, and tows it into Klingon space. Star Fleet Intelligence later learns that the Klingons tampered with the buoy, producing the false signal.

Stardate 2/0704

After the promotion of Captain Christopher Pike to the position of Fleet Captain over *Constitution* Class vessel operations, his hand-picked successor, Captain James T. Kirk, takes command of the *Constitution* Class cruiser *USS Enterprise* (NCC 1701). Kirk becomes the youngest man to ever command a *Constitution* Class vessel.

Stardate 2/0704 – 2/0803

The adventures that are related in the first season of the *STAR TREK* TV series occur.

Stardate 2/0705

Lieutenant Commander Gary Mitchell, First Officer of the *USS Enterprise*, is killed in the line of duty after contact with the energy barrier at the edge of the galaxy. At the request of Captain Kirk, Lieutenant Commander Spock is made First Officer as well as Chief Science Officer. He is the first person to ever hold both positions simultaneously on a major Star Fleet vessel.

As a result of the danger posed by the new Klingon base at Mastocal, Federation Star Base 12 is completed and assumes operational status.

Stardate 2/0710.21

The vast build up of Klingon military might, reported by Star Fleet Intelligence, has totally eclipsed all fear of the long-dormant Romulan problem. The complacency of Star Fleet is shattered when a Romulan *V-8 Bird of Prey* Class cruiser, using electronic cloaking to shield it from detection, destroys four Neutral Zone border outposts with a new, powerful plasma weapon. The *USS Enterprise* pursues the *Bird of Prey* into the Neutral Zone and picks up images from the Romulan ship's bridge, revealing the Romulans to be Vulcanoid in appearance. After taking heavy damage from the *Enterprise*, the Romulan ship self-destructs.

Stardate 2/0711

The Vulcan Academy of Science allays fears of Vulcan/Romulan collusion when it publicizes its theory concerning the Romulans' Vulcan heritage. This theory postulates a race known as the Preservers, who seeded the galaxy with Humans and humanoids.

Stardate 2/0712

The *USS Enterprise* discovers the *DY-100* Class explorer/sleeper ship *SS Botany Bay*, carrying cryogenically preserved survivors of the Eugenics Wars. Seventy genetically enhanced 'supermen' are revived and brought aboard the *Enterprise*. Khan Noonian Singh, the group's leader and infamous tyrant, takes temporary control of the starship, but Captain Kirk and his crew re-establish order. Khan, his group, and Star Fleet Lieutenant Marla McGivers (guilty of collusion in Khan's hijacking attempt) are left on Ceti Alpha V to colonize the planet, in lieu of court-martial or formal rehabilitation.

Stardate 2/08

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.

Stardate 2/0801.06

A Klingon battle group under the command of Captain Kor seizes the planet of Organia and transports occupation forces to the planet's surface.

Stardate 2/0801.08

The *USS Enterprise* responds to Organia. Captain Kirk and his First Officer are captured after attacking Klingon military installations on Organia.

Stardate 2/0801.09

As a Star Fleet task force approaches Organia, the Organians intervene to end the conflict. The Organians impose the Organian Peace Treaty on both Federation and Klingon forces, thus averting a second war with the Klingons. The Organian Treaty Zone is established by negotiation over the next three months. This new Zone makes important changes in the Klingon/Federation border and results in additional territory for both governments. Although both sides honor this treaty, the fate of various 'orphaned' planets in the Neutral Zone remains unresolved.

Stardate 2/0801.24

The *USS Enterprise* makes first Federation contact with the Gorn Alliance. The vessel encounters an MA-12 Class cruiser commanded by Gorn Captain S'slee after that vessel destroyed the Federation outpost on Cestus III.

Stardate 2/0802

The brief Federation/Klingon war, the imposed Organian peace, and first contact with the Gorn delay the Federation Council's final action on the Romulan border attack and the theorized Romulan/Vulcan link. Though Star Fleet doubles the number of patrols along the Romulan Neutral Zone and establishes new, larger, more heavily armed border stations, no direct action is taken against the Romulans at this time.

The *Constitution* Class cruiser *USS Constellation* (NCC 1017), under the command of Commodore Matthew Brand Decker, is severely damaged by a Doomsday Machine. The vessel's entire crew, except Decker, is killed in a related mishap. In a tactic later known as the Kirk Defense, the *USS Enterprise* crew destroys the Doomsday Machine by setting the *Constellation's* engines for self-destruct and exploding the starship inside the machine. Before the operation is completed, Decker also becomes a casualty.

Stardate 2/0803 - 2/0903

The adventures related in the second season of the *STAR TREK* TV series occur.

Stardate 2/0803.21

A Star Fleet-sponsored science team rediscovers a Vulcan colony world in the Triangle Zone that had been captured by Romulan forces. When the planet's ores played out, the Romulans abandoned the mining settlement, destroying all records and equipment and stranding the Vulcan inhabitants. By the time the scientists arrive, most of the Vulcans are dead. Sarek, a highly respected scientist/statesman from Vulcan, is given custody of a five-year-old Vulcan/Romulan hybrid named Saavik.

Stardate 2/0806

As the result of tectonic instability, Ceti Alpha VI, a planet-sized moon in co-orbit with Ceti Alpha V, explodes. The effect alters Ceti Alpha V's orbit slightly and transforms it from a luxurious garden world into an inhospitable desert.

Stardate 2/0808.26

The *Constitution* Class cruiser *USS Republic* (NCC 1373), under command of Captain Richard V. Masterson, is officially listed as missing. Based on information obtained at the time, Star Fleet officials believe that the vessel may have been missing as much as seven months prior.

Stardate 2/0811

In recognition of outstanding service as both First Officer and Chief Science Officer of the *USS Enterprise*, Lieutenant Commander Spock is promoted to full Commander.

Stardate 2/0902

The Babel Conference on the Coridan question is settled by the inspired oratory of Sarek of Vulcan. Coridan is made a UFP protectorate.

Star Fleet Intelligence later learns that the first of a series of Romulan/Klingon non-aggression and technological exchange treaties were signed at this time.

The *Nelson* Class scout *USS Menke*, operating along the rimward frontier, is listed as missing after failing to make a scheduled report. The *Nelson* Class scout *USS Stuart* conducts a two-month-long search without success.

The Organians decide to discover whether or not Humans and Klingons can live and work together. They select Sheridan's World 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.

Stardate 2/0903 - 2/1003

The adventures related in the third season of the *STAR TREK* TV series take place.

Stardate 2/0904

A convoy consisting of six *Cochrane* Class colonial transports plus escorts is listed as missing after failing to arrive at its destination of New Deimos. Some believe the Gorn Alliance may have been responsible, but no evidence supports this allegation.

Stardate 2/0906

Lieutenant Commander Willard Decker, a Helmsman/Weapons Officer, receives a short-term shore assignment on Delta Four.

About 200 colonists from the Federation and the Klingon Empire arrive at Sheridan's World under the direction of the Organians.

Stardate 2/0911

Deep-cover Star Fleet agents within the Klingon Empire report that the Klingons and the Romulans have settled their border disputes and have likely sealed cease-fire agreements with military technology exchanges. In the resulting shake-up in Star Fleet Intelligence, the entire staff of the Romulan Activities Unit is replaced. Federation Council members favoring a stronger stand against the Romulans feel that they have a mandate due to the strength of public opinion. As a result, they draft top-secret resolutions commissioning Operation Purloin.

The Vulcan Science Academy sends a report on psionic contact with a new race of beings, the Tholians, to the Bureau of Scientific Investigation, where it is forgotten.

Stardate 2/10

Star Fleet Intelligence Command later learns that the *Nelson* Class scout *USS Valdez*, captured by the Klingons during the Four Years War, was destroyed during this time. The Klingons had been using the *Valdez* along the coreward border at the time of its destruction.

Stardate 2/1001

Star Fleet Intelligence later confirms that, at this time, the Romulan Imperial Navy began using three-ship squadrons of Klingon-built *Stormbird* Class cruisers along their side of the Neutral Zone.

Stardate 2/1001.30

The world of Penchan II becomes the fourth member of the Imperial Klingon States within the Triangle. Penchan is vital to the future existence of the IKS because of its vast crystal deposits (including dilithium). With these and other metals, the IKS can begin rebuilding its worn-out fleet.

Stardate 2/1002

Operation Purloin begins when Captain James Kirk takes the *USS Enterprise* into Romulan space. The *Enterprise* is captured by three Romulan V-11 *Stormbird* Class cruisers equipped with cloaking devices. Commander Spock gains the confidence of the Romulan commander and distracts her long enough for Kirk, disguised as a Romulan, to steal a prototype of the cloaking device from the Romulan flagship. The *Enterprise* escapes when Chief Engineer Scott hooks the purloined device into the Federation ship's deflector shield circuits and activates it.

Stardate 2/1003.01

The *USS Enterprise* makes first contact with the Tholian Assembly. The Star Fleet vessel encounters two *Spinner* Class starships under Tholian Commander Loskene while responding to a distress call from the *Constitution* Class cruiser *USS Defiant*.

Stardate 2/1003 – 1103

The adventures related in the *STAR TREK* animated series take place.

Stardate 2/1004

Despite intense examination by the best minds in Star Fleet, the Romulan cloaking device remains a mystery. Nevertheless, political pressure forces Star Fleet to make a public demonstration of the stolen device. The device is installed on a Federation ship, and dignitaries from all over the UFP fill both that ship and the vessel observing the experiment. When the cloaking device is activated, both ships disappear. Seconds later, there is a gigantic explosion, and neither ship ever reappears. Scientists stop all attempts to duplicate the cloaking device. Council members who advocated a harder position against the Romulans, and who gained in stature because of the success of Operation Purloin, lose credibility because of the disaster.

Stardate 2/1101

Star Fleet Intelligence Command orders the *Constitution* Class cruiser *USS Hood* (NCC-1703), under the command of Captain Hugo Revere, to investigate the area of spatial interphase near Tholian space. The ship's assignment is to determine the potential of the interphase phenomenon as an offensive military weapon for Star Fleet.

Stardate 2/1104

The *USS Enterprise* is ordered to assist and recover vital data from the *USS Hood*, which has become trapped in the interphase. The crew of the *Enterprise* is able to retrieve the needed information, but the *Hood* eventually disappears due to the interphase disturbance created by the presence of the *Enterprise*. Intelligence reports later verify that the interphase phenomenon is useless as a weapon. (Complete details of this mission are described in **Ghosts of Conscience**, included with the ST:RPG first edition rules set.

Stardate 2/1105

The *Constitution* Class cruiser *USS Essex* (NCC 1719), under the command of Captain Salar, discovers a Klingon D-7A Class cruiser in the 34 Kraol system within the Triangle. A Klingon landing party is attempting to alter the cultural development of an intelligent race on the system's third planet. The Klingon's goal is to tap the world's extensive durallium resources. (Details of this mission are described in the ST:RPG adventure **Imbalance of Power**.)

Stardate 2/1109

By Star Fleet orders, Federation Genetics Research Station Number 17 (GRS 17), located on Aleph III near the Organian Neutral Zone, is closed. The *USS Enterprise* is ordered to retrieve all personnel and data. (Complete details of this mission are described in **Again, Troublesome Tribbles**, included with the ST:RPG first edition rules set.)

Stardate 2/1109.30

An abandoned Romulan planetary base is discovered on Eridam, a mining world near the Triangle. Its Romulan inhabitants were wiped out by LV-132, a viral epidemic disease also known to affect Vulcans. No military information is gained, but personal diaries, children's books, works of fiction, and other non-military writings are recovered.

This body of work, known as the Eridam Papers, adds much to the Federation's meager store of knowledge about the Romulans. The Vulcan connection is supported by anatomical drawings, Romulan legends, and children's history books.

Based on the Eridam Papers, some political thinkers speculate that negotiation may be possible with the Star Empire. Others see no hope for negotiation and press for even stronger measures to curb "the Romulan threat". The Council votes to maintain a stronger military presence along the Neutral Zone and near the Triangle, and asks Star Fleet Intelligence to gather as much intelligence data as possible about Romulan military capabilities and tactics.

Stardate 2/1111

The *USS Enterprise* makes first contact with the I'lglii at Federation Deepspace Research Facility 39, where the I'lglii's presence disrupts research in transporter design. This intelligent, man-sized ameboid life form is capable of sub-light travel without technological aid. (Details of this mission are described in the ST:RPG adventure **The Vanished**.)

Stardate 2/1201

Captain James Kirk of the *USS Enterprise* is called to Janus VI, where he must serve as a judge regarding the murder of a horta, a silicon-based life form living beneath the planet's surface. In the process, an important discovery is made about the race of hortas that once populated the planet. (Complete details of this mission are described in the ST:RPG adventure **Witness For the Defense**.)

While on routine patrol near Tholian space, the *Larson* Class destroyer *USS Cre'cy* (NCC 4312) encounters the badly damaged hull of the *USS Hood*, apparently no longer trapped in spatial interphase. The *Cre'cy* successfully tows the battered hulk to the nearest Federation outpost where officials decide to scrap the *Hood's* remains, rather than refit the vessel.

Stardate 2/1202

Federation Ambassador Carlos Rivera, a senior diplomat, is called in to help persuade the Lorealyn system to join the Federation. Lying within the Organian Neutral Zone, this system possesses important crystal deposits that could be valuable for transwarp propulsion. The *Mission* Class courier *USS Magnan* (NCC 13843) transports the ambassador, but is intercepted by a Klingon *D-7A* cruiser. Ambassador Rivera and his party are taken aboard the cruiser, where they are imprisoned temporarily. (Complete details of this mission are described in **In The Presence of My Enemies**, included with the ST:RPG first edition rules set.)

Star Fleet Intelligence later learns that the Kinza D'elma naval base has been completed. This Klingon base is built in territory acquired under the Organian Treaty.

Stardate 2/1203

The *USS Enterprise* is assigned to supervise the evacuation of humanoids on the planet Aleriad, which is about to be destroyed due to system instability. Although the Prime Directive is suspended, Alerian religious beliefs and Orion agents complicate the evacuation process. (Complete details of this mission are described in the ST:RPG adventure **Denial Of Destiny**.)

The first outbreak of Orion blood fever takes place among the inhabitants of Rigel VII. Star Fleet Intelligence later learns that the disease depopulated several Klingon settlements before quarantines were ordered.

Stardate 2/1204

The *Enterprise* returns from its five-year mission under Captain Kirk. It is the only ship remaining from the first group of *Constitution* Class vessels; all others have been lost in service.

Captain Kirk is promoted to Commodore upon the triumphal return of the *Enterprise*. Riding the crest of a publicity wave, Star Fleet decorates Kirk and most of the top officers and grants them six months' leave. Star Fleet adopts the *Enterprise* identification symbol as the official Star Fleet emblem, abolishing the practice of individualized emblems for each ship.

Stardate 2/1204 – 1210

Commodore James Kirk spends much of his shore leave using his influence and prestige to assure Star Fleet's continued vigilant, but non-militant activities in the face of increased Klingon aggression outside the Organian Neutral Zone. He is appointed to Star Fleet's Operating Forces Board to assure that his proposals are carried out, and is promoted to Admiral. The *Enterprise* prepares to undergo a complete refit.

Stardate 2/1209 – 1212

Coridan, a Federation Protectorate, experiences increasing numbers of dilithium crystal hijackings, resulting in numerous fatalities and severe financial repercussions. (Complete details of this mission are described in the ST:RPG adventure **Margin Of Profit**.)

Stardate 2/1212

Commander Spock refuses a promotion to Captain and retires from active duty, entering Star Fleet Reserve. He pursues the Kolinahr discipline on Vulcan and undertakes the education of Saavik.

Stardate 2/1302

The *USS Enterprise* begins its scheduled overhaul at the Sol III shipyard. This leads to one of the most interesting starship conversion/modifications in recent history. When the work is completed in Stardate 2/1704, the vessel becomes the most powerful in known space.

Stardate 2/1309

The *Aakenn* Class freighter *USS Mundy* is found adrift with life support systems operating but without a crew. Millions of live tribbles are found in the vessel's cargo hold, surviving on the food produced by a still-functional food synthesizer. Almost nine years later, two *Mundy* crewmembers are found, and they relate how renegade Klingons boarded the vessel, discovered the cargo of tribbles, and killed or abandoned the entire crew.

Stardate 2/1403

Star Fleet Intelligence later learns that a Klingon task force engaged a Romulan task force near the Triangle. This skirmish, involving a total of eleven starships, demonstrates many flaws in the newly designed Klingon *L-13* Class battleship.

Stardate 2/1404

Commander Montgomery Scott is reassigned to help refit the *USS Enterprise*.

Stardate 2/1405

An R-1 Type Orbital Research Outpost is towed to Regula, a Class D planet. The station is designated as the Regula I Research Station.

Stardate 2/1407

Star Fleet Intelligence Command begins picking up rumors concerning unidentified starships and Klingons on Daros IV, an Orion-dominated neutral world.

Stardate 2/1408.12

Initial plans regarding Operation Dixie, a deep-probe intelligence and reconnaissance mission into Imperial Klingon space, are filed with Admiral Nogura, Chief of Star Fleet Operations. Nogura approves the tentative proposal and sets the start date at 2/1901.

Stardate 2/1410

The *Anton* Class cruiser *USS Reliant* (NCC-1864) is brought into a shipyard at Morena. The vessel is extensively modified, becoming the class vessel for the *Reliant* Class, just as the *Enterprise* Class evolved from the *Constitution* Class.

Stardate 2/1410.21

Star Fleet Intelligence Command discovers that Commander Michael Thorn, assigned to investigate on Daros IV, is missing.

Stardate 2/1412

The *Mission* Class courier *Eridani Star* is dispatched to Daros IV to complete Commander Thorn's unfinished intelligence assignment. (Details of this mission are described in the ST:RPG adventure **The Orion Ruse**.)

Stardate 2/1505

Knowledge of Operation Dixie inspires Romulan Sector Intelligence, to plan their own deep-probe mission of Romulan capabilities and deployment centers. This mission is named Project Grey Ghost. It is hoped that successful completion of this mission will re-establish confidence in the branch, especially after the shake up of 2/0911.

Stardate 2/1506.06

The Klingon Sector of SFIC accelerates preparations for Operation Dixie, believing the mission will demonstrate its superiority to its rival, Romulan Sector Intelligence.

Stardate 2/1510

Admiral James Kirk hand-picks Captain Willard Decker, son of the late Commodore Matt Decker, to take command of the *USS Enterprise* after it is overhauled. Decker spends the next 18 months becoming familiar with the vessel's design and new modifications.

Stardate 2/16 – 2/23

Star Fleet and commercial starship losses gradually increase in the region of space near Star Base 27. No clear cause is identified.

Stardate 2/1601.01

The defeat of Jonas Elley in the presidential election of the Triangle's Mantiev Colonial Association causes the Chaniviev Alliance States to pull out of the MCA.

Stardate 2/1605

Civil war erupts among the members of the Triangle's Mantiev Colonial Association.

Stardate 2/1612

Commander Ian Vellacora is reinstated into Star Fleet after four years of retirement. Vellacora is not only allowed to return, but is promoted to Captain and assigned to a Gorn diplomatic mission.

Stardate 2/1701

Federation Ambassador Helen Jarvis, kidnapped by Orion terrorists, is freed by agents of the Star Fleet Intelligence Command.

Stardate 2/1702.15

The three Operation Dixie ships, the *Dixie Queen*, the *Dixie Lady*, and the *Dixie Princess*, depart on their planned five-year mission nearly two years ahead of the originally scheduled start date.

Stardate 2/1702.26

Launched from Federation Sensor Outpost Epsilon Nine, a remote-controlled sensor drone detects a strange electrical cloud near the Klingon base of Mera Zine. Three Klingon *D-7M* Class cruisers attack the cloud and are instantly vaporized, proving the object is capable of incredible destruction.

Stardate 2/1702.28

The Epsilon Nine station is vaporized by the electrical cloud, which heads toward Terra. Until it is destroyed, the station continues transmitting a live video signal to Star Fleet Command via subspace radio.

Stardate 2/1703.27

While on Vulcan, Commander Spock detects powerful thought emanations coming from the electrical cloud. He travels to Terra.

Stardate 2/1704.01

Admiral Kirk is informed of the cloud's movement. After meeting with Star Fleet Admiral Heihachiro Nogura, Kirk immediately takes over command of the *Enterprise*, demoting Decker to First Officer.

Stardate 2/1704.02

The crew of the *USS Enterprise* watches a live, but delayed, report showing the destruction of Epsilon Nine.

Spock arrives from Vulcan, rejoining the *Enterprise* as Chief Science Officer.

Stardate 2/1704.04

The *Enterprise* is dispatched to intercept the cloud. The crew discovers that the cloud is a huge vessel, the heart of which contains V'ger, the Voyager I probe presumably lost in a black hole. After the incident, Decker and Lieutenant Ilia of Delta IV are listed as missing in action.

The christening of the *Enterprise* Class heavy cruiser takes place after the mission is completed.

Stardate 2/1705

The V'ger incident enhances Kirk's fame, and makes him too valuable to risk in active command. After a short shakedown cruise of the new *Enterprise*, Kirk returns to desk duty and is eventually assigned to testing and inspection on detached service from Star Fleet Academy. Commander Spock's reserve commission is reactivated; he stays on with a promotion as Captain of the *Enterprise*.

A Romulan squadron skirts the Neutral Zone and arrives at Ectair, a neutral world within the Federation. The light-cruiser *USS Ardent*, also in the area, challenges the Romulans' presence. The senior Ectairian planetary official personally intervenes and mediates discussions.

Stardate 2/1706

The *Reliant* Class research cruiser *USS Triumph* (NCC 26228), operating in a rimward frontier area, is listed as missing in action after failing to transmit a scheduled report.

Stardate 2/1708

Captain Vellacora is reassigned to Star Base 12, pending the completion of the *Loknar* Class frigate *USS Arkadelphia* (NCC 2792).

Project Grey Ghost begins.

Stardate 2/1709

The *USS Arkadelphia* is transferred to Star Base 12. Over the next two months, crewmembers are appointed to this new vessel.

Stardate 2/1710

Star Fleet begins receiving disquieting intelligence reports concerning the Organians.

Stardate 2/1712

The Asparax Confederation is formed. It is a loosely-knit coalition of four planets in the space between the Federation and the Klingon Empire. Territorial limits are established, defining Asparaxian space.

The *Reliant* Class research cruiser *USS Regulator* (NCC 26254) is listed as missing in action after being dispatched in 2/1707 to search for the *USS Triumph*.

Stardate 2/1801

Captain Vellacora takes the *Arkadelphia* into Asparaxian Confederation space, indirectly threatening to initiate war between the UFP and the Klingon Empire. (Complete details of this mission are described in the ST:RPG adventure *Decision At Midnight*.)

Stardate 2/1801.09

Admiral Kirk prepares a memo outlining and authorizing Operation Armageddon, a massive Star Fleet Training Command computer simulation to be used as a training exercise in lieu of field maneuvers.

Stardate 2/1801.13

Gibraltar, an unwanted world situated between the UFP and the Romulan Star Empire, becomes one of the most important in the Triangle when the UFP and the Romulans choose it as the site for negotiating a settlement.

Stardate 2/1802 – 1807

Although Operation Armageddon receives a go-ahead, programming efforts are hampered by a lack of hard data on Klingon and Romulan activities.

Stardate 2/1802

The Romulan Imperial Navy begins deploying *Winged Defender* Class heavy cruisers along the Neutral Zone.

Stardate 2/1803

The *Constitution* Class cruiser *USS Kongo* (NCC 1710), under the command of Captain J.C. Fredriksen, and the *Loknar* Class Frigates *USS Halk* (NCC-2742) and *USS Rome* (NCC-2726) respond to a distress signal from a Federation outpost in the Orion sector. The outpost is under attack by a group of six Klingon *D-18B* Class destroyers commanded by Captain Kresz sutai-Kargon. When the conflict is over, the Federation outpost and all three Star Fleet vessels are destroyed. The Klingons lose only two destroyers.

The *Chandley* Class frigate *USS Hanson* (NCC 2309), operating near the Gorn border, encounters two Gorn cruisers boarding a *Liberty* Class freighter. The *Hanson* engages the Gorn, and then Star Fleet Marines board Gorn vessels for the first time in history.

Stardate 2/1805

Star Fleet Intelligence later learns that several Romulan *S-11* Class scouts were delivered to the Klingon Empire as part of a technological exchange treaty. This vessel, re-equipped with Klingon shipboard systems, becomes the *K-22A Bird of Prey* Class scout.

All search efforts made to locate the *USS Triumph* and *USS Regulator* are recalled.

Stardate 2/1808

Operation Dixie begins to show significant results, as limited information on Klingon starships and shipbuilding is relayed back to the Federation. All data from Operation Dixie is immediately added to the Operation Armageddon simulation.

Klingons occupy Marram IX, a world within the Triangle, though Klingon Sector Intelligence does not realize this until Stardate 2/1906.

Stardate 2/1808.10

Saavik, ward of Sarek of Vulcan, enters Star Fleet Academy. Sarek's family prestige heads off a storm of controversy over the admission of a "Romulan" to the Academy. Though only half-Romulan and raised as a Vulcan, many perceive Saavik to be enemy alien. Nevertheless, Saavik, is a valuable resource to Star Fleet, for whom she interprets intelligence data about the Romulans. Because of her help, many myths about the Romulans are put to rest, and the Federation develops a better understanding of Romulan psychology.

Stardate 2/1809

Star Fleet Intelligence later learns that there was political unrest on the Klingon world of Delleren V. It is unclear whether the local Klingon civilian Governor has been replaced by a military Commander. (Complete details of this mission are described in *The Natural Order*, included with the first edition of *The Klingons*.)

Stardate 2/1810.21

Representatives from the Federation and the Romulan Empire sign the Treaty of Ectair. Romulans now have free access to any non-Federation planet along the frontier, provided that they do not cross the Neutral Zone or approach within five light-years of any UFP world.

Stardate 2/1811

Admiral zantai Kaneida's search-and-destroy mission within the Triangle begins at this time, though Star Fleet does not learn of it till later. A group of Klingon warships, including a large number of *K-4* Class gunboats, use combined-ship tactics to destroy or capture any Romulan vessels encountered.

Stardate 2/1811.14

After months of cautious negotiations, representatives of the UFP and the Gorn Alliance sign the Frontier Accord, limiting military activity in the disputed area. Peace talks continue on Clanhaven.

Stardate 2/1901

Select Star Fleet vessels participate in Operation Solar Wind IV, a fleet-level training operation. This maneuver is designed to test Star Fleet's ability to respond and repulse an invasion by Romulan forces.

Stardate 2/1902

The actual results of Operation Solar Wind IV are compared to the projected results according to Operation Armageddon. The comparison proves that the training simulation will be effective, provided accurate data is used.

Stardate 2/1906

A small band of renegade Gorn based on Maltharin II attack Federation shipping and outposts in hopes of sabotaging UFP/Gorn relations. The *Larson* Class destroyer *USS Hastings* (NCC-4404), commanded by Commander Charles E. Stuart and carrying official Gorn representatives is dispatched to make contact and attempt a peaceful resolution with the renegades. (Details of this mission are described in the ST:RPG adventure *Demand Of Honor*.)

Star Fleet Intelligence later learns that the Klingon *K-22B Bird of Prey* Class scout entered service at this time.

Stardate 2/1908.18

The *Dixie Queen* is destroyed within Klingon space.

Stardate 2/1910

The *Chandley* Class frigate *USS Monson* (NCC 2392), operating within the Triangle, encounters four Klingon *K-23* Class destroyers. Combat ensues, and one destroyer is severely damaged. The other Klingon vessels depart, leaving behind the crippled ship, which then self-destructs.

Stardate 2/1912

While escorting a convoy of neutronic fuel carriers, the *Genser* Class escort *USS Genser* makes sensor contact with a small object of unknown origin. When the *Genser* breaks off to investigate, the entire starship disappears. Minutes later, the vessel re-appears, minus its entire crew. The unknown object has not been detected since, and the whereabouts of that crew is unknown. The *USS Genser* remains on active duty.

Stardate 2/2001

Agents of Star Fleet Intelligence Command discover and destroy a small, mobile Klingon base, inside Federation space near Star Base 21.

Stardate 2/2001.01

Project Genesis receives preliminary support from Star Fleet Command. Funds are provided for the project's first stage, and the entire Regula I Research Station is turned over to the project. Doctors Carol and David Marcus, co-designers of Genesis, become Project and Assistant Project Directors, respectively. Although this major research assignment is under control of Star Fleet's Office of Research and Exploration, substantial funds are also obtained from Star Fleet Intelligence Command.

Stardate 2/2003

The Klingon Empire invades Mrzicann, a small world outside the Organian Treaty Zone. The attack takes place so quickly that defenders have no chance to repel the assault. Star Fleet Intelligence places greater emphasis on monitoring Klingon assault ships capable of such invasions.

Stardate 2/2003.18

Star Fleet Intelligence's plan to assist Human colonists on Marram IX, now under Klingon domination, is approved. The plan is code-named Project Minuteman.

Stardate 2/2004

The Organians announce that Sheridan's World, site of the joint Human-Klingon settlement, will be opened to authorized visitors in one standard year.

Stardate 2/2005

Commodore Sonam requests a Star Fleet crew to respond to Bonus Run, an Orion colony tradeworld. According to their instructions, they are to assist in locating and recruiting a *k'manatram*, an outcast from Romulan society. (Complete details of this mission are described in the ST:RPG adventure **The Outcasts**.)

The *Chandley* Class frigate *USS Blackheart* (NCC 2327), patrolling the rimward frontier, is reported missing. A communications buoy is later recovered, describing the presence of a small object paralleling the *Blackheart's* course. There is no verified correlation between this vessel's disappearance and that of the *USS Genser* several months earlier.

Stardate 2/2008

The *Reliant* Class research cruiser *USS Invicta* (NCC 26246) and the *Constitution* Class cruiser *USS Hornet* (NCC 1778) locate hull and engine components from the *USS Menke* 280 parsecs away from the *Menke's* last-known position eleven years ago. Scientists are still baffled.

Stardate 2/2009

Admiral Kaneida's Triangle mission is completed, and Star Fleet Intelligence believes it to be a great success for the Klingon Empire.

Stardate 2/2010

The *Wilkerson* Class destroyers *USS Carmichael* and *USS Henley* collide during a docking operation, destroying both vessels and the docking facility and killing 730 personnel. An investigation reveals that a faulty tractor beam guidance control was the cause.

Stardate 2/2103.08

The BioResearch Corporation begins efforts to recover deposits of corboryte, a valuable metal used for starship hull manufacture, from the Polin system within the Triangle.

Stardate 2/2104

Using Star Fleet Intelligence reports as proof, Admiral Josef Cookston, Chief of Star Fleet's Military Operations Command, warns the Federation Military Appropriations Committee that the Klingon Empire may have plans to begin a war with the Federation in the next five to ten years.

The Organians permit mission teams from the Federation and Klingon Empire to visit Sheridan's World. One week later, the colonists will vote on whether to join the Federation, join the Klingon Empire, or become a fully-independent world. (Details of this mission are described in the ST:RPG adventure **A Conflict Of Interests**.)

Stardate 2/2106.01

Doctor Carol Marcus receives appropriations from Star Fleet Command to begin the second stage of Project Genesis.

Stardate 2/2106.06

The *Baker* Class destroyer *USS Cooper* (NCC 4791), commanded by Commodore William P. Masefield, receives a call for assistance from Rho Markessis VI. Several crewmembers land on the planet, only to become involved in a civil war. The crew suffers casualties as they attempt to escape while preserving General Order Number One.

Stardate 2/2106.18

The *Dixie Princess* is destroyed within Klingon space. Project Minuteman begins.

Stardate 2/2106.30

The *USS Cooper* is ordered to respond to Arcanis IV, a research station near the Organian Neutral Zone.

Stardate 2/2107

The Star Fleet Corps of Engineers (a department within the Star Fleet Engineering Command) begins constructing a complex subsurface facility on Regula for Stage Two of the Genesis Project.

A new Orion company called Crescent and Trefoil Developments is rumored to be manufacturing non-Federation designed electronic components.

Star Fleet Intelligence later calculates that Klingon Captain Kruge took his *K-22B Bird of Prey* Class Scout into Federation space at this time. Presumably, Kruge learned about Project Genesis before entering Federation Space. There may be a connection between Kruge's mission and the disappearance of a deep-space freighter, also taking place at this time.

Stardate 2/2107.08

Operation Tactical Encounters XXVI, a major Star Fleet War College fleet wargame, begins under the overall command of Fleet Captain Sufik aboard the *Enterprise* Class *USS Republic* (NCC 1753). Its objective is to field-test new tactical combat formations.

Stardate 2/2107.13

The *Karekh* Class explorer *USS Sparon* responds to a burglary attempt at the Star Fleet Museum on Memory Alpha. In command is Commander Lincoln U. Galle. (Complete details of this mission are described in the ST:RPG adventure **Old Soldiers Never Die**.)

Stardate 2/2107.16

Admiral Randolph Morrow informs all Star Fleet vessels that: "According to information obtained by the highest levels of Star Fleet Command, the race of energy beings referred to as the Organians have ceased their enforcement of the Organian Peace Treaty." Apparently, the Organians will no longer intervene in any actions between the Federation and the Klingon Empire. This means that war is once again possible.

Stardate 2/2107.17

The *USS Sparon* arrives at Memory Alpha, and its crew begins their investigation.

Stardate 2/2107.21

The *USS Cooper* arrives at Arcanis IV, only to learn they must proceed to the planet Axanar.

Completing the first part of its assignment, the *USS Sparon* proceeds to Daran V to continue the investigation.

Stardate 2/2108.16

Tellarite Captain Jarv Gouthar is promoted to Commodore and reassigned to serve as Assistant Base Commander at Star Base 14.

Stardate 2/2110

A settlement on Paxton IV's moon is destroyed, threatening interplanetary war between Paxton III and Paxton IV within the Triangle.

Stardate 2/2110.02

Falsified stock certificates from major Tellarite corporations appear on several worlds near the UFP/Romulan border. Star Fleet believes that these certificates are Orion forgeries, intended to destabilize the firms involved.

Stardate 2/2110.16

The *Chandley* Class frigate *USS Niwen* (NCC 2306), under the command of Commodore Michael A. Pollard, responds to a distress signal from a secret installation within the Romulan Neutral Zone. (Complete details of this mission are described in the ST:RPG adventure **Where Has All The Glory Gone?**)

Stardate 2/2111.14

Star Fleet Command begins making preparations for a Federation Galactic Conference.

Stardate 2/2112.13

Operation Tactical Encounters XXVI is concluded. Preliminary reports from Captain Sufik indicate that the exercise was generally a success.

Stardate 2/2112.24

An Orion *Wanderer* Class ship spacejacks the *USS Juggernaut* (a Federation battle cruiser in orbit around Memory Alpha) using an experimental 'shearing plane', capable of cutting through a tractor beam.

Stardate 2/2112.27

A contingent of Star Fleet Marines arrives at Memory Alpha to provide additional security.

Stardate 2/2201.11

The *Karekh* Class explorer *USS Sparon* arrives at Daran V, and its crew learns of the *Juggernaut* spacejacking. Their investigation uncovers who has stolen the vessel.

Stardate 2/2201.19

Commander Gabriel Matthews of the *Bader* Class scout *USS Hawley* is killed on Daran V while conducting some kind of unauthorized, covert investigation.

Stardate 2/2201.22

Klingon forces under control of Thought Admiral Krador raid the Federation world of Calamar II. The Klingons inflict unusually light damage and actually take prisoners, an unc customary action.

Stardate 2/2201.26

News of the *Dixie Princess'* destruction reaches the *Dixie Lady*. The ship sends a message to Star Base 12, but only a portion of it gets past Klingon jamming. This is the last transmission by an Operation Dixie starship.

Stardate 2/2202

Star Fleet Intelligence later learns that a Klingon Imperial Termination Order is filed against Klingon Thought Admiral Krador. The degree of the assignment's success cannot immediately be verified. (Complete details of this mission are described in the ST:RPG adventure **Termination: 1456.**)

Stardate 2/2202.09

Commodore Antonia Niccomachi, former Commander of Star Base 23, is transferred to Star Fleet Intelligence Command. Commodore Georgi X. Ilanenko, former Assistant Commander of Star Base 22, replaces her.

Stardate 2/2202.14

The *Baker* Class destroyer *USS Cooper* arrives at Axanar. Its crew has orders to investigate the possible existence of a secret Klingon base from the Four Years War period. (Complete details of this mission are described in the ST:RPG adventure **Return To Axanar.**)

Stardate 2/2202.19

The Battle of Omicron Aurigae takes place, involving three Federation starships and the Orion pirate vessel that captured the *USS Juggernaut*.

Stardate 2/2202.27

The *USS Reliant*, under the command of Captain Clark Terrell, is assigned to Project Genesis. The crew's mission is to locate a suitably lifeless planet for the project's first full-scale test.

Stardate 2/2203

Star Fleet Intelligence later learns that the Klingon Subaiesh line and related allies have begun their ascent to power within the Klingon Diplomatic Corps.

Stardate 2/2203.19

Beacuse of Admiral Dean Vanderhoff's illness, Commodore Gouthar replaces him as Commander of Star Base 14.

Stardate 2/2204

Work continues very slowly on the Operation Armageddon simulation. The failure of Operation Dixie, the transfer of high-level Star Fleet officers, the Galactic Conference, and the increasing presence of Klingon military activity all lead to a general cut-back in training projects in favor of 'real' military spending.

Stardate 2/2205

A Klingon negotiation team is sent to the Federation with orders to discuss conditions for improving interstellar relations between the respective governments.

After ten months of labor, the Star Fleet Corps of Engineers complete their work on Regula.

Stardate 2/2205.02

Numerous Star Fleet vessels are reassigned to duty as dignitary couriers for the Galactic Conference.

Stardate 2/2205.20

The *IKV K'ti'suka*, a Klingon *K-22B Bird of Prey* Class scout, destroys the Axanar Culture Mission, a team of Federation sociologists and other scientists.

Stardate 2/2205.21

The *USS Cooper* begins pursuing the *IKV K'ti'suka* toward the UFP/Klingon border.

Stardate 2/2205.24

The commander of the *USS Zirconian Star*, a transport, reports the theft of a warpshuttle and a large quantity of unrefined kironide from Platonius.

Stardate 2/2206

The Office of Star Fleet Research and Exploration join forces with the Star Fleet Engineering Command to plan a series of starships utilizing the transwarp drive, including the *Excelsior* Class battleship and the *Galaxy* Class explorer. Architects and research crews begin work on three vessels: the *USS Andromeda*, the *USS M-31*, and the *USS Magellanic Clouds*, informally called the *Magellan*. However, the ships will not be operational for some time.

Estimates indicate that the population of the Triangle has quintupled since about Stardate 2/0001.

Now complete, Project Grey Ghost is considered an unqualified success. Star Fleet gains important new information on the Romulan Star Empire.

The Dixie scandal begins to rock Star Fleet. Admiral Cartwright replaces Admiral Nogura, and Admiral Kirk (a protege of Nogura's) is transferred to Star Fleet Education and Training Command. Many other officers retire, or are discharged or transferred.

Stardate 2/2206.01

Saavik graduates Star Fleet Academy at the top of her class. Promoted to Lieutenant jg, she is assigned to take her cadet cruise aboard the *USS Enterprise*.

Stardate 2/2206.12

An Investigation Board examining records on Operation Dixie concludes that it probably failed because of a Klingon double agent.

Stardate 2/2206.14

The crew of the *USS Reliant* investigates Ceti Alpha V, believing it to be Ceti Alpha VI.

Stardate 2/2206.16

Commander Pavel Chekov and Captain Clark Terrell unexpectedly encounter Khan Noonian Singh on Ceti Alpha V. Khan imprisons them, and then uses Ceti eels to control their minds. Using the officers as bait, Khan and the rest of the Ceti Alpha survivors capture the research cruiser *USS Reliant*, and abandon most of the starship's complement on Ceti Alpha V.

Stardate 2/2206.17

Chekov notifies Doctor Marcus that the *USS Reliant* is on its way to Regula I to confiscate all Project Genesis materials and data.

Stardate 2/2206.18

Admiral James Kirk joins Captain Spock aboard the *USS Enterprise* for a three-week Star Fleet Academy cadet training cruise and inspection. Kirk receives a message from Doctor Marcus regarding the confiscation of Project Genesis. With Spock's cooperation, he resumes command of the *Enterprise*, and sets course for Regula.

Ambassador Sarek of Vulcan leaves Terra, to attend the Galactic Conference.

Stardate 2/2206.19

The *USS Reliant* arrives at Spacelab Regula I. Khan tortures and kills all Project Genesis personnel except Doctors Carol and David Marcus, who have transported to the Genesis cave on Regula.

Stardate 2/2206.20

The *USS Reliant* ambushes the *USS Enterprise* near Regula I and both vessels suffer damage in the ensuing battle. The *Reliant* disengages, and the *Enterprise* arrives at Regula I to discover the fate of its staff.

The *Enterprise* pursues the *Reliant* to the Mutara Nebula, and the battle continues, killing Khan and severely damaging the *Enterprise*. Faced with the impending detonation of the Genesis Device, Spock enters a deadly radiation-contaminated area and restores power to the warp drive just in time to allow the *Enterprise* to outrun the Genesis Wave. In so doing, Spock absorbs a fatal dose of radiation. His inert body is launched in a photon torpedo toward the world where the Genesis Device is taking effect.

Lieutenant jg Saavik is given a Star Fleet Commendation and a field promotion to full Lieutenant.

On its way back to Spacedock, the *Enterprise* rendezvous with the *USS Firenze*, a medical ship, to drop off Doctor Carol Marcus and most of the Academy cadets for further treatment and/or debriefing. Doctor David Marcus and Lieutenant Saavik are transferred to the *Gagarin* Class research vessel *USS Grissom* (NCC-639), which is on its way to survey the Genesis Planet. Star Fleet Command dispatches a transport to pick up survivors of the *USS Reliant*, stranded on Ceti Alpha V.

Admiral Vanderhoff accepts a medical retirement, and Commodore Gouthar formally replaces him as Commander of Star Base 14, a duty he has already assumed.

Stardate 2/2206.21

The *Enterprise* returns to Spacedock at Terra, and Star Fleet Admiral Morrow meets with some of the *Enterprise* crew. He explains that, by order of the Federation Council, the Genesis Project is not to be discussed and no starship except the *Grissom* is allowed to travel in the Mutara Sector.

In disfavor due to the loss of the *Reliant*, the Regula I Research Station, the Genesis Device, and Spock, Kirk meets with Sarek, Spock's father. The demoralized *Enterprise* crew is reassigned to various posts on Terra and at the Spacedock, pending further investigation. Sarek immediately leaves for Vulcan after arranging transportation for Commander Uhura to Vulcan.

Stardate 2/2206.22

The *USS Grissom*, under the command of Captain J.T. Esteban, arrives at the Genesis Planet. Doctor David Marcus and Lieutenant Saavik beam down and find a Vulcan baby, who is growing up at a highly accelerated rate. This proves to be the regenerated body of Spock, but minus his intellect and essence.

Admiral Kirk unsuccessfully tries to convince Admiral Morrow to let him return to the Genesis Planet. While under surveillance, Doctor McCoy is observed discussing Genesis in public, and is arrested and confined to a security holding area.

Stardate 2/2206.23

Captain Lawrence Stiles of the *USS Excelsior* declares that his vessel is ready for trials.

While Admiral Kirk and Commander Sulu free Doctor McCoy from a security holding area, Commander Scott sabotages the *USS Excelsior's* transwarp drive computer. With the help of Uhura, Kirk, McCoy, Scott, Sulu, and Chekov steal the *Enterprise* from Spacedock and travel to the Genesis Planet to seek Spock's body. Uhura immediately leaves for Vulcan.

Stardate 2/2206.24

Klingon Captain Kruge, commanding a cloaking device-equipped *K-22B Bird of Prey* Class scout, destroy the *Gagarin* Class *USS Grissom* and all aboard her. Doctor David Marcus, Lieutenant Saavik, and a partially regenerated Spock, all on the surface of the Genesis Planet, survive.

Stardate 2/2206.25

Star Fleet Command and the *Enterprise* both fail to establish contact with the *Grissom*.

A landing party of several Klingons beams down to the Genesis Planet. Upon reaching the planet, the *Enterprise* discovers that the *Grissom* has been destroyed. The *Enterprise* exchanges fire with the Klingon scout, but cannot finish it off.

In response, a Klingon kills Doctor David Marcus on the Genesis Planet. Admiral Kirk tricks Captain Kruge into sending a boarding party onto the *Enterprise*, then self-destructing the ship. Kirk kills Kruge on the planet.

Kirk, Sulu, Saavik, McCoy, Chekov, and Scott escape aboard the Klingon scout with the regenerated Spock. Maltz, the *Bird of Prey's* First Officer, is also taken into custody. The Genesis Effect proves its instability, and the Genesis Planet disintegrates.

Stardate 2/2206.27

The *Bird of Prey* lands on Vulcan. Spock's intellect is restored by the Vulcan ritual of *fal tor pan*, transferring Spock's essence, which he placed in McCoy just before exposing himself to the radiation, back into his own body.

Stardate 2/2206.28

Admiral Randolph Morrow files an affidavit containing his personal evaluation of Admiral Kirk's recent actions.

Stardate 2/2207

An unmanned Federation convoy operating within the Organian Neutral Zone is destroyed. Evidence later points to a Klingon attack.

Star Fleet Intelligence Command sends the *Northampton* Class frigate *USS Bremerton* into the Triangle on "business of an undisclosed nature".

Stardate 2/2207.01

Operation Grand Deterrence, a second large-scale fleet maneuver, begins under the command of Commodore G. X. Ilanenko. A second operation coming so closely after Operation Tactical Encounters XXVI, is unheard of, even in the area of Federation space nearest the Klingon Empire.

Stardate 2/2207.05

The Federation Security Council holds the first in a series of closed meetings to investigate security leaks surrounding Project Genesis. Several theories are discussed, but the Council's findings conclude that the UFP may never know for sure how the Klingons learned about this project.

Stardate 2/2208.03

Star Fleet Security Command publishes a report examining how Admiral Kirk was able to spacejack a starship from Spacedock. The report also suggests numerous procedural changes to improve security and to prevent a repeat occurrence.

Stardate 2/2209

Star Fleet Intelligence receives rumors that an important Klingon intelligence installation has been destroyed as a result of political infighting. This installation, supposedly on Valtor III, would have been a key base between the Klingon and Romulan Star Empires. (Complete details of this mission are described in the ST:RPG adventure **A Matter Of Priorities.**)

Stardate 2/2209.15

An unidentified alien, faster-than-light spacecraft is detected in deep space. Over the next two weeks, the ship rapidly continues on its course toward Terra.

Stardate 2/2209.16

A computer failure on Star Base 10 destroys many Star Fleet Intelligence Command personnel files related to Operation Dixie.

Stardate 2/2209.26

Kiltarc zantai-Neygebh, Klingon Ambassador to the UFP, arrives on Terra. He meets with a select committee of Federation Councilmembers, ranking Star Fleet officials, and Federation Supreme Court Justices. This visiting dignitary describes Admiral James T. Kirk, in his role in the Genesis Project, as a pirate and interstellar criminal who has recklessly endangered peace in known space. Kiltarc also insists that Kirk be turned over to the Klingon Diplomatic Corps to stand trial in the Klingon Empire for his crimes. The Federation Council President responds that if Kirk is going to stand trial anywhere, he will do so within the Federation and under Federation jurisprudence. At the moment, however, Kirk is immune to prosecution while receiving political asylum from Ambassador Sarek.

Stardate 2/2209.27

Admiral Kirk and his party leave in the Klingon *Bird of Prey* for Terra, where all (except Spock) face court-martials for the theft and destruction of the *USS Enterprise*. By this time, both Captain Spock and Doctor McCoy have recovered fully from the *fal tor pan* process.

Stardate 2/2209.29

The alien spacecraft reaches Terra, neutralizing any starship that impedes its progress. Though still unidentified, the vessel makes its intentions partially known upon arrival. It is attempting to establish meaningful communication with an intelligent species of life that is now extinct on Terra—belonging to the order *Cetacea*, suborder *Mysticeti*, specifically, the humpback whale.

Upon failing to establish communication, the spacecraft begins heating up the planet's atmosphere, altering Terra's ecological balance. If action is not taken soon the effect will be irreversible and catastrophic, rendering the entire planet lifeless.

Stardate 2/2209.30

Alistair Fergus, President of the Federation Council, sends out an urgent message describing the situation on Terra, and ordering all starships and beings to stay away from the planet. Admiral Kirk's party aboard the *Bird of Prey* receives the message and formulates a plan of action.

Stardate 2/2210.01

By using Sol's gravitational field in a breakaway-sling-shot maneuver, Admiral Kirk's *Bird of Prey* goes back into time to approximately Stardate -1/8608. (The *Enterprise* used the same method to travel accidentally to Stardate -1/6701.26, when it was reported by Captain John Christopher, USAF, as an unidentified flying object.)

After retrieving two humpback whales from the past, the *Bird of Prey* returns to the present and crash lands into San Francisco Bay, releasing the animals. The alien ship establishes communication and reverses the warming effects, returning Terra to its former condition. Kirk and his party are taken into custody.

Stardate 2/2210.14

After extensive interrogation and cross-examination, the court-martials of everyone involved in the *Enterprise* theft are now complete. It is the Court's decision that Scott, Sulu, Uhura, McCoy, and Chekov were only following the orders of Admiral Kirk. For this reason, they will not be imprisoned, demoted, or penalized in any way.

The Court rules that Admiral James T. Kirk, acting from a sense of loyalty and duty, was still personally responsible for the spacejacking and subsequent destruction of the *USS Enterprise*. However, his actions also led to the capture of a Klingon warship, the successful recovery of Captain Spock, and the resolution of the Cetacean Incident. For this reason, the Court sentences Kirk to formal chastisement and a two-grade demotion to Captain. Clearly, Captain Kirk will no longer have a place on the Admiralty Staff, and so he must return to a field assignment as a starship commander.

Stardate 2/2210.15

Star Fleet Command's Naval Construction Contract Number 1786, under construction at Sol III, reaches completion. Although this *Enterprise* Class Mk III cruiser was to be christened the *USS Atlantis*, it will instead be designated NCC 1701-A, and christened the (new) *USS Enterprise* in honor of Captain Kirk.

Stardate 2/2210.17

Klingon Ambassador Kiltarc abruptly leaves Terra and returns to the Klingon Empire.

Stardate 2/2210.30

Star Fleet Command's *USS Excelsior*, the first Mk I battleship of the class, is commissioned. However, an assortment of malfunctions and minor systems defects continue to keep the vessel from being deployed in an active role.

Stardate 2/2212.15

The *IKV K'ti'suka*, still being pursued by the *USS Cooper*, halts near the edge of Federation space, where a large Klingon force awaits. Several Federation vessels following the *USS Cooper* surprise the Klingon squadron in a full-scale multi-ship battle.

Stardate 2/2301

The *Nelson* Class scout *USS Fremont* is sighted in the Triangle. Klingons captured this vessel during the Four Years War, and have been using it in the Imperial Klingon Navy ever since. It is believed that the entire ship has been refitted with Klingon equipment.

The Imperial Klingon States' *IKSV Staav'eMara* is sighted in the Triangle. This *Loknar* Class frigate was captured during the Four Years War, used in an attempted Klingon political coup, and then entered service within the Triangle.

Stardate 2/2301.15

Star Fleet Intelligence reports the presence of a Romulan *k'manatram* (outcast) as the president of *Luxury Apparel*, a Triangle export/import enterprise specializing in rare and costly items.

Stardate 2/2302

While at port in a repair facility, the *Reliant* Class research cruiser *USS Accommodator* (NCC-26256) is rammed by the *Liberty* Class freighter *John B. Goodings*. The collision causes excessive external damage and uncontrollable internal fires aboard the cruiser. Allowed to burn itself out in a safe location, the *Accommodator* is boarded, evaluated, and then scrapped.

Stardate 2/2303

Star Fleet Command's *USS Columbia*, the first *Excelsior Mk II* Class battleship, is completed and begins trials. It is to be commissioned sometime in early 2/24.

Stardate 2/2303.18

Captain Nicholas Tremaine, Star Fleet Intelligence Command, spots a shuttle on the Triangle world of Freeman's Port. Tremaine believes it belongs to the *Dixie Lady*. The *USS Galahad* (NCU-5884), under the command of Lieutenant Commander Gustav A. Jorgenssen, is called in to investigate further. (Complete details of this mission are described in the ST:RPG adventure *The Dixie Gambit*.)

Stardate 2/2304

The *Enterprise* Class cruiser *USS Excalibur* (NCC 1788), under the command of Captain Preye, discovers the *USS Republic* near the edge of Federation space. The Republic has been missing at least since Stardate 2/0808. (Complete details of this mission are described in *Lost And Presumed Dead*, included in the *STAR TREK III Sourcebook Update*.)

Stardate 2/2304.15

The Orion colony on the moon of Rockhaven within the Triangle is destroyed. Evidence points to factious members of the Orion freebooters.

Stardate 2/2305

The *USS Albert* (NIA 1210), a *Tavares* Class Type Q commercial freighter under the command of Commander Ellie M. Harrelson, is assigned to patrol Orion space and monitor Orion ship movements.

Stardate 2/2306

The *Chandley* Class frigate *USS Fife* (NCC 2572), under the command of Captain Jason Q. Culver, encounters a Domsday Machine in the vicinity of Ectair, a neutral world near the UFP/Romulan border. (Details of this mission are described in the ST:RPG adventure *A Domsday Like Any Other*.)

The *Northampton* Class *USS Bremerton* returns to Star Base 10, completing its one-year mission. Details remain classified at this time.

Stardate 2/2306.01

R'thlana, a Romulan intelligence operative, has set up in the Triangle to transfer misinformation to Star Fleet Intelligence. She poses as an *k'manatram* dealing in heavy arms. (Suggested details of this mission are described in *Merchant Of Death* included in *The Triangle Campaign*.)

Star Fleet Intelligence confirms that former Klingon Thought Admiral Krador, once in line for the Imperial throne, is a fugitive from Imperial forces. Romulan forces may also seek his capture. Krador may have grand designs, including precipitating war between the three major empires. (Suggested details of this mission are described in *A Dose Of Revenge* included in *The Triangle Campaign*.)

Star Fleet Intelligence has observed an Orion privateer named R'Zaad, who has hopes of uniting all Orions into a confederation headed by him. He then hopes to establish an empire in the Orion sphere within the Federation and Klingon Empire. (Suggested details of this mission are described in *A Family Affair* included in *The Triangle Campaign*.)

Star Fleet Intelligence discovers that BioResearch Corporation has had unusually high profits over the last several years. It seems likely that the firm employs unethical, and probably illegal, tactics within the Triangle. Star Fleet dispatches a team to investigate. (Suggested details of this mission are described in *The Corporate Grasp* included in *The Triangle Campaign*.)

Stardate 2/2308.19

The *High Rider*, a chartered pleasure vessel, is lost near Star Base 27.

Stardate 2/2309

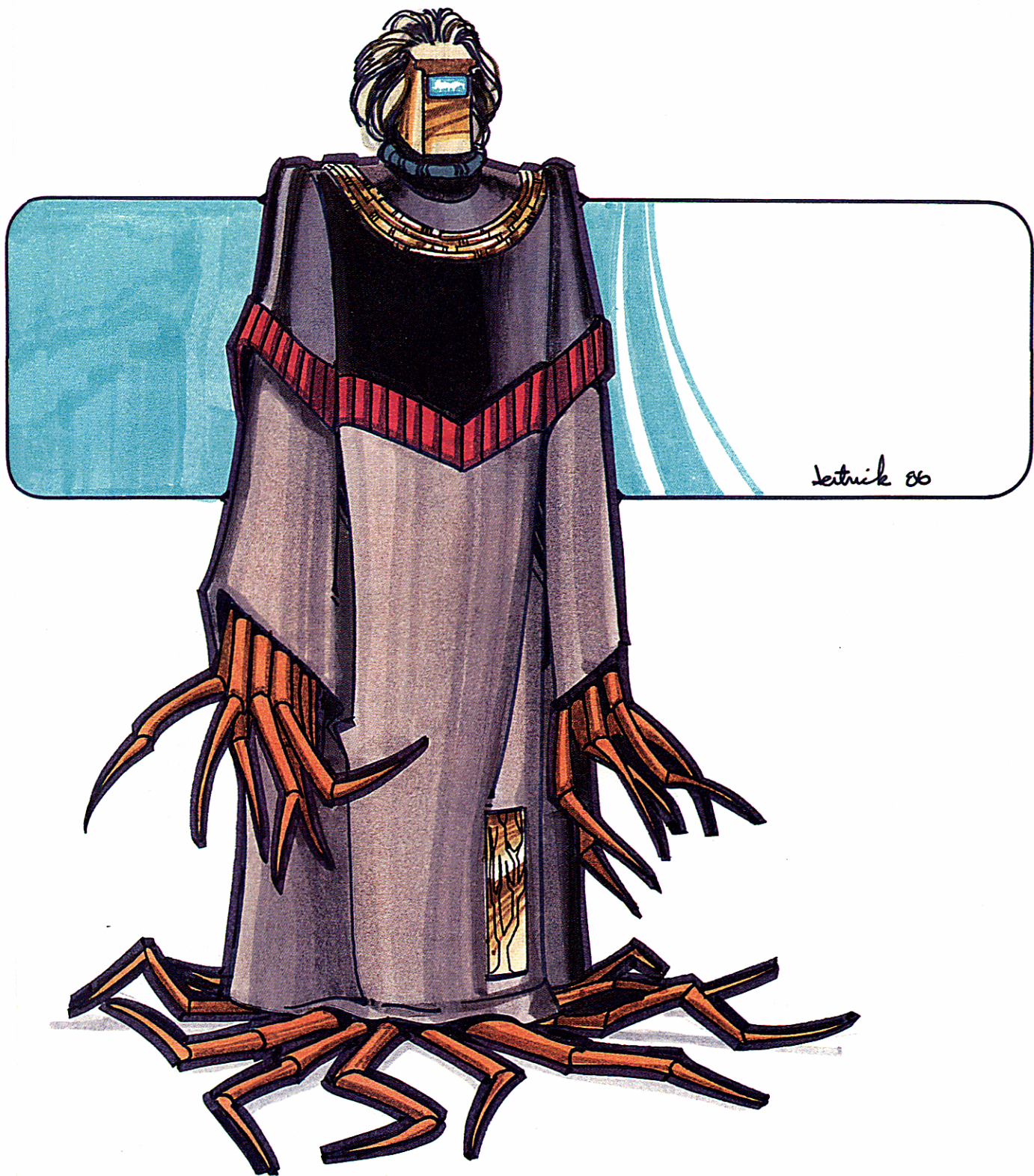
The *USS Albert* is reassigned to investigate starship disappearances taking place near the Selka system. (Complete details of this mission are described in the ST:RPG adventure *The Mines Of Selka*.)

Stardate 2/2312

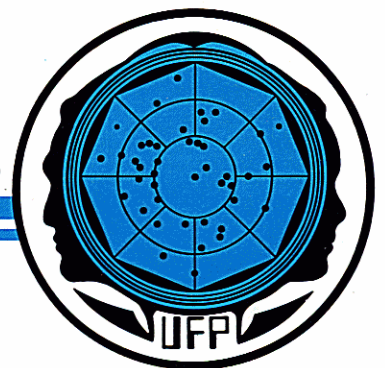
Star Fleet Command's *USS Proxima*, the second *Excelsior Mk I* Class battleship, is completed and begins trials. It is to be commissioned sometime in early 2/24.

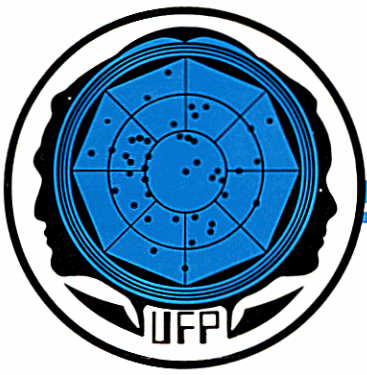
Stardate 2/2401

Star Fleet Intelligence later learns of a localized conflict taking place between the Klingon and Romulan Star Empires on the Triangle world of Tarab VI. Unconfirmed rumors indicate that a surface installation may have been destroyed, but it is not clear to which race the base might have belonged. (Details of this mission are described in the ST:RPG adventure *Graduation Exercise*.)

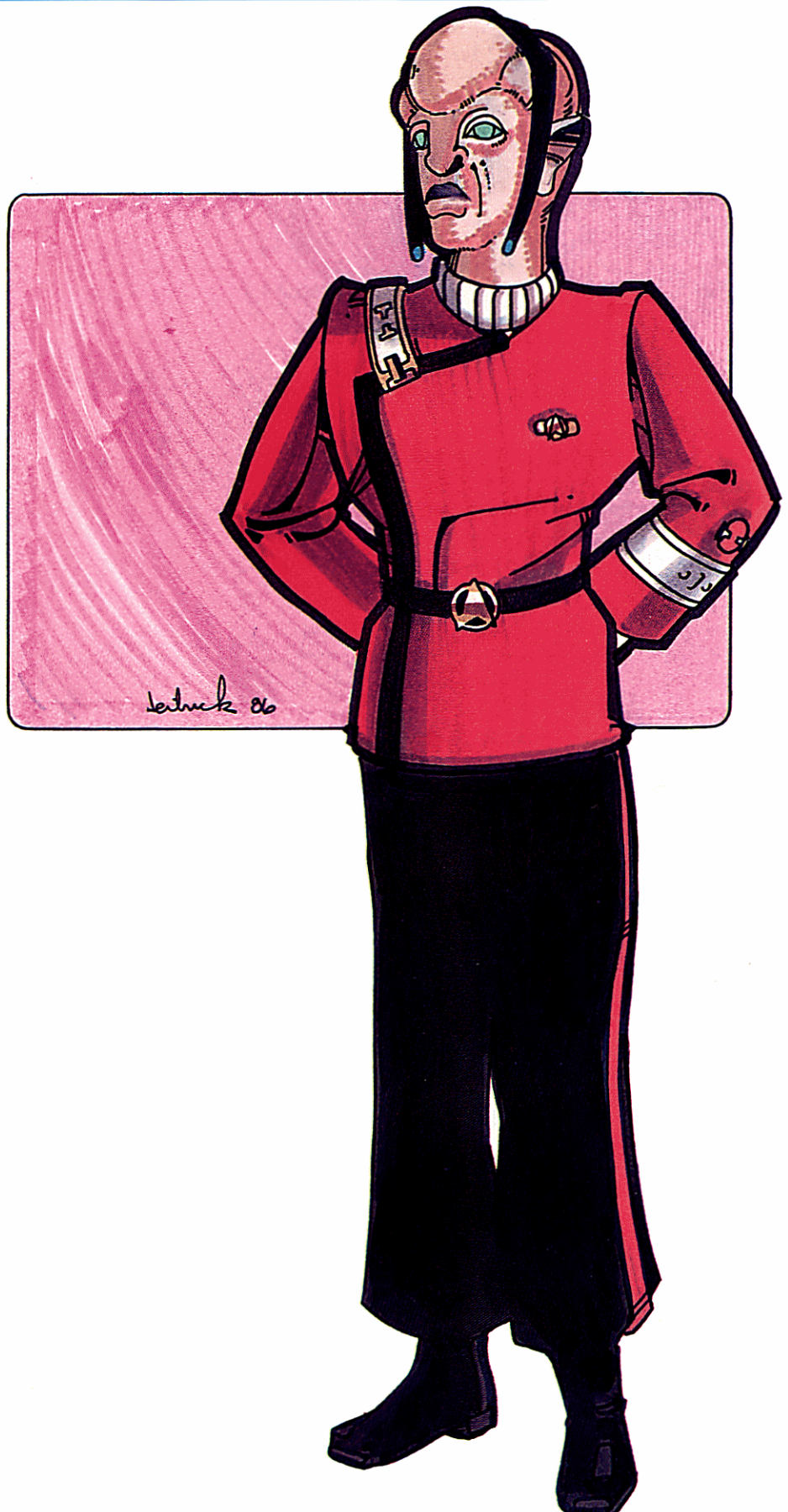


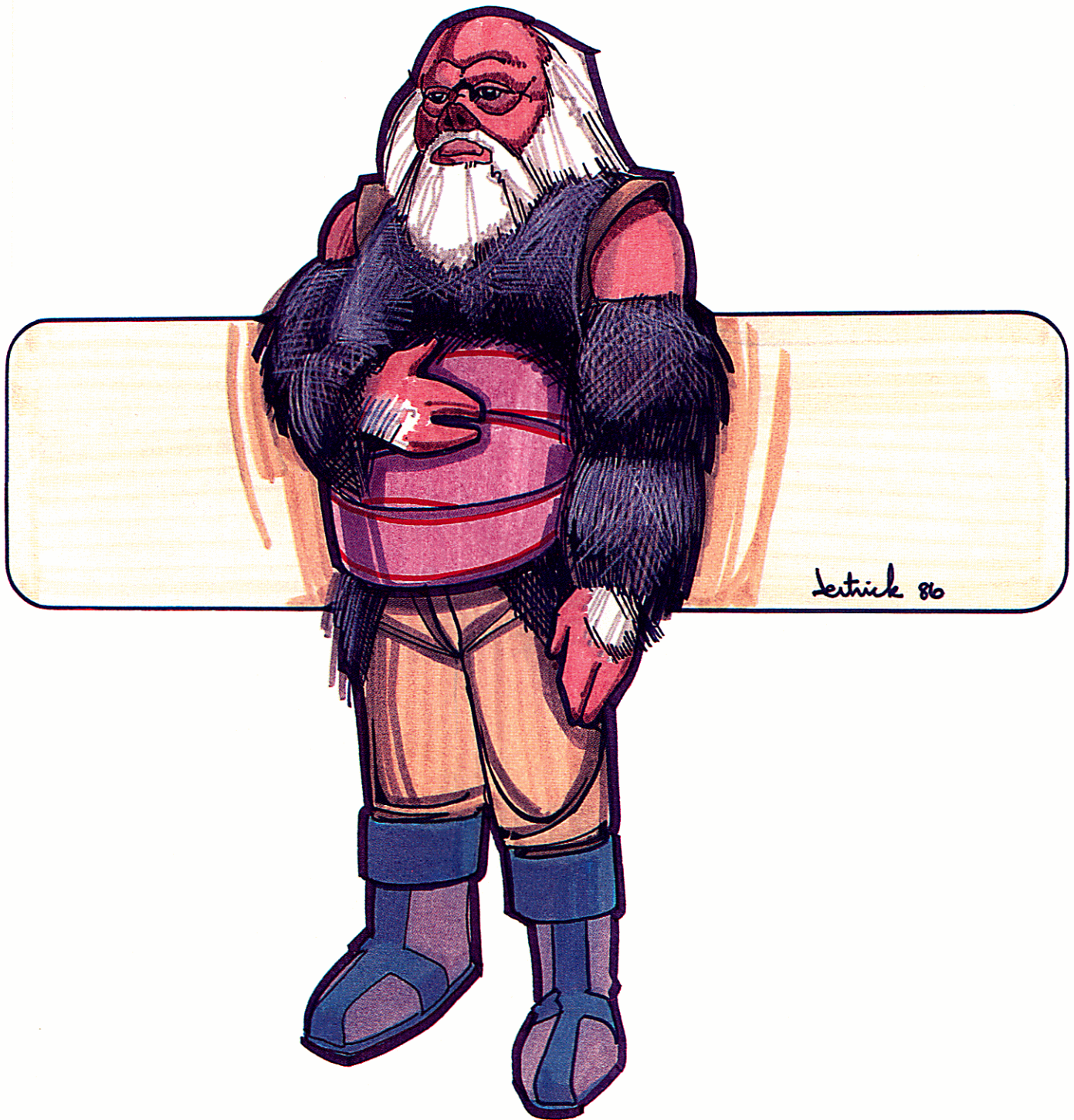
Xelatian In Anti-Grav Harness



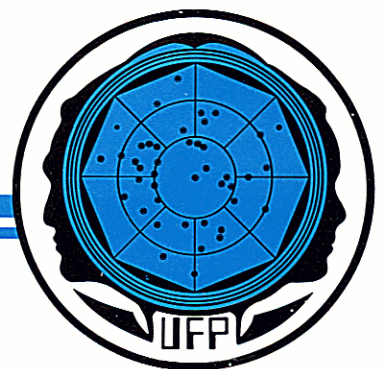


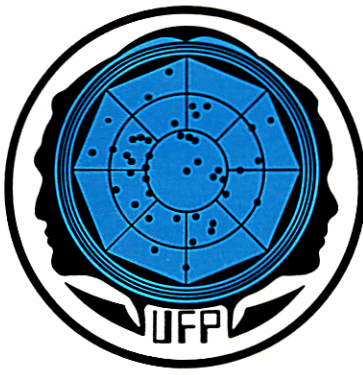
Arkenite With Anlac'Ve



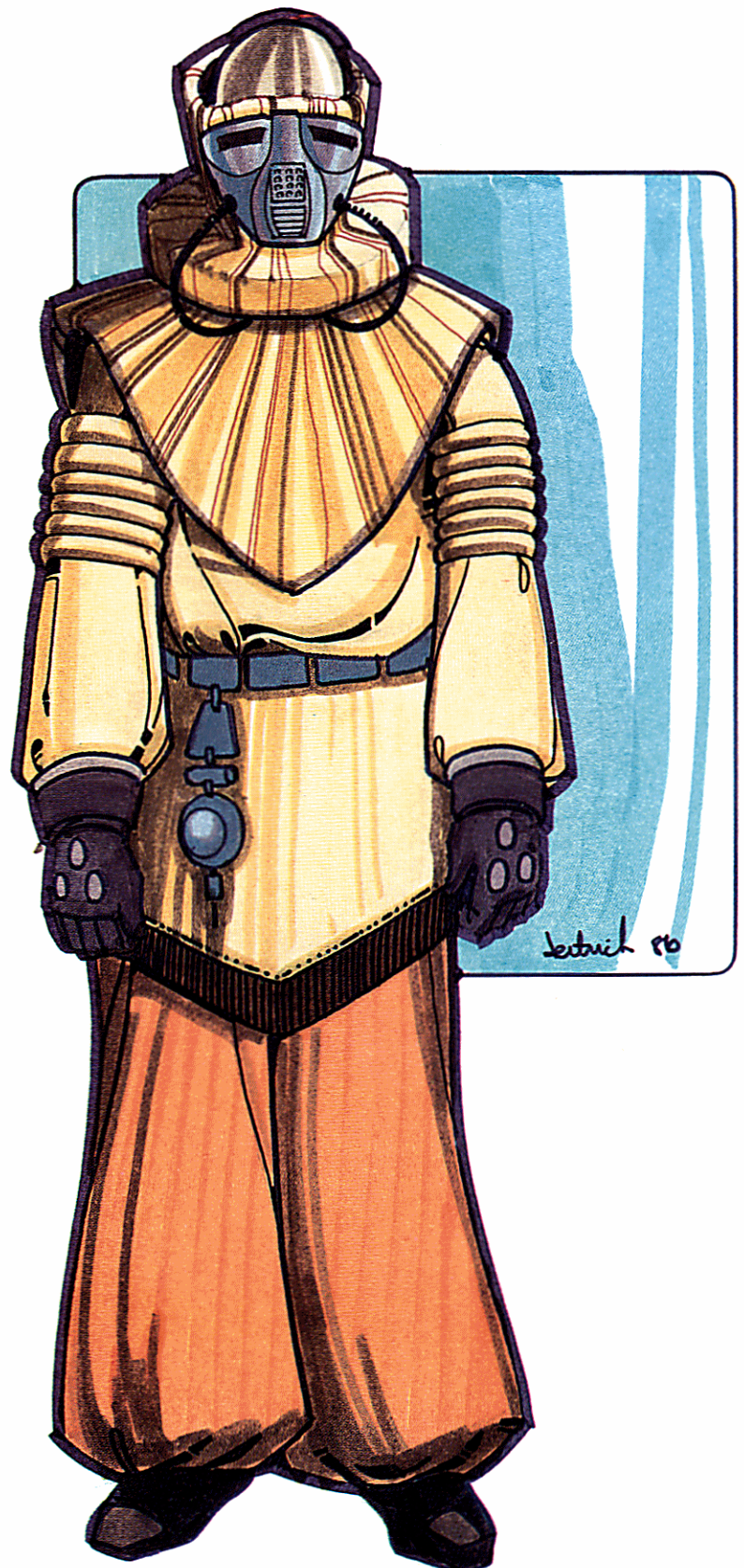


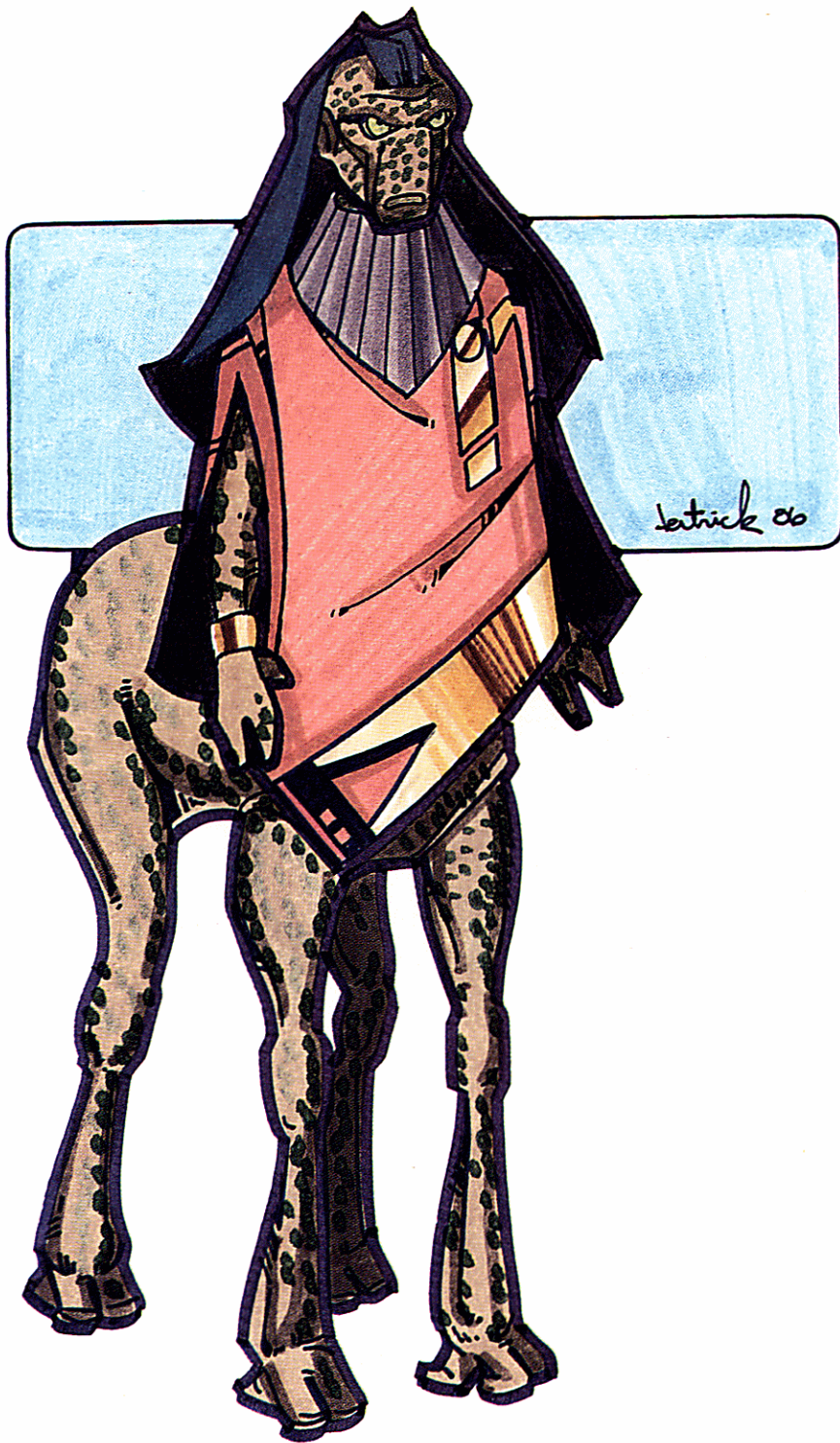
Tellarite



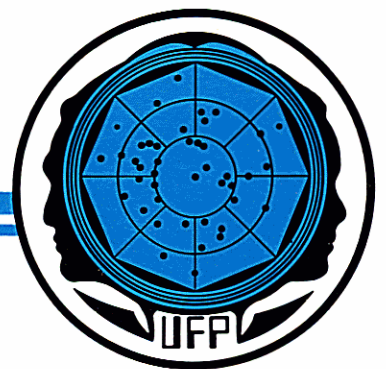


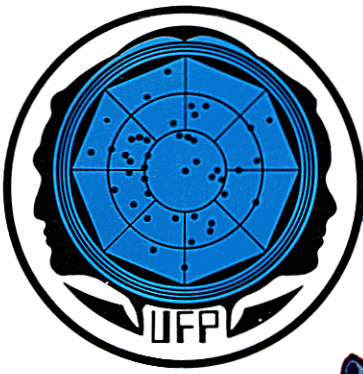
Zaranite In Environmental Suit



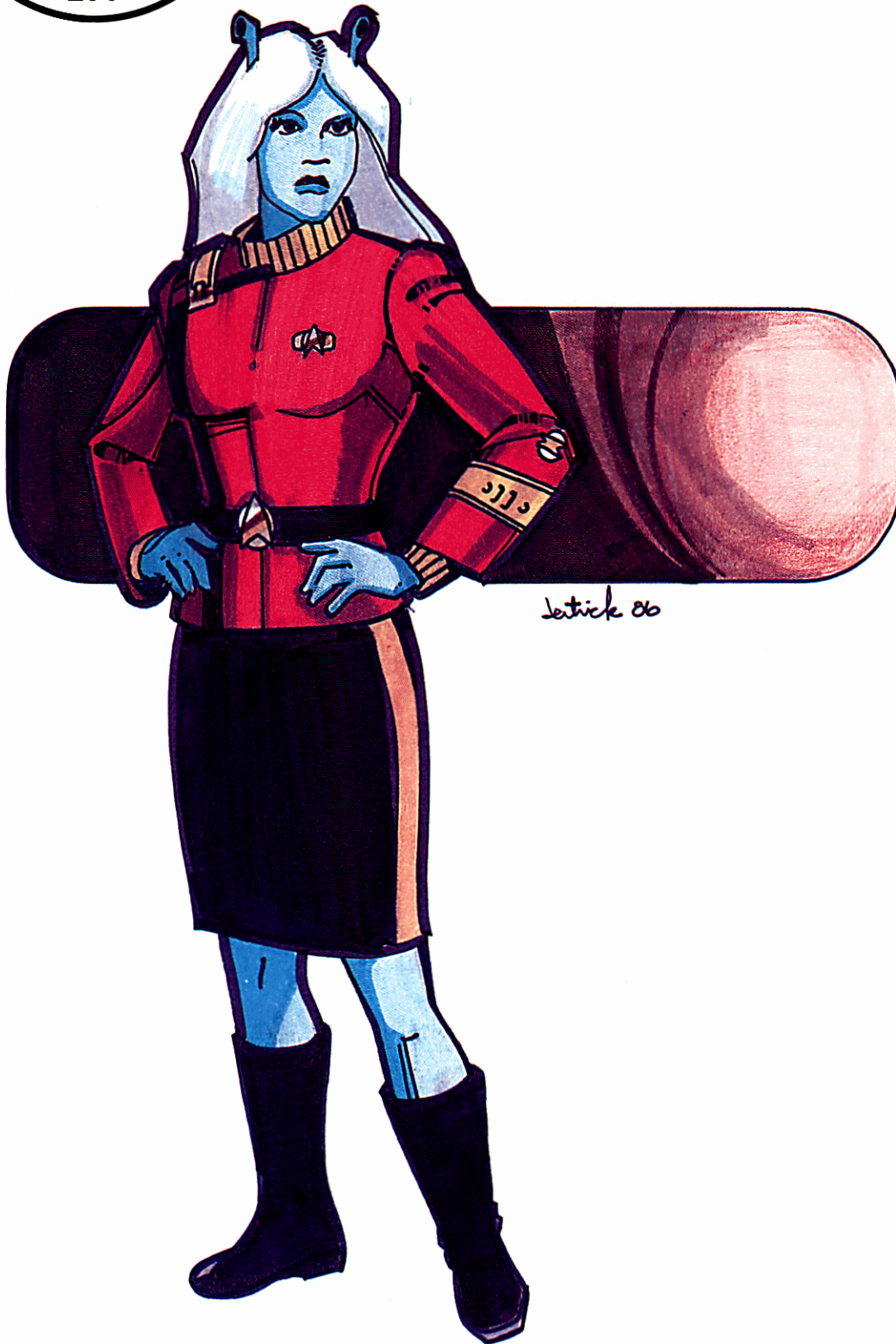


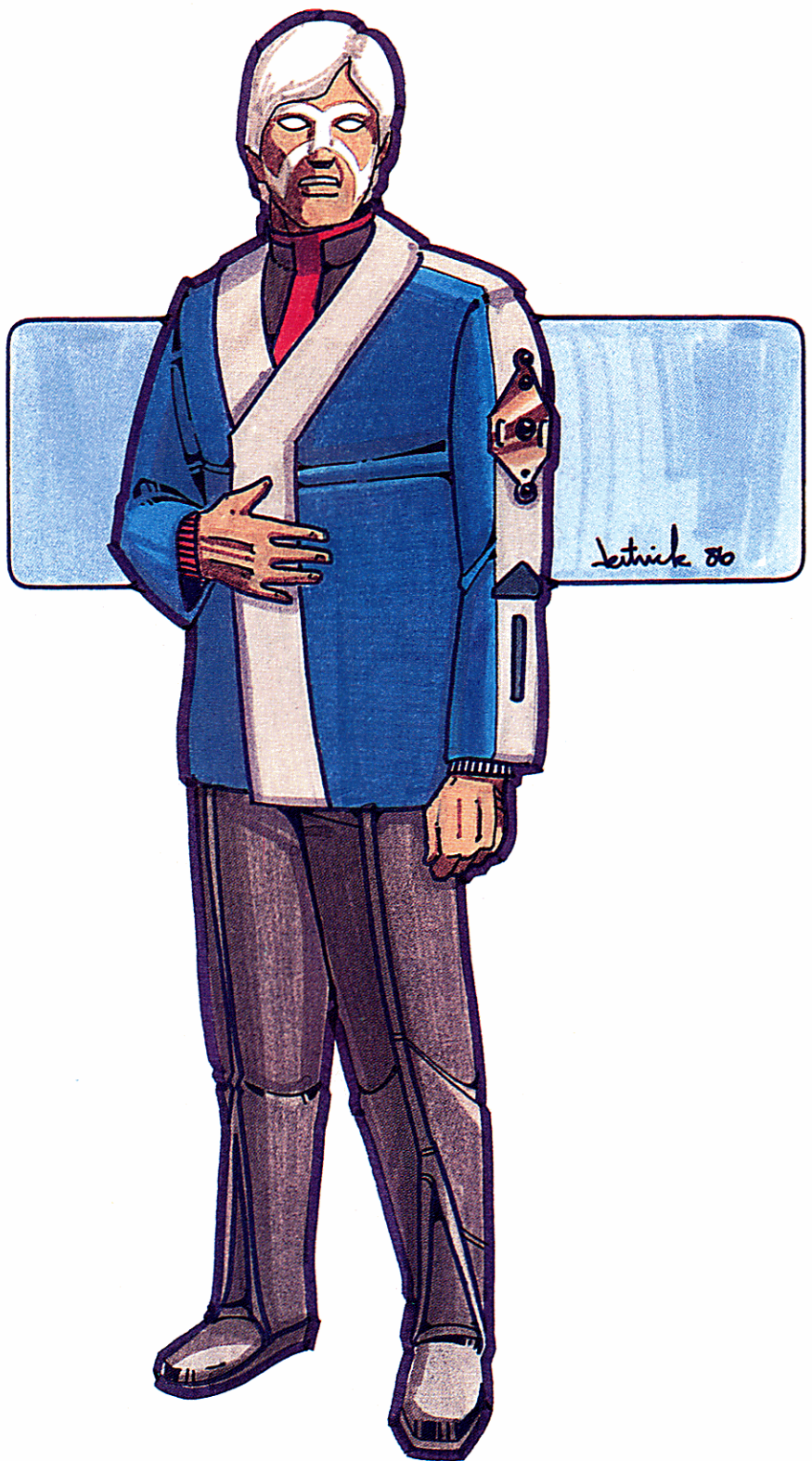
Ariolon



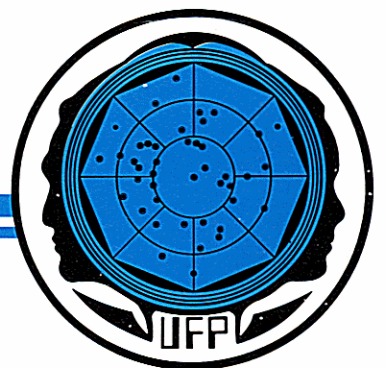


Andorian





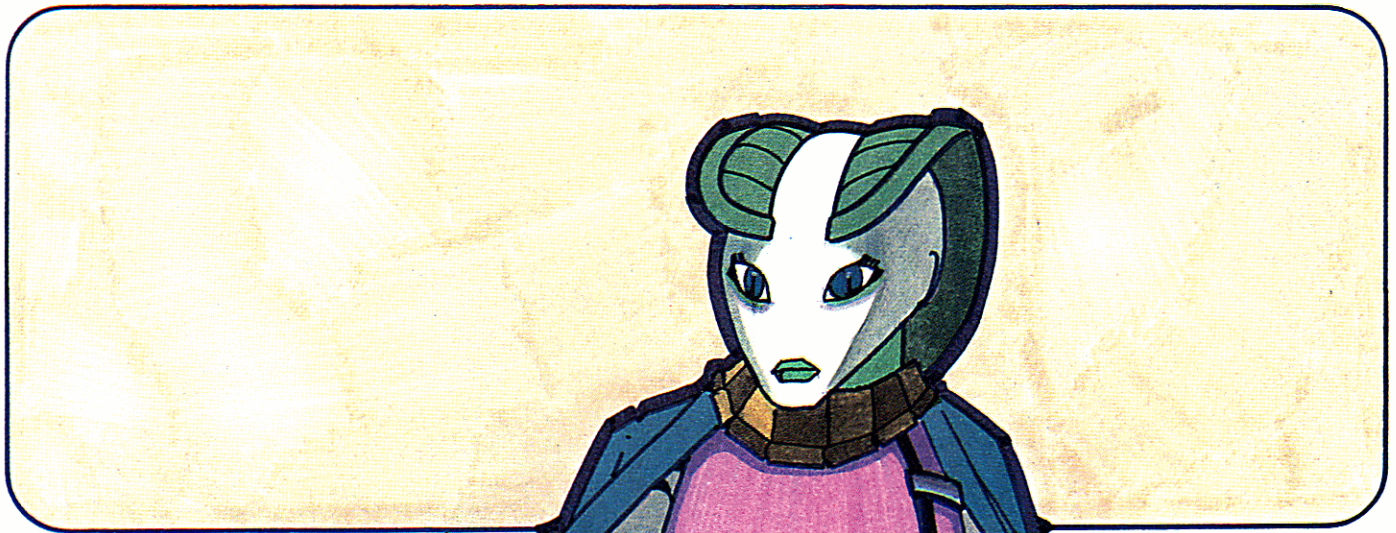
Efrosian Warrior-Priest



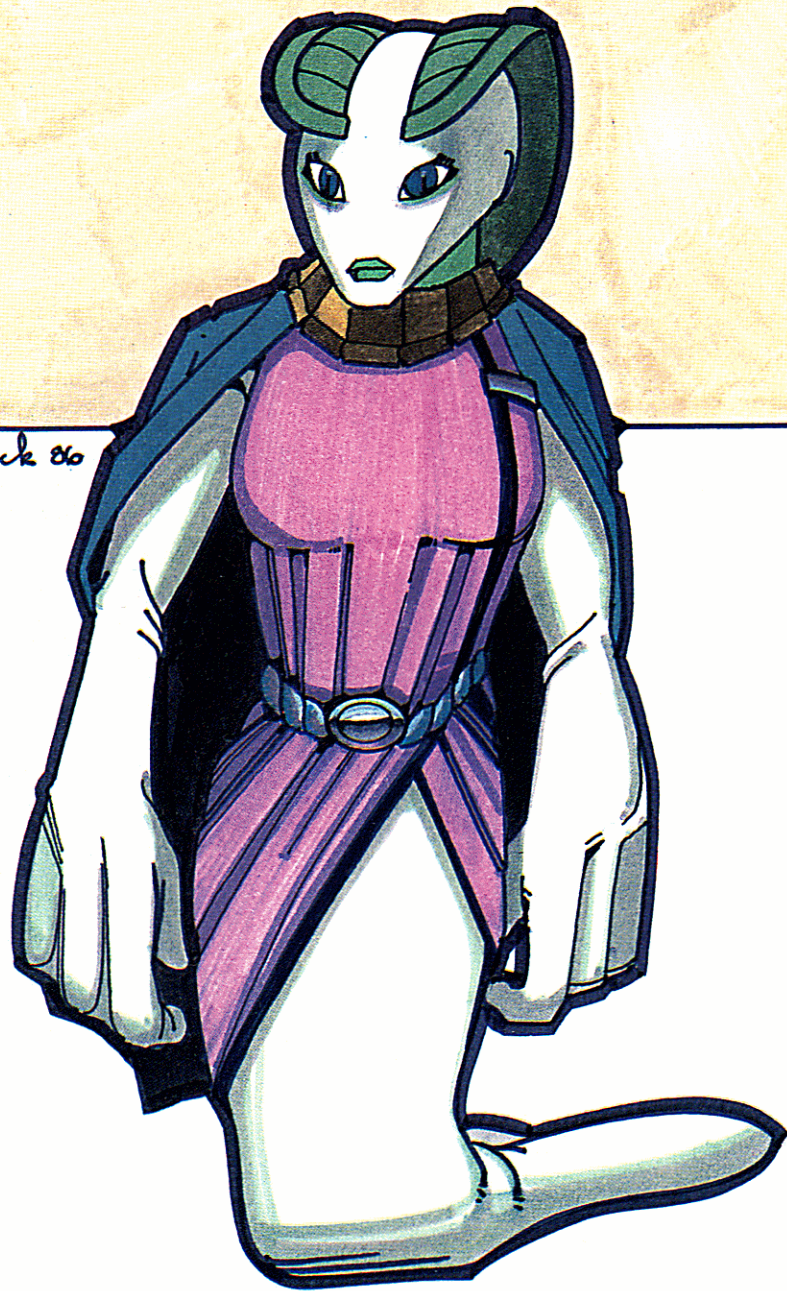


Caitian





Lestrack 86

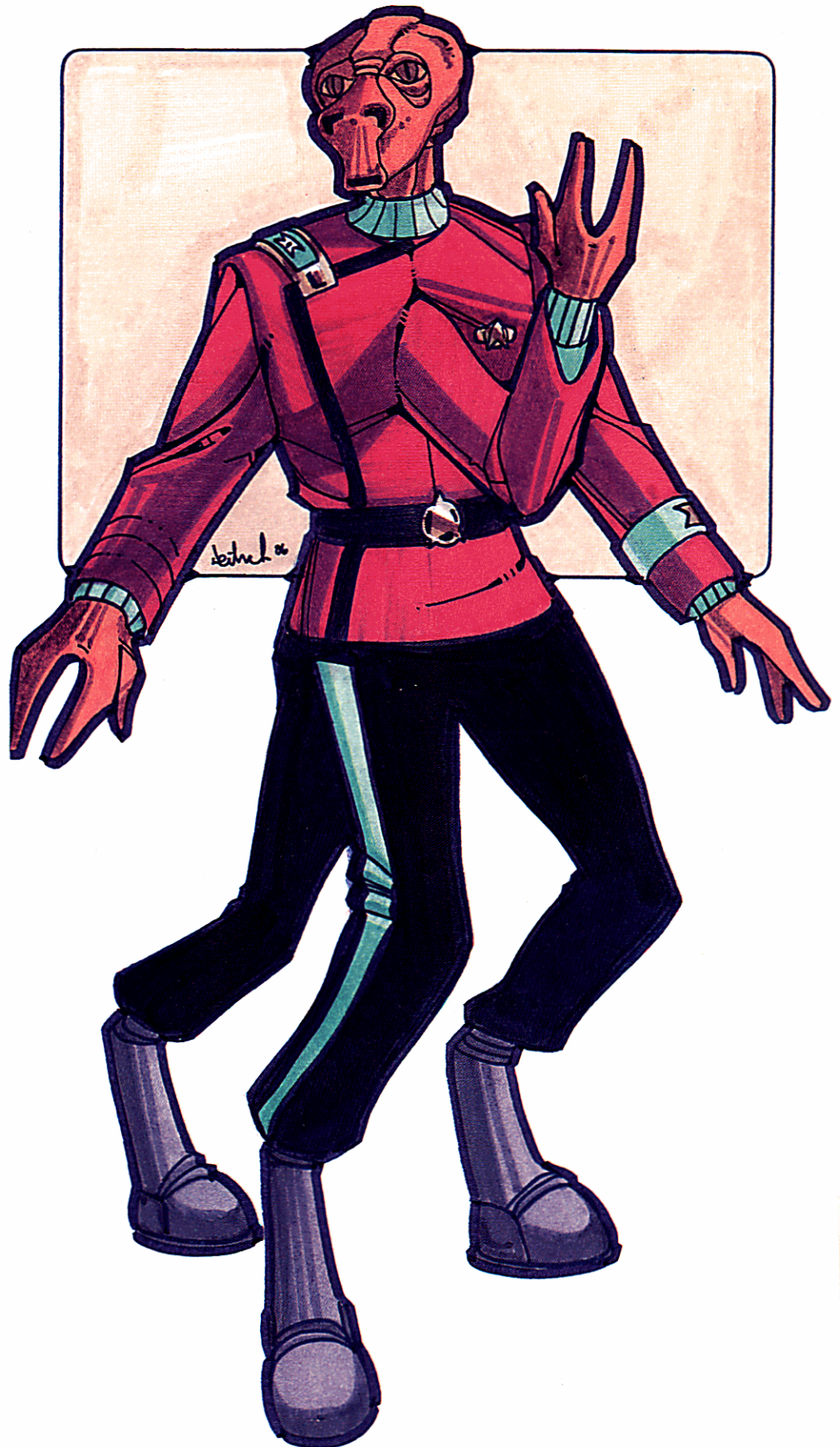


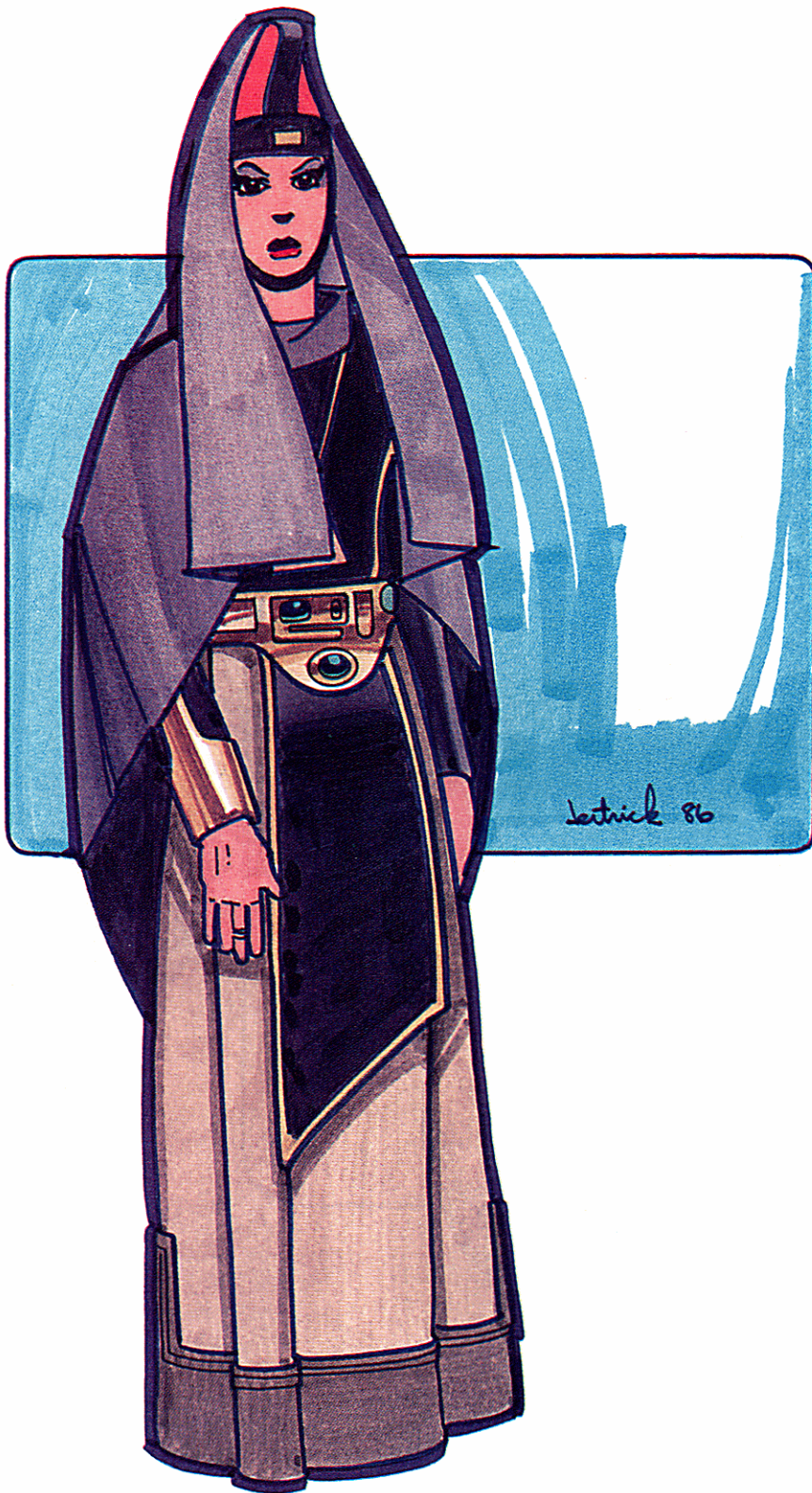
Arcadian



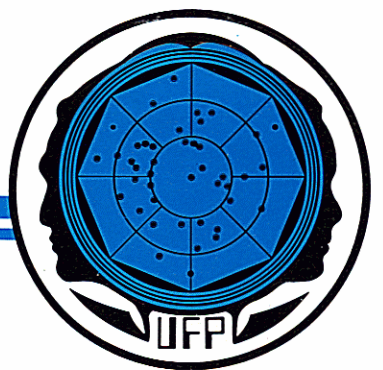


Edoan



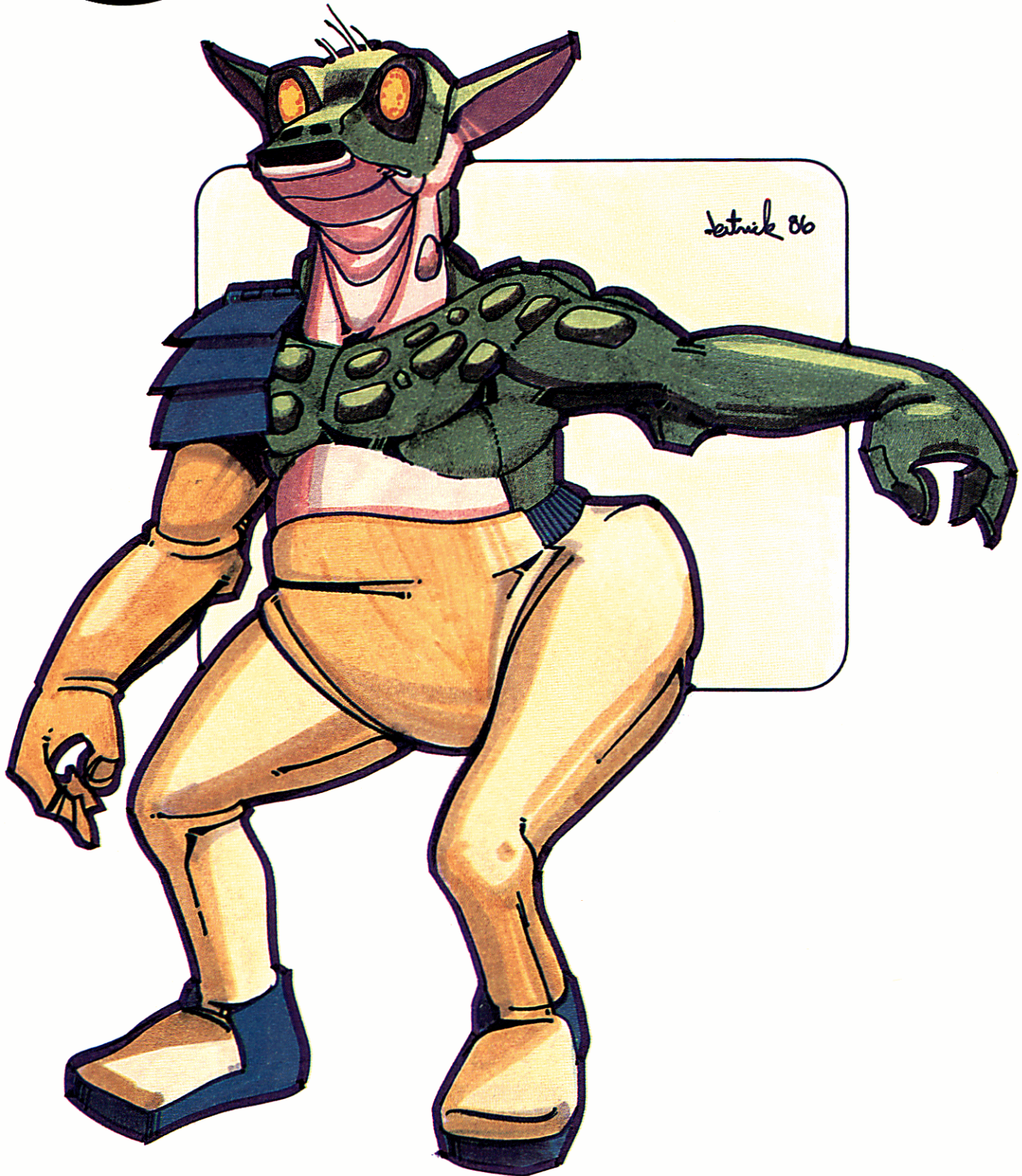


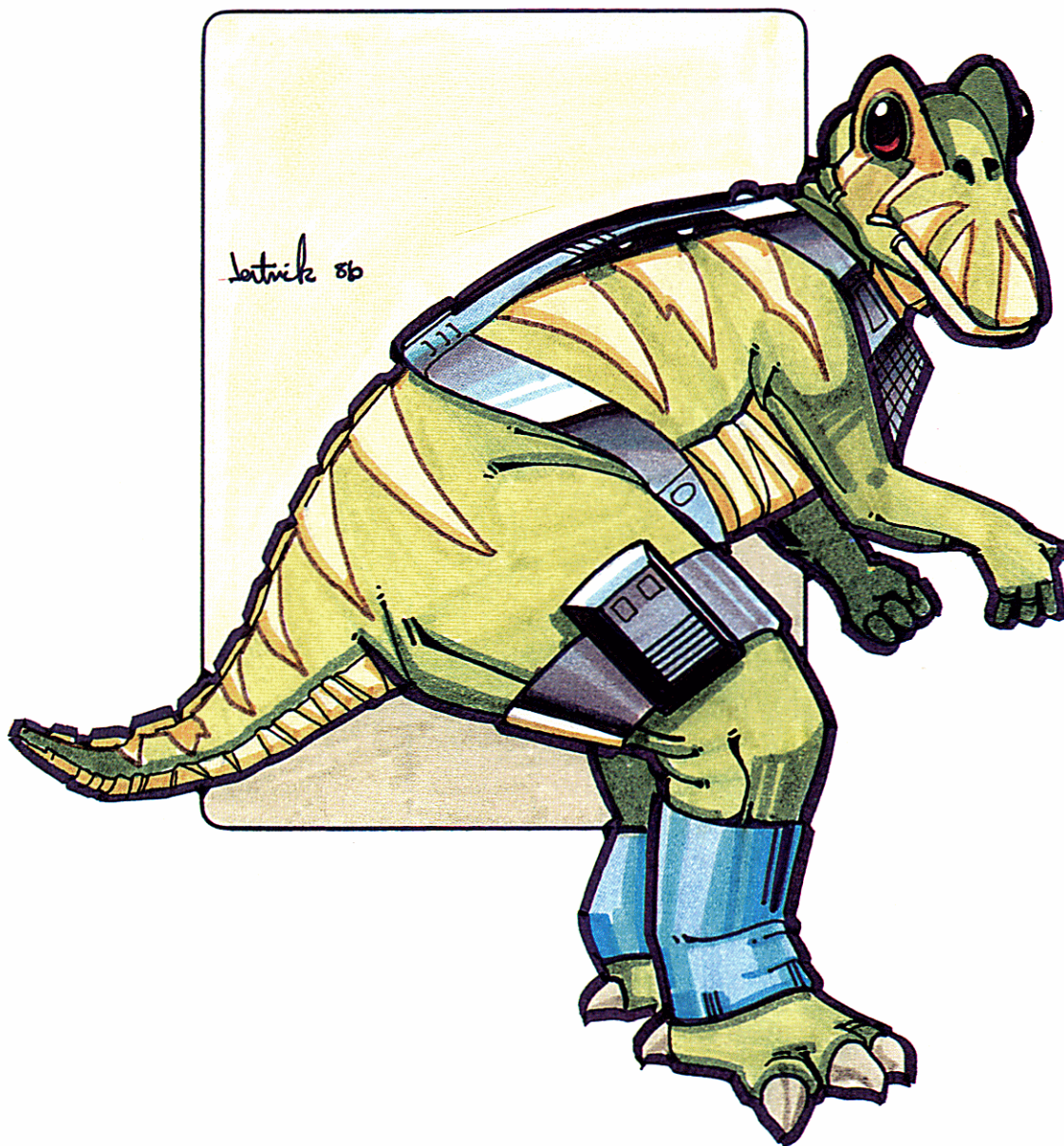
Vulcan In Tlor Thakal



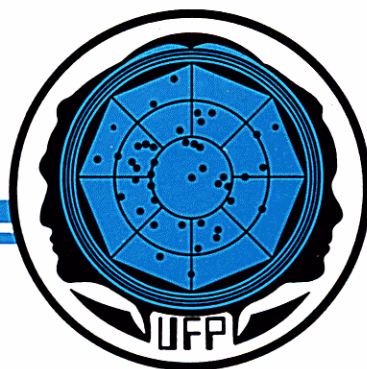


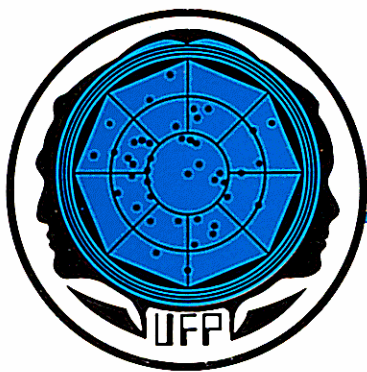
Bzzit Khaht Bzzbaht



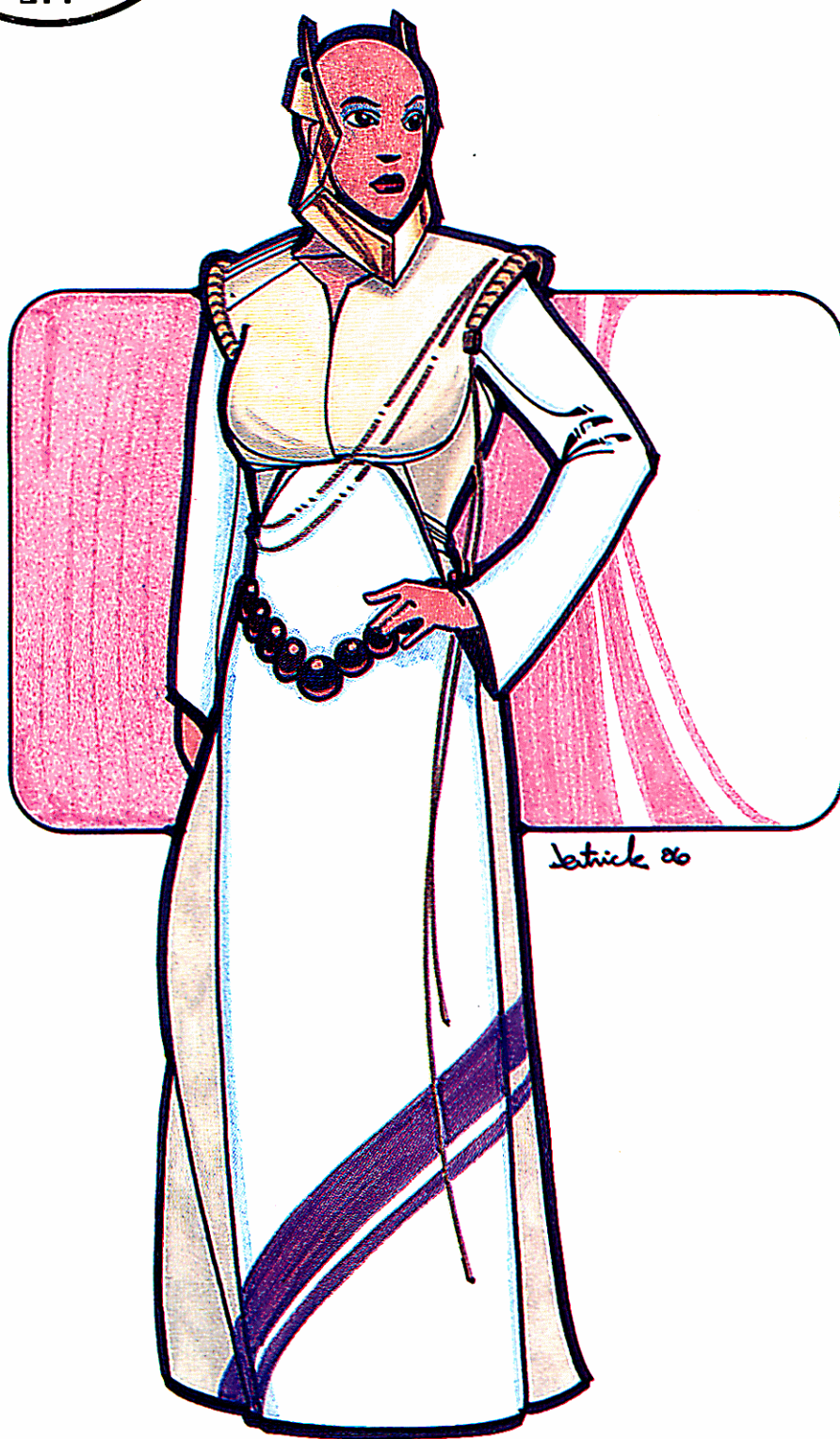


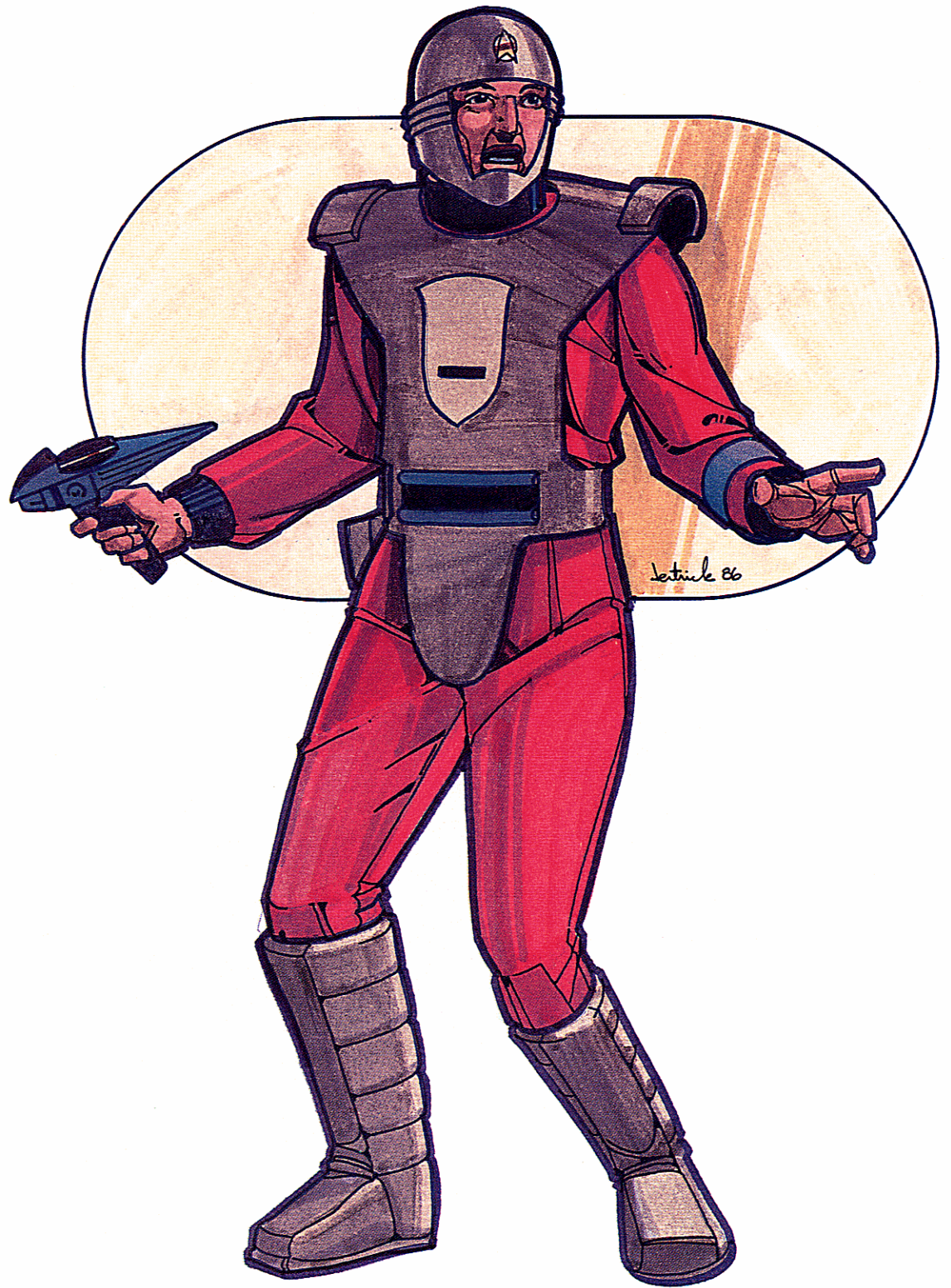
Kasheetan



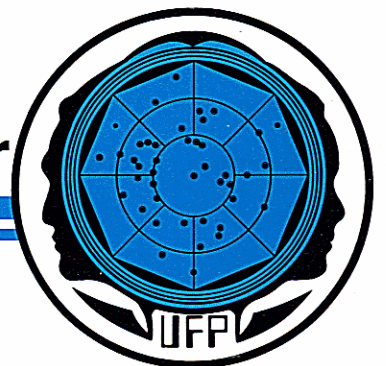


Deltan



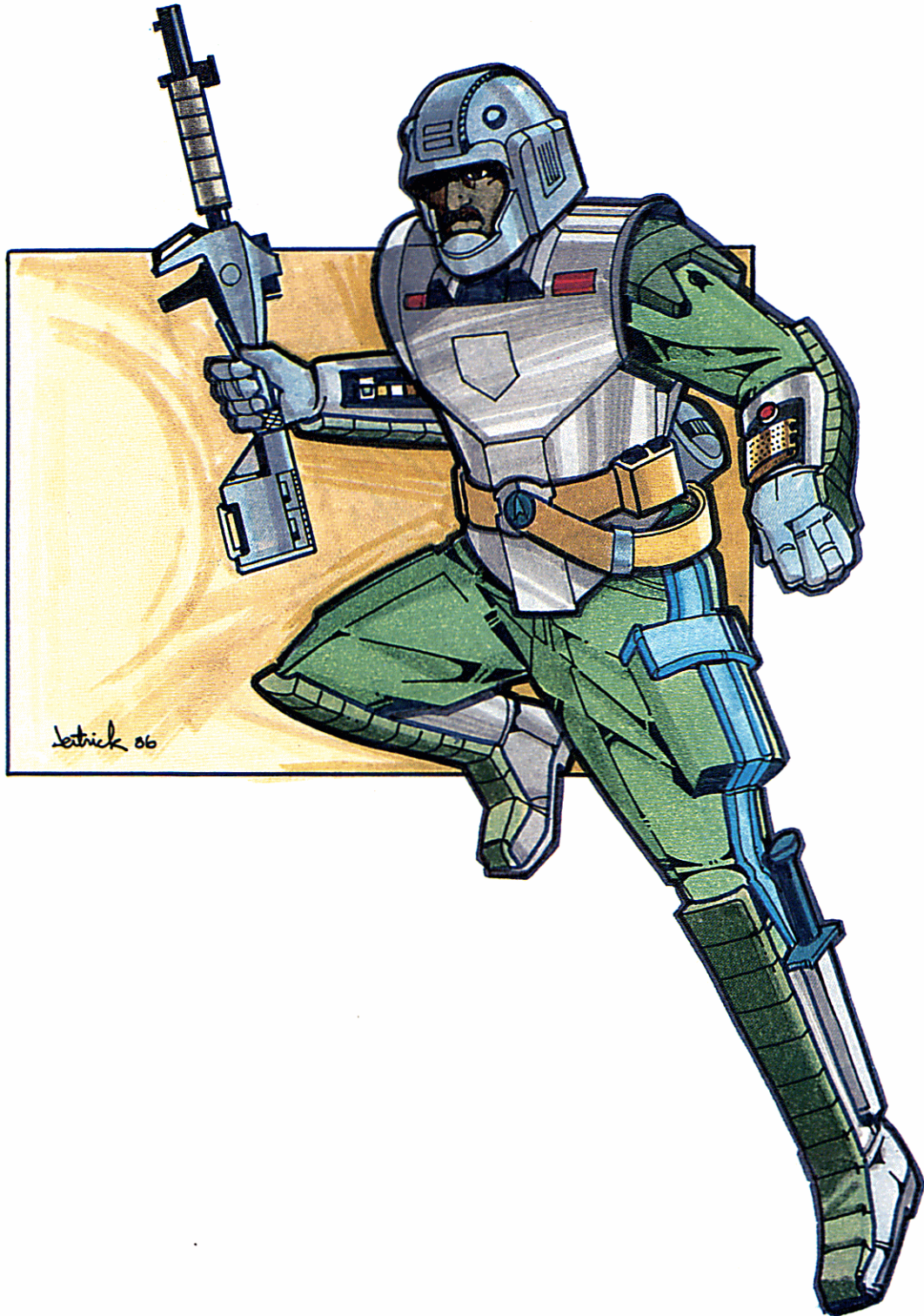


Alpha Centauran in Security Armor

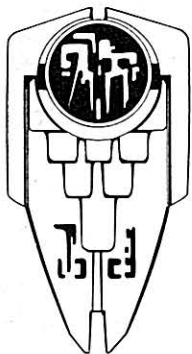




Terran In Marine Uniform



ALIEN RACES



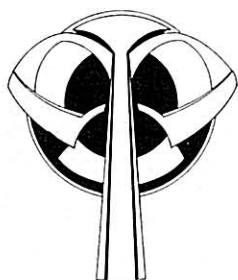
KASHEETA



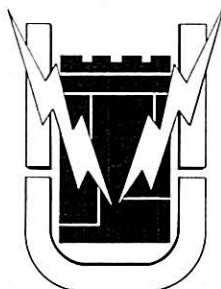
CAITIANS



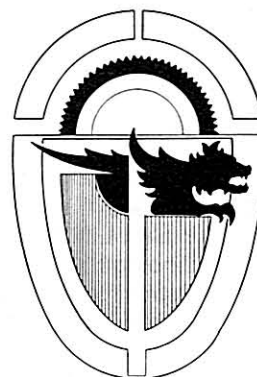
ZARANITES



EFROSIANS



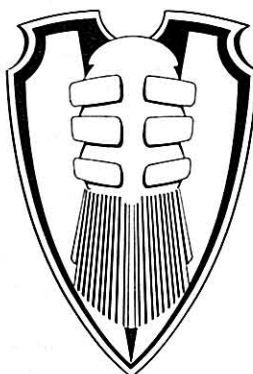
ARIOLO



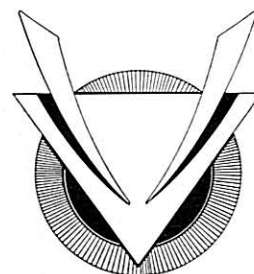
ANDORIANS



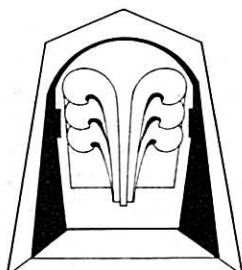
TELLARITES



ARKENITES



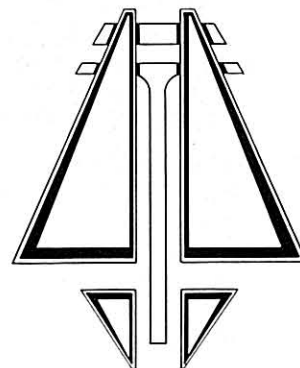
DELTANS



ARCADIANS



BZZIT KHAHT



EDOANS

XELATIANS

World Log: XELATA

System Data

System Name: Tau 56
Map Coordinates: 1.53N 6.74W
Number Of Class M Present: 2

Planetary Data

Position In System: 3
Number Of Satellites: 1
Planetary Gravity: .9g
Planetary Size

Diameter: 11,654 km
Equatorial Circumference: 36,600 km
Total Surface Area: 426,700,000 sq km
Percent Land Mass: 22%
Total Land Mass: 93,870,000 sq km

Planetary Conditions

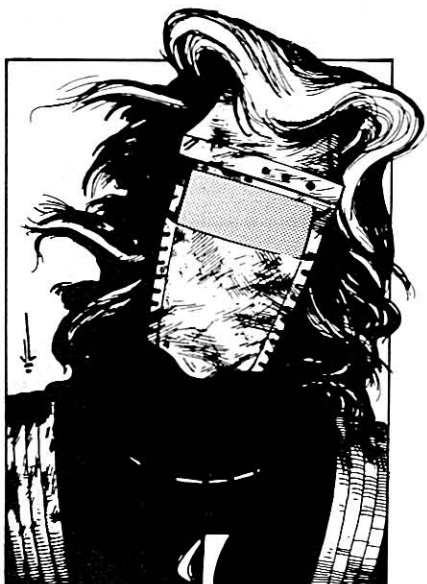
Length Of Day: 21 hrs
Atmospheric Density: Thick
General Climate: Tropical

Mineral Content

Normal Metals: 33%
Radioactives: 3%
Gemstones: 4%
Industrial Crystals: Trace
Special Minerals: 2% (Rodiumium)

Cultural Data

Dominant Life Form: Xelatian
Technological/
Sociopolitical Index: 889778-88
Planetary Trade Profile: BDFDBBE/C(B)



Typical Xelatian

STR - 3D10+30
END - 3D10+25
INT - 3D10+40
DEX - 3D10+55
CHA - 3D10+45
LUC - 3D10+20
PSI - D100-10

Planetary Description

Xelata is a warm, tropical planet prone to fierce storms. These storms make life above water extremely difficult for all but the hardiest of life forms, only shrubs, insects, and small amphibians have made their homes above sea level.

As nature was too violent above water, advanced evolution took place only below the water. However, many creatures became too specialized and died out while others reached evolutionary dead ends. Only the Xelata cephalopods, the Terran equivalent of squids and octopi, were adaptable and capable of higher evolution. After millions of years, a species of cephalopod developed an enlarged brain with intelligence and psionic potential. These creatures became known as Xelatians.

Racial Description

The Federation first encountered the Xelatians in Stardate 2/1805, when the *USS Audacious* peacefully met a small, nuclear-powered Xelatian spaceship inside the Tau 56 system. Since then, the Xelatians and the Federation have conducted diplomatic meetings culminating with the appearance of a Xelatian delegation to Terra and Star Fleet Headquarters this year.

Much of what we know about the Xelatians was gathered through long and detailed conversations with members of this delegation. They also brought many books and data tapes to help us understand their civilization.

Xelatian physiology is extremely interesting. Their average torso length is about 1.2 meters and they weigh about 100 kilograms. Four meter-long arm tentacles are arranged on each side of the body halfway up the torso. On the lower end of the torso, below four gill slits, are the leg tentacles. There are extremely muscular tentacles to a side, which are used for swimming and capturing large prey in the water.

Near the crown of the torso is a large, oval-shaped eye. Used to the dim lighting of oceans, Xelatians are extremely light-sensitive and see only the cooler, ultraviolet end of the spectrum. What Humanoids consider normal lighting is much too bright for Xelatians, which is why they wear masks. This mask also shines a passive ultraviolet beam through the single eye slit, heightening the Xelatian's vision and giving off ghostly, pale-blue light.

Communications with the Xelatians must be conducted through universal translators as the Xelatians cannot speak Galacta yet. They communicate among themselves through telepathy and the use of bioluminescent pigmentation on their skin. This 'speech' is comparable to an ever-changing intricate mosaic of multicolored lights. Despite this, they have a truly amazing ability to learn languages, and they can now read and write Galacta. They are currently trying to learn to speak through their nasal slits, as their mouth is used for digestion only.

Even though the Xelatians' extensive skeletal framework can support their bodies in high gravities, they have no means of locomotion on land. To overcome this, Xelatians wear a sophisticated anti-grav harness. Over their bodies, they wear a thick robe specially tailored to give a vaguely humanoid appearance. Actually modified environmental suits, these robes are designed to trap moisture close to the Xelatian's skin. A pump and tank arrangement circulates Xelatian water through special oxygen-permeable sponges inserted into each gill slit so that they can survive out of water. Perched upon the head of each Xelatian is what appears to be a scruffy wig, which

is actually Xelatian sea grass. Room air is drawn through the moist clump of vegetation to humidify and scent the otherwise offensive smelling air. On the average, a Xeltian can remain out of his environment for about 7 hours before he must immerse himself in sea water. Xelatians have found Terra's oceans to be extremely pleasurable.

Racial History

Xelatian history is remarkable for its peacefulness. Throughout their history, there have been only two major incidents of public turmoil.

One of the roadblocks to Xelatian progress was the development of effective tools in the difficult, buoyant environment. After basic tools were established, complex machinery soon followed, and the Xelatians quickly began to exploit their environment. Great undersea mining operations, huge fission power plants, and the almost non-stop smelting of metals thoroughly polluted the Xelatian environment. Socially, the idea of a communal bond lessened as individuals became enamored with the concept of wealth.

This turmoil brought about what the Xelatians call "The Reclamation". Gatherings of the common citizenry turned into riots as pollution levels kept increasing. A few of the egg nurseries had already been contaminated, and the food plants were also suffering. These riots culminated in a mass storming of the major industries. They overwhelmed those running the various facilities and shut Xelatian industry down until industrial leaders found proper means to contain the pollution and took measures to reclaim the damaged areas of the oceans.

After Xelatian industry resumed, emphasis was placed on finding a non-toxic way of producing energy. Unlike most humanoid cultures, the Xelatians discovered the principles of anti-gravity before developing fusion reactors. With this discovery, Xelatian scientist, realized that it was possible for them to leave the oceans.

This revelation caused the Xelatians' second turmoil. A vast majority felt that leaving the oceans would have a detrimental effect on their communal consciousness. They believed that those who left the water would go insane for lack of the communal touch. All research into the use of anti-gravity for anything but lifting heavy objects was banned. About a hundred years later, when Xelatian scientists developed nuclear power, they realized that they now possessed the ability to leave not only their oceans, but their world as well.

Regarding the ban on travel as an intolerable stupidity, a group of scientists secretly began building a small spaceship. When the rest of the community caught onto the scheme, they came en masse to stop the affair, killing many of the scientists protecting the ship. In the confusion, one Xelatian scientist climbed into the ship and blasted off. Though only partially finished, the ship rose above the ocean and moved into the upper reaches of the planet's atmosphere. However, the ship could not attain orbit, and when it crashed in the waters, the first Xelatian astronaut was near death.

Contrary to his expectations, the dying scientist was hailed as a hero. All the dire predictions about the lessening of the communal consciousness were proven wrong with his voyage. For as he ventured above the oceans, the entire population could feel his excitement at seeing all the things laying beyond the water's edge. The Xelatians then threw their support behind efforts to explore their world and beyond.

Place in the Federation

Negotiations to admit the Xelatians to the Federation are proceeding quite well. During their visit to Terra, the Xelatians have shown considerable political savvy and a wry sense of humor that manages to come across the universal translator. The Federation Council has given the Xelatian diplomats the full range of political courtesies possessed by all representatives of members worlds, including the right to participate in meetings of the Council. The Xelatian delegation has used these privileges to the utmost, attending as many functions as possible, and impressing many with their curiosity and charm.

There has been one instance when the charm of the Xelatian diplomats failed them. Upon meeting Th'velth, the ambassador from Andor, they appeared quite distraught. After regaining their composure, they apologized profusely to the perturbed ambassador, saying that he greatly resembled a race of aggressive beings who once appeared on Xelata. This bit of news has excited the usually stoic Andorian people. Now, ship after ship in the Blue Fleet is petitioning Galaxy Exploration Command to allow them to explore the Rimward Sector.

The Federation is quite eager to admit the Xelatians. Some believe that they would be a welcome addition to the aquatic branch of Star Fleet Marines, while others feel that the Xelatians' political prowess would make them excellent diplomats. Their appearance would be a definite plus when dealing with non-humanoid races.

Perhaps the most important advantage in admitting the Xelatians would be strategic. Gaining the Tau 56 system would give Star Fleet a flanking position on the secretive Tholians. The Xelatians have never encountered the Tholians, but they have lost a few deep-space probes to mysterious circumstances.

However they participate, the Xelatians promise to be a vital addition to the Federation. The Xelatians themselves are extremely eager to "be one with the vast Federation". Their infectious sense of adventure is refreshing to those who have become jaded to the universe's many wonders.



ARKENITES

World Log: ARKEN II

System Data

System Name:	Arken
Map Coordinates:	4.77N 1.49E
Number Of Class M Present:	1

Planetary Data

Position In System:	II
Number Of Satellites:	0
Planetary Gravity:	.7g
Planetary Size	
Diameter:	9,200 km
Equatorial Circumference:	28,902 km
Total Surface Area:	265,900,000 sq km
Percent Land Mass:	47%
Total Land Area:	125,000,000 sq km

Planetary Conditions

Length Of Day:	20 hrs
Atmospheric Density:	Thin
General Climate:	Cool Temperate

Mineral Content

Normal Metals:	40%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	17%
Special Minerals:	50%

Cultural Data

Dominant Life Form:	Arkenite
Technological/	
Sociopolitical Index:	988764-76
Planetary Trade Profile:	CDHFDEF/D (D)



Typical Arkenite

STR - 40 + 2D10	CHA - 30 + 2D10
END - 40 + 2D10	LUC - 1D100
INT - 60 + 2D10	PSI - 40 + 2D10
DEX - 50 + 2D10	

PLANETARY DESCRIPTION

Arken II is a small, very dense world that orbits the two suns Arken A and B once every 200 standard days. The summer season hits swiftly, scorching the planet's surface but lasting only 20 days. Following this is the stormy fall season, lasting roughly 80 days. The winter season is extremely harsh, freezing the planet's seas for about 20 days. This is followed by spring, which, like fall, creeps in very slowly and lasts about 80 days. Surface temperatures at the planet's equator range from -25° C. to -10° C. in the wintertime, and from 20° C. to 50° C. in the summer.

Arken II is not native to the Arken system. Scientists believe that when its original star exploded, the planet was flung into interstellar space. Eventually, it drifted into the still-forming Arken system, where it was caught by the gravitational pull of the two young stars. The intense heat generated by these suns fused Arken II's sandy surface into a thick transparent crust. Eventually, underground rivers and lakes washed away much of the sand beneath these glass plains, and it was in these lakes that life formed.

RACIAL DESCRIPTION

The Arkenites are an aquatic race of Humanoids easily recognized by their hairless, bulbous heads and fin-like ears. They are very tall, averaging around 2.2 meters high, and their glassy, deep-set eyes vary from dark green to amber. Arkenites are weaker than Humans, but are as intelligent and lucky. Arkenites do not practice psionics, but a few psionically talented individuals are known to exist.

All Arkenites wear a special sensory aid on their heads, improving the individual's sense of balance and direction. Although they are necessary only when off Arken II, most Arkenites wear the device at all times because it enhances coordination, making the average Arkenite much more dexterous than most Humans.

Although a long-time member of the Federation, there is still much to be learned about this reserved race. Their culture is oriented toward the group rather than the individual. Emphasis is placed on being a part of a *Sia Lenthar*, an Arkenite word meaning "group" or "pack". The larger or more unusual the group, the higher the esteem felt by that member. There is no rivalry between groups as this would diminish the importance of being part of the common race.

RACIAL HISTORY

The Arkenites are descendants of aquatic life. Though they have evolved into air-breathing creatures, they still retain some of the features of their aquatic ancestors.

Ancient Arkenite society was made up of thousands of migrant groups that roamed the planet in search of food and safety. Later, a powerful group called the *Sia Cathtec*, or "group of dominant power", assumed control of the other groups. During the early part of their reign, they established a social order, with themselves in the ruling class and everyone else in the common class. Eventually, they created another class consisting of those Arkenite commoners who distinguished themselves by their efforts to aid the ruling class. This middle class served the leaders directly, working as guards, assistants, and servants.

A few centuries after their rise to power, the members of the *Sia Cathtec* began to grow restless and argue among themselves. After one of their own was killed during an argument, they decided to settle arguments with the lives of commoners. Each leader received equal numbers of common

Arkenites and formed them into armies. Whenever leaders disagreed, they would send their armies into battle to determine who was right.

Having adapted well to being part of a single large group, the common class did not take well to being split up into smaller groups. Working as a single entity, they simply refused to accept the further authority of the *Sia Cathtec*. Although the ruling class attempted to force the populace to obey, the ruling class had lost their leverage. Eventually, without anyone to support or provide for them, the once-powerful dominant group died out completely. The commoners created new leadership, but such leaders were more like servants to the common group.

While forging their interstellar empire, the Andorians subjugated the Arkenites. After the establishment of the UFP, the Andorians themselves sent a diplomatic ship to Arken II to establish peaceful relations and to offer membership into the UFP. After much discussion and arguments within their leadership, the Arkenites decided to accept full-status membership.

PLACE IN THE FEDERATION

Arkenites are often encountered in scientific teams, on trading ships, and in Star Fleet. Many Arkenite trading ships ply the space lanes. These crews are very close and work extremely well together. Their efficiency rivals that of even the most disciplined of Star Fleet crews.

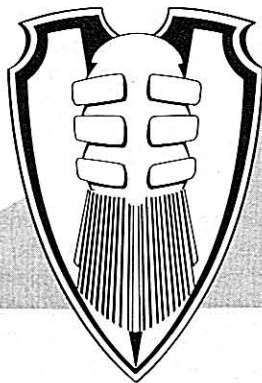
As such a career choice is unusual by Arkenite standards, few Arkenites become members of Star Fleet. These few adopt the crew of their ship as their own group. They consider physiological differences to be meaningless, using other means to separate their group from others (such as Star Fleet versus civilian, officer versus enlisted, and so on). This has made the Arkenites among the least prejudiced races serving in the Fleet. However, they are extremely suspicious of non-Federation races and will never treat a member of such a race as part of their group. This has been the primary factor keeping Arkenites from receiving command-level positions in Star Fleet. Most Arkanites are rather poor leaders anyway, as they tend to be uncomfortable in independent positions. However, as secondary officers and enlisted personnel, they excel.

Most Arkenites in Star Fleet do not take great offense at being referred to as alien; they will simply correct the being who makes the error. However, a few will become distressed at being called alien. Such beings have been known to sulk for days at being cast out.

SPECIAL NOTE ON ARKENITE PHYSIOLOGY

The distinctively bulbous head of the Arkanite contains a complex system of sensory input organs. These organs are very sensitive to changes in temperature, pressure, and magnetic fields. Though very nearsighted, they possess an omni-directional auditory system capable of perceiving frequencies too high for most races to hear. This built-in sonar gives them a keen sense of motion and distance, but does not provide details about distant objects. However, it does make sneaking up on an Arkenite extremely difficult. To maintain their sense of balance, the Arkenites have an organ that orients itself to their planet's magnetic field. This sense can be disrupted by other magnetic fields and is, of course, disrupted when away from Arken II. When this occurs, the Arkenite experiences vertigo.

This vertigo has been a tremendous hindrance to their technological development. After a time, this was overcome by the development of a device known as an *Anlac'ven*. Worn over the head, this U-shaped device creates a tiny magnetic field that provides the user with a false sense of balance. Microcircuits alter the magnetic fields to give the wearer continual feedback on his surroundings. In fact, these devices are extremely sensitive to movement, providing the wearer with a perfect sense of balance and direction.



TELLARITES

World Log: TELLAR

System Data

System Name: 61 Cygni
Map Coordinates: 1.49N 1.91W
Number Of Class M Present: 1

Planetary Data

Position In System: V
Number Of Satellites: 3
Planetary Gravity: 1.25g
Planetary Size
 Diameter: 8,500 km
 Equatorial Circumference: 26,700 km
 Total Surface Area: 227,000,000 sq km
 Percent Land Mass: 50%
 Total Land Area: 113,500,000 sq km

Planetary Conditions

Length Of Day: 20 hrs
Atmospheric Density: Terrestrial
General Climate: Warm Temperate

Mineral Content

Normal Metals: 40%
Radioactives: 20%
Gemstones: 10%
Industrial Crystals: 20%
Special Minerals: Trace

Cultural Data

Dominant Life Form: Tellarite
Technological/
Sociopolitical Index: 998989-78
Planetary Trade Profile: EAAGADG/A (A)



Typical Tellarite

STR - 45 + 3D10	CHA - 30 + 3D10
END - 45 + 3D10	LUC - 1D100 - 20
INT - 40 + 3D10	PSI - 1D100 - 40
DEX - 40 + 3D10	

PLANETARY DESCRIPTION

Tellar is a warm, terrestrial world about half the size of Terra. It has few mountain ranges and deserts, as most of the land is covered with either swamps or plains. Though 50 percent of Tellar's surface is covered with water, there are only two medium-sized oceans. The majority of the water is contained in the numerous fresh-water lakes and streams

RACIAL DESCRIPTION

The inhabitants of Tellar seem to have acquired an unspoken stigma from other worlds in the Federation. Such phrases as "stubborn as a Tellarite" or "pig-snouted arguer" have often been used to describe Tellar's inhabitants. However, those who look beyond the surface aspects of the Tellarite race have found that they possess noble and praiseworthy attributes.

Being argumentative is natural to a Tellarite, and they cannot understand why other intelligent races do not enjoy it as much as they do. Other races take offense while arguing with Tellarites because Tellarites are adept at finding the weak point in their opponents' arguments, thus showing that their point of view is the soundest.

Tellarites are very honorable beings, but few can appreciate their honor. This honor stems from a respect for truth, but only a truth that can be defended in open debate. A Tellarite believes that truth is on the side of the being who argues his point better. A Tellarite will always carry out his promises, but he must be nailed down on every detail, as Tellarites have a talent for finding loopholes in almost every agreement. Outright deceit is one of the few taboos in Tellarite society. Although Tellarites never lie, they only tell their own form of the truth.

Tellarite scientific endeavors are performed with a dedication few other races can match. This dedication sometimes borders on the obsessive—some Tellarite scientists have been known to immolate themselves after a particularly disappointing failure. Although not understood by other races of the Federation, this attitude has helped the Tellarite race to expand the limits of Federation knowledge.

Even today, few outsiders know much about Tellarite society. Family groups are rarely seen in public, females and children are normally kept secluded in Family Compounds. Only rarely do Tellarite workers and merchants permit their family members to leave their home planet and accompany them into space. The public presence of a high-ranking Tellarite diplomat and his family is usually worthy of Federation Infonet coverage, and even then, only brief glimpses of the entourage are seen. Armed family retainers make no bones about keeping idle curiosity seekers at a distance. The Tellarite's protectiveness of his females and young seems to stem from some unusually strong ancestral urge to keep all predators away from the herd. As Tellarite society opens up to contact with other Federation races, this instinctive behavior may lessen.

RACIAL HISTORY

Tellarites descended from herd animals that roamed the wide, expansive, sun-baked plains of Tellar. The scarcity of water and food forced these bipedal, omnivorous beings to develop cunning ways of survival, which eventually evolved into real intelligence. Over the millennia, the leader of the Tellarites often had to defend his position not by trial of strength (as with most herd animals), but by the expression of his intellect through debate. Known to last for

several days, tests of intelligence ended when one participant accepted his opponents' reasoning, thereby allowing the herd to follow the victor.

Tellarites achieved a unified planetary government at about the time of the first Terran-Alpha Centauran contact. As they prefer to argue out their differences, Tellarites have experienced few wars. Only rarely do they come to blows, and murder is almost unknown on Tellar. Modern medicine and treatment usually cures those mentally disturbed inhabitants who have ever killed another Tellarite in anger. When treatment fails, Tellarites are usually sent to some offplanet institution, such as the Tellarite Mental Health Complex orbiting Gavoc VII, the penal colony on Tantalus V, and the asylum on Elba II.

PLACE IN THE FEDERATION

Ruling Mothers of Tellar encourage the race to devote themselves to productive pursuits. Tellarite firms that construct life support systems are very prosperous, as Tellar-designed components are typically more reliable and easier to operate than other manufacturers' units. Tellarite development of ato-elemental microcircuitry, which is tough enough to be installed in warp engines, has made Tellar the leader in engineering control mechanisms throughout the Federation. Tellarite corporations manufactured most of the control circuitry in Terra's newly constructed Space Dock. Tellarite research into tissue regeneration and microlaser surgery has revolutionized Federation medicine over the past few years. The Ggramphud Histo-Cryogenics Corporation is the Federation's leader in the field of cryothermic (super-cold) medical treatment. Through their research, Tellarite doctors and scientists have made many drug therapy treatments obsolete, and cryothermic treatment is safer and more effective than many drugs used at Federation medical facilities.

Tellarites have settled over 50 worlds, mostly since they joined the Federation. These colonies appear to be governed by a system mirroring the one on Tellar.

Most of the worlds settled by Tellarites have few other Federation races on them, though the larger trading center planets have high numbers of non-Tellarites. Nearly 100 other Federation worlds have a Tellarite settlement on them. Most Tellarites fear that too much contact with outsiders will disintegrate their social structure, yet value the ideas and technology offered by those outsiders. This dilemma has been the Tellarite's most popular subject for argument during the last 50 years. Membership in the Federation has advanced Tellarite knowledge, but has also introduced 'dangerous' concepts, such as equality of the sexes.

There has been dissent among some Tellarite factions within the government concerning their future in the Federation. Some extremists have even begun splinter cultures of their own, ignoring the existence of the Federation entirely, and settling on distant planets, where they engage in smuggling, piracy, colonial raiding, and unlicensed mining against non-Tellarites, of course. The Ruling Mothers of Tellar have tried in vain to come to terms with these renegades, and the Tellarites will not allow other races to interfere with what they consider to be an internal problem. The acts of these splinter groups have increased tension between the Tellarite and Federation governments, and it is only a matter of time before Star Fleet steps in to halt these illegal operations.

Throughout the Federation, Tellarite participation is increasing. In addition to starships fully crewed by Tellarite personnel, Star Fleet has begun to integrate Tellarites into multi-racial crews on some of the finest research vessels and military starships. Their instinct for familial protection is decreasing to the point where some Tellarite females may soon begin training for various duties away from their family compounds and enclaves, perhaps even with Star Fleet itself. The general opinion in Tellarite society is that change is, indeed, inevitable. Although some Tellarites wish that they had never joined the Federation, most realize that secession from the Federation would inevitably mean the destruction of Tellarite society. Without the unity and the protection of the Federation behind it, the Tellarite sphere of influence would soon be overrun by independents, with no respect for the rights of Tellarites. There is little doubt that the Tellarites will continue to be a dependable and efficient member of the Federation, contributing more than most to its development. In fact, some Tellarites are as proud of the Federation as they are of their own homeworld.



ZARANITES

World Log: ZARAN II

System Data

System Name:	Byrdica
Map Coordinates:	1.64S 6.67E
Number Of Class M Present:	1

Planetary Data

Position In System:	II
Number Of Satellites:	1
Planetary Gravity:	1.4 g
Planetary Size	
Diameter:	16,990 km
Equatorial Circumference:	52,200 km
Total Surface Area:	663,500,000 sq km
Percent Land Mass:	45%
Total Land Mass:	298,575,000 sq km

Planetary Conditions

Length Of Day:	28 hrs
Atmospheric Density:	Thin
General Climate:	Desert

Mineral Content

Normal Metals:	20%
Radioactives:	38%
Gemstones:	8%
Industrial Crystals:	14%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Zaranite
Technological/	
Sociopolitical Index:	999876-98
Planetary Trade Profile:	DCDDDCB/B(B)



Typical Zaranite

STR - 45 + 3D10	CHA - 30 + 3D10
END - 40 + 3D10	LUC - 1D100-25
INT - 40 + 3D10	PSI - 1D100-30
DEX - 35 + 3D10	

PLANETARY DESCRIPTION

The planet Zaran possesses an odd contrast of environments. Its deep sea beds remain frozen except during the summer months, when some surface ice does melt. Rising far above the seas are the desert-like plateaus and buttes where Zaranite civilization is centered.

There is little plant and animal life on the world, but there are wondrous species nonetheless. Most of the dominant species are reptilian. Giant winged lizards called *Raldos* nest in the cliffs of the plateaus, and *Volpas*, or sand snakes, move like sharks under the sands of the vast deserts.

The seas are dark, as the high plateaus prevent sunlight from reaching them. Little lives in the frozen blackness, and only a few mammals are known to tunnel in the glacial seas. Chemicals from within the planet have contaminated several of these seas, further discouraging life from evolving there.

Many offworlders find it difficult to deal with Zaran's thin air. The Federation embassy on Zaran is usually staffed by races accustomed to thin atmospheres, but those who are not acclimated consider duty in the Zaran Embassy as some sort of punishment.

RACIAL DESCRIPTION

The Zaranites are a very militaristic and ritual-observing people. In their first encounter with the Federation, they attacked first, and when they discovered that they could not win, they surrendered. Such is the way that they have dealt with life on their planet.

Most individuals see Zaranites only when they are masked and protected. They have dark skin with long, stringy black hair, deep-set eyes, and narrow fingers. When out of their native environment, they wear a fully protective suit that covers their narrow bodies and provides them with filtering system to breathe air. The suit also holds in several of the rare Beega insects from Zaran. These insects inhabit the surface of the Zaranite's skin, often attaching themselves to nerve endings. Once there, they dissipate stress and cause pleasant feeling of relaxation. Unfortunately, the insects are killed when removed from the thin atmosphere on Zaran; thus, the suit is worn to keep them alive. Virtually every Zaranite family raises Beega insects, which can fetch handsome prices on some Federation worlds.

The languages used on Zaran are difficult for even the best Federation scholars to master. Each family seems to use their own variant of the base language, Zaranese. It takes skilled use of a universal translator to make out all the forms of the Zaranite languages. This linguistic complexity has helped Zaranite society remain a mystery to most Federation members, and the Zaranites are more than happy to keep it that way.

Zaranite tradition is linked deeply with a series of books called the *Casaval*, which deal with the rituals of life and progressive aging of the Zaranite race. These rituals begin with violent, aggressive activity and finish with calm passivity. The purpose of these rituals is to attempt to reach the stars, paralleling the Romulan Road to the Stars in some respects. Scholars who have looked into the *Casaval* have found it to be long and difficult to understand. It is very rare to find a Zaranite who is not carrying one of the 13 volumes of the *Casaval*.

RACIAL HISTORY

First contact with the Zaranites came on Stardate 1/9302.23, when the Galaxy Exploration Command vessel *USS Clandre* entered the Byrdica system and discovered a Zaranite vessel in orbit around Zaran II. Subsequently, the Zaranites ordered the *Clandre* to surrender. Captain Jerry Harvardson of the *Clandre* denied surrender and offered them the opportunity to join the Federation. The Zaranite ship responded by firing its lasers on the *Clandre*, which raised its shields and held fire. For nearly three hours, the Zaranite vessel pounded the Federation ship, but Captain Harvardson did not return fire, despite some damage to his ship's engines. Finally, the Zaranites ceased their bombardment and contacted the *Clandre*, offering to discuss opening diplomatic channels with the Federation. Zaran was eventually admitted to the Federation in Stardate 1/9307.01, just before the Four Years War began.

With the outbreak of the Four Years War, Zaranite industry geared up to produce military hardware. The Zaranites became skilled manufacturers of laser arms, and soon reached the technological level of advanced Federation worlds.

PLACE IN THE FEDERATION

Membership in the United Federation of Planets has caused a great deal of growth for the Zaranites, financially as well as culturally. In Stardate 2/1001, the first Zaranite graduated from Star Fleet Academy, and presently, there are several dozen Zaranite officers in the Star Fleet. Without exception, they are involved in weapons technology or engineering, and prefer combat or potential combat roles.

Politically, the Zaranites have been a major driving force behind several legislative programs, especially in the area of cultural exchange. They have proven themselves to be shrewd politicians. Their protective suits conceal their expressions, making them dangerous debaters in the political arena.

The weapons business on Zaran has had some difficult times but is improving. The invention of the phaser and photon weapons systems almost bankrupted the laser industries of Zaran. However, the Federation Council voted to loan the planet massive funds to upgrade its weapons facilities to produce shipboard phasers. This loan has caused a great deal of controversy in industrial circles, where manufacturers resent the interference of the Council and believe such 'favoritism' will be the death of free enterprise.

Some Federation politicians believe that the Zaranites are growing too fast and becoming too powerful. Some see a connection between the fact that a Zaranite heads the Department of Finance and that many large contracts seem to end up assigned to Zaran or Zaranite-owned companies. Of course, this distrust is probably no more than jealousy of the Zaranites' massive industrial base.

The goals of this race seem to be tied in with the *Casaval* and are difficult to unravel. Though the Zaranites are very curious about the universe around them, they do not wish to share their beliefs with any race or creature. Politically, they are tough opponents and powerful allies.



THE ARIOLO

World Log: FILLANDIA

System Data

System Name: Bartz' Star
Map Coordinates: 4.81N 4.86E
Number Of Class M Present: 1

Planetary Data

Position In System: I
Number Of Satellites: 0
Planetary Gravity: .6g
Planetary Size
Diameter: 26,000 km
Equatorial Circumference: 81,680 km
Total Surface Area: 2,123,716,600 sq km
Percent Land Mass: 72%
Total Land Area: 1,529,075,800 sq km

Planetary Conditions

Length Of Day: None
Atmospheric Density: Thick
General Climate: Tropical

Mineral Content

Normal Metals: 29%
Radioactives: Trace
Gemstones: Trace
Industrial Crystals: Trace
Special Minerals: 2%

Cultural Data

Dominant Life Form: Ariolon
Technological/
Sociopolitical Index: 975774-55
Planetary Trade Profile: GBDCECF/B (C)



Typical Ariolon

STR - 50 + 3D10	CHA - 30 + 3D10
END - 50 + 3D10	LUC - 1D100
INT - 40 + 3D10	PSI - 1D10
DEX - 20 + 3D10	

PLANETARY DESCRIPTION

Fillandia is a large, extremely humid world dominated by tropical forests and extensive mountain ranges. Many find the planet's heat unbearable—planetary temperature is usually about 35° C. and has been known to reach 50° C. The dense cloud cover produces frequent electrical storms but little rain. Considered by planetologists to be one big continent with scattered seas and lakes, Fillandia is an extremely unstable world. High Richter-scale earthquakes occasionally ravage the planet, and the many volcanoes are frequently active. As if this were not enough, scientists have predicted that Fillandia's sun will explode in about a hundred years. Some bookies are actually taking bets on whether Fillandia or its star will self-destruct first.

Fillandia is one of those rare planets that does not rotate. One side always faces the sun, and the other remains in perpetual darkness. Furthermore, the planet has no axial tilt, and so the inhabitants do not experience any seasonal changes either. The planet circles its star once every 289.4 standard days.

RACIAL DESCRIPTION

The Ariolo are a race of sentient mammals resembling the centaurs of Terran mythology. They have six appendages: two arms, each with five fingers and an opposable thumb, and four cloven-hooved legs. The fine hair covering them from head to foot varies from mottled-gray to brown to black. Ariolo have no nasal opening; instead, they have highly developed taste buds on their tongues. Whenever they wish to determine weather patterns, smell flowers, or detect the presence of others, they merely stick out their tongues and taste the air. This sense is so acute that an Ariolon can differentiate between others by smell at one kilometer.

Ariolo have a rather slow metabolism. This is fortunate, because if it were any quicker, they would have to spend almost their entire lives eating to support their massive bulk (though many Ariolon would not mind this). Ariolon activity reflects this sluggish metabolism, and offworlders are quick to assume that the Ariolo are lazy and apathetic. However, though slow to react, they are dedicated workers and fierce fighters. When necessary, Ariolo can gallop at 60 kilometers per hour. The Ariolon's slow metabolism also gives him a life span of 150 standard years.

Ariolo eat a lot—they have to. Most of them weigh about 1,000 kilograms, and carrying around all that weight requires a great deal of energy. Since the establishment of the Ifelsi dynasty, the Ariolo have been vegetarians. The humid, tropical environment of Fillandia has given birth to over 10,000 different kinds of edible plants—herbs, fruits, vegetables, leaves, and so forth. Ariolo spend just as much time cooking as they do eating. As one might expect from their hyper-sensitive taste buds, they have very discriminating palates, and are very fussy about their food.

Ariolon society is hedonistic. They love to throw and attend *afelio*, or parties, reminiscent of Alpha Centauran *Kirva dentinor* or Terran *Roman orgies*. Pleasure is the central goal of individual Ariolo, and perhaps that is why they have not progressed very far culturally. The *afelio* allow Ariolo opportunities to sample the finest cuisine and listen to native music. With their six-digit hands, Ariolo are reputed to be the best musicians in the galaxy.

Of course, the Ariolo do not spend all their time at parties. They are diligent workers, and because of their strength and their planet's low gravity, they have built

monumental structures. Unfortunately, Fillandia's frequent earthquakes have toppled most of the ancient buildings, but the ruins tell tales of gigantic, intricately carved temples and houses.

Fillandia is governed by the Farsighted One, a member of the Ifelsi family. The present ruler is a direct descendent of Yfrallo, the leader of the forces that overthrew the previous dynasty. The Farsighted One's word is law—anyone who forgets that will quickly find himself banished to the dark side of the planet. Just as an individual Ariolon pursues pleasure to attain self-fulfilment, the Farsighted One commands all Ariolo to fulfill the destiny of their race. Theoretically, this ruler is supposed to abstain from seeking pleasure himself so that he can spend all his time furthering Ariolon development. In practice, however this is rarely true.

Of all the races the Federation has contacted, the Ariolo are the only one that had not developed the concept of time. They have no natural method to measure time—no nights, no seasonal changes, and no satellites. Each individual decides when he will work, play, or sleep, based on the dictates of self-fulfilment. Ariolo consider death to be an end, but also believe that the individual will be continually reincarnated until he has achieved his highest state. 'The future' is a difficult concept for an Ariolon to grasp. If such a phrase could be applied to them, Ariolo would say they live one day at a time.

RACIAL HISTORY

Fillandia is a brutal world, where life evolved only with difficulty. When it did develop, however, the various species grew quickly as each tried to become dominant over the others. Eventually, the Ariolo won, and the other animal races soon died out.

Written records relate tales of gigantic monsters thundering across the planet and smiting the ground to bring forth the planet's blood. Early Ariolo cowered in the jungles for fear of the demons. Then they hit upon the idea of throwing some of their members into volcanoes as human sacrifice. According to Ariolon records, this seemed to stem the planet's flow of blood.



Some time later, an individual named Iroloro began preaching. His views on the seeking of pleasure to reach the highest stage of being stirred the Ariolo, and the race began to build cities and to discover their world and its scientific laws. However, many Ariolo disagreed with Iroloro's teachings, and took up arms against him. Oliroffe, Iroloro's war chieftan, led his fanatical army against the unbelievers, and after many campaigns, beat them into submission. At this time, the entire planet was ruled by Iroloro.

When Iroloro died, disagreement broke out as to who would lead the Ariolo. Some (known as Ifelsi) believed that Iroloro's son Iflero should assume the kingship, while others (who were called the Olirri) supported the claim of Oliroffe. The two factions fought for supremacy, but eventually, the Olirri won. Before the final battle, Iroloro's son Iflera entered the dark side of the planet and never returned. Ariolo mythology claimed that the dark side was the home of demons and the abode of the dead. Though none had ever returned from that dread place, Iflera proclaimed that one day he would come back.

Government under the Olirri was rather oppressive, but during their rule, technology increased manyfold. Roads, medicine, public housing, sanitation, and the culinary arts were developed. However, civil liberties were often violated, and the persecution of the Ifelsi continued. Needless to say, the Dynasty paid only lip service to the teachings of Iroloro.

Then, the Elariorh Saliwah, or the Great Dark Cataclysm of the Gods, occurred. Unusually intense earthquakes shattered some cities, and volcanoes poured fiery lava on others. Civilization was on the verge of ruin when the Ifelsi seized control of the cities. They reintroduced Iroloro's philosophy, which calmed the populace and strengthened them during this difficult time. Eventually, the cataclysms subsided, and the Ifelsi restored order and rebuilt their civilization. During their reign, the Ariolo invented high-stress alloys and plastics, capable of withstanding the planet's tremors.

PLACE IN THE FEDERATION

The Federation discovered the Ariolo in Stardate 1/7912. Since then, UFP engineers have taught them how to relieve their planet's internal stress and provided them with warp technology, which the Ariolo use to travel the stars seeking new pleasures.

Ariolo do not serve in Star Fleet military branches. Ships are too cramped for them, and the thought of automated food sickens them. Although they do work in administrative branches, most Ariolo serve the Federation as civil and chemical engineers, and, of course, as cooks.

Upon learning of the impending destruction of their sun, the Ariolo have discovered the meaning of the word "hurry". They are currently petitioning the Federation Council to award them a new home planet.

The Ariolo's greatest gift to the Federation has been its music and musicians. It is worth enduring Fillandia's harsh climate to listen to a concert by the Fillandian Symphony Orchestra, especially as the concerts are more like festivals, with Ariolon and Federation delicacies served throughout the entire month-long extravaganza.

The Ariolo have also introduced a new form of music, the Warp Blues, that is currently sweeping the Federation. Sociologists call the meteoric success of this music "The Ariolon Invasion". Among the more popular groups are the Ahmels; and Orellia and the Urflo Hipsters.

ANDORIANS

World Log: ANDOR

System Data

System Name: Epsilon Indi
Map Coordinates: 1.82N 2.22W
Number Of Class M Present: 2

Planetary Data

Position In System: VIII
Number Of Satellites: 3
Planetary Gravity: 1.2G
Planetary Size
Diameter: 18,000 km
Equatorial Circumference: 56,500 km
Total Surface Area: 1,018,000,000 sq km
Percent Land Mass: 80%
Total Land Mass: 814,000,000 sq km

Planetary Conditions

Length Of Day: 21 hrs
Atmospheric Density: Thin
General Climate: Cold

Mineral Content

Normal Metals: 40%
Radioactives: 20%
Gemstones: 10%
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Dominant Life Form: Andorian
Technological/
Sociopolitical Index: 999997-88
Planetary Trade Profile: AFGAEBE/D(C)



TYPICAL ANDORIAN

STR - 3D10 + 50 (65)	CHA - 3D10 + 40 (55)
END - 3D10 + 40 (55)	LUC - 1D100 - 20
INT - 3D10 + 40	PSI - 1D100 - 20
DEX - 3D10 + 40	

PLANETARY DESCRIPTION

Andor is a comparatively high-G world, gravity being 17 percent over the Terran 1G. Additionally, the planet's atmosphere is thinner than the atmosphere of Earth, usually 590 mm of mercury, compared to the Terran normal of 760 mm at sea level. Thus, Andorians have much better lung capacity than the typical Human, and can work and fight more efficiently in thin atmosphere.

RACIAL DESCRIPTION

The blue skin, pure white hair, and prominent antennae of the Andorians are well-known throughout the Federation. Their blue hue is the result of a high concentration of cobalt in the hemoglobin of their red corpuscles. The antennae are remarkably sensitive sensory organs, giving the Andorians sonar detection abilities similar to those of Terran bats. Because of these organs, it is very difficult to sneak up on or to elude an Andorian—even in total darkness. A less desirable characteristic of the Andorian antennae is their sensitivity to pain. Being hit in the antennae gives the Andorian as much pain as a Human male experiences when struck in the groin. Andorians in Star Fleet are normally issued extra protection for their antennae, and Andorian marine personnel wear specially designed combat helmets. Though allowing the antennae to protrude through the top, the helmet offers them as much armor protection as the rest of the head.

As a rule, Andorians are stronger and harder than most races except Vulcans. This is a result of Andor's greater gravity, harsher climate, and thin air.

Few attributes of the race have caused more misunderstanding than the famed Andorian temper. This is because Andorians usually exhibit tempers only when temperatures are soaring. Normally, Andorians are cool, logical thinkers who act only when logic deems it rational to do so. However, it is easy to overlook the depth of emotion that an Andorian not only feels but can also express. It is a mistake to think of an Andorian as a blue-skinned Vulcan. Even at cool temperatures, it is possible to rile an Andorian so much that he abandons his logic for his more violent roots.

Although Andorians are stoic and largely unsentimental, they do respect and revere family ties. To insult an Andorian's clan is to insult him and his entire race. Those who do so, either deliberately or inadvertently, will discover just how dangerously crafty an Andorian can be.

Andorian clan relationships and the tendency of clans to specialize in one profession are very similar to Gorn practices. Perhaps this is why almost half the negotiation team at the Clanhaven conference between the Federation and the Gorn Alliance are Andorians. The most prestigious Andorian clan is the Clan of Combat, which handles nearly all the military operations of Andor, including ship construction and arms shipments. The Controllers Clan, another influential clan, is responsible for controlling the weather on Andor, Andorian colony worlds, and other customers.

RACIAL HISTORY

The Andorians are believed to have originated in the glaciers and ice fields of the southern polar continent on Andor. Because they developed in cold climes, the Andorians are endothermic to a degree and have trouble keeping their body temperatures at 57° C. when in temperatures of 44° C. and higher. Exposure to higher temperatures affects the Andorians' minds, causing them to lose their logical thought processes and, instead, become cunningly violent.

It was the migration of early Andorian tribal clans into the more temperate northern latitudes that caused the race to become violently emotional—yet efficient—warriors. In the warmer northern regions of the planet, the Andorians found an abundance of food and learned the rudiments of agriculture. However, as the summer heat affected them, the clans became more warlike and fought each other for land and food, even though there was plenty for all. Hungry for war, the northern tribes moved south to fight those tribes in the polar region. Fortunately, the cooler climates curbed the violent tendencies of the Andorian invaders, allowing both sides to work out logical solutions to their differences.

To defend against the inevitable invasions from the north, the Andorians in the polar regions founded Cities of Refuge. In these cities, hotheads who had murdered someone could seek protection from avenging relatives—provided he joined the city's defense force for the next ten years. The Cities of Refuge protected the southern Andorians, and allowed them to develop advanced technology. Their first project was to reduce the variability in their own climate and thus diminish the tendency of cool-headed Andorians to become violent 'hotheads'. (It is interesting to note that the terms "cooler heads" and "hotheads", used so much in discussing Andorians, were actually the direct translations of Andorian terms.) Their success at climate control provided the impetus to unite the various tribes under one rule.



The Andorians are one of the few races to have developed warp drive on their own. Before they encountered the Humans, they had established the Andorian Star Clan, an interstellar empire consisting of 13 planets. First contact with Humans did not proceed well, and ended with the Andorians opening fire on the Terran exploratory vessel. Luckily, before the Terran alliance could gear up for war with the Andorian Star Clan, Andor received a Vulcan peace mission. As the Andorians are themselves creatures of logic, the Vulcans were well-received. The ensuing talks averted war between Andor and Terra, and Andor joined the Terran alliance, a logical move in the best interests of all concerned. (Her former subject worlds became Andorian protectorates.) When the Articles of Federation were signed at the first Babel Conference, Andor was one of the five original signatories.

PLACE IN THE FEDERATION

Although the Andorians have matured as a race, the martial spirit is still very strong throughout their culture. Extremely disciplined and possessing a strong sense of duty and honor, Andorians make excellent military officers. In fact, a high proportion of all Federation military personnel (including officers of top rank) are Andorian. Andorians served diligently during both the Romulan War and the Four Years War, distinguishing themselves with their sacrifice and devotion to duty. More medals for distinguished service during wartime have been awarded to Andorians than to any other Federation race. Sadly, not a few of those were awarded posthumously. One of the two combat decorations unique to the Star Fleet Marines, the Heart of S'em-loh, was named after an Andorian who was the first Star Fleet Marine ever killed in action.

In addition to its place in Federation military history, Andor is renowned for its achievements in weather control. Andorians were the first race to develop climate control on a planet-wide scale, and all their colony worlds are either frigid ice-balls or climate-controlled planets. Whenever a world's leaders wish to control their weather, they usually call in Andorian experts.

One of the greatest smears to Andorian honor is the existence of the Warriors of Andor. The Warriors are an anti-Federation terrorist group that developed from an Andorian clan that refused to accept Andor's 'surrender' to the Terran alliance and, later, the Federation. The Warriors became outlaws, working to bring down Andor's ruling clan and to dissolve Andorian ties to the Federation. After an unsuccessful coup, Andorian authorities captured most of the Warriors, but some managed to escape offplanet. In the years since, these renegade Andorians have organized and maintained one of the bloodiest terrorist outfits operating in Federation space. Still known as the Warriors of Andor (to the disgust of all honorable Andorians) the terrorists conduct numerous bombings, assassinations, and kidnappings throughout the Federation annually. Star Fleet Intelligence considers the Warriors of Andor to be among their top ten public enemies, and has conducted several missions to discover the whereabouts of these terrorists. However, if the Andorian Clan of Combat manages to locate the Warriors first, it is certain that the terrorists will never make it to trial.

EFROSIANS

World Log: EFROS

System Data

System Name:	Flarset
Map Coordinates:	0.78S 6.26E
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	2
Planetary Gravity:	1.1G
Planetary Size	
Diameter:	14,300 km
Equatorial Circumference:	45,000 km
Total Surface Area:	642,400,000 sq km
Percent Land Mass:	36%
Total Land Mass:	231,000,000 sq km

Planetary Conditions

Length Of Day:	29 hrs
Atmospheric Density:	Terrestrial
General Climate:	Arctic

Mineral Content

Normal Metals:	46%
Radioactives:	17%
Gemstones:	8%
Industrial Crystals:	9%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Efrosian
Technological/	
Sociopolitical Index:	988867-86
Planetary Trade Profile:	EDDBCDE/B(B)



Typical Efrosian

STR - 3D10 + 50 (65)	CHA - 3D10 + 45
END - 3D10 + 45	LUC - 1D100
INT - 3D10 + 45	PSI - 1D100 - 5
DEX - 3D10 + 40	

PLANETARY DESCRIPTION

The name "Efros" means "ice" in the Efrosian tongue. The planet is a cold, harsh world that only in the last thousand years emerged from a millenia-long ice age. Few native animals live on Efros, as the climate makes it extremely difficult for plants to thrive. However, the abundance of metal on the planet makes it valuable nonetheless.

RACIAL DESCRIPTION

The Efrosian are among the newest members of the Federation, having first been contacted only eight years ago. There is some evidence suggesting that the race did not originally evolve on Efros. Perhaps the Efrosians are yet another of the races that the Preservers seeded throughout the galaxy.

The most striking feature of the Efrosians is the sculptured look of their facial features. This particular development was the result of exposure to the cold, harsh winds of Efros. Although the primitive Efrosians wrapped their bodies in warm furs, they neglected such protection for their faces. As a result, the fierce winds scorched their faces, and later generations developed thick layers of fatty deposits beneath their facial areas. Thus were their faces protected from the harsh, cold winds, and the feature has become an inherited racial trait.

Another distinguishing mark of Efrosian physiology is the difference in coloration between the sexes. Efrosian males all seem to have fair hair and complexions—some almost look like albinos. On the other hand, Efrosian females are usually raven-haired. Studies have not yet indicated if this is the result of selective breeding early in Efrosian history or if it is some natural phenomenon. It is interesting to note that giving birth to a boy with dark hair brings shame upon a family. To most people, such a male's coloring brands him as a female.

RACIAL HISTORY

While the ice age raged across the surface of their planet, the Efrosians' technological and social development was minimal. They remained in close-knit tribes, and subsisted on animals that they could bring down with stone knives and spears. Once the massive glaciers began to break, both technology and unity swiftly developed.

The most esteemed individuals of the tribes were the warrior-priests, respected not only for their prowess as warriors, but also for their abilities as great healers. The greatest of these warrior-priests was S'skotomz, who brought the entire planet under his benevolent rule, and who is still revered today. Although the warrior-priests ruled Efros as a religious oligarchy, technological development did not suffer (as it often has under religious leadership elsewhere in the galaxy). On the contrary, the warrior-priests' technology and invention would better life, preserving and furthering what was so precious to all Efrosians. As the climate warmed somewhat, the Efrosians discovered previously hidden energy and mineral resources that boosted their technological progress.

By the time the Federation discovered them, the Efrosians had developed radio telescopes and atomic power. It was the Vulcan-crewed *USS Surak* that first detected the presence of an intelligent race on Efros. The Efrosians were overjoyed to learn that there was an abundance of intelligent life in the universe, both like and unlike themselves. They accepted the Federation's offer of friendship, and joined the UFP soon afterward.

PLACE IN THE FEDERATION

Although not widely known throughout the Federation, many Efrosians live and work as teachers and philosophers on other worlds as part of cultural exchanges. Efrosians serve in Star Fleet as well, especially many of the lower-grade warrior-priests. Navigation, helm, and medicine are the most popular choices in Star Fleet for Efrosians. Warrior-priests perform excellently in medicine because of their innate, almost psychic ability to diagnose intuitively a patient's problem and treat him with minimal medicine or equipment. Because of their abilities and status, Star Fleet allows Efrosian warrior-priests serving in the medical sciences to wear their native priestly finery while on duty.

Efrosians are also very adept as navigators and helmsmen due to their highly developed sense of direction. They seem to have developed this survival mechanism to deal with their world's blinding, disorienting snowstorms; thus,

Efrosians are natural navigators. They instinctively know correct courses and can make adjustments to stay on course even without the aid of a computer. Efrosians who do not choose to join Star Fleet are often pressured to join the Merchant Academy.

The one aspect of Efrosian culture that other Federation members find annoying is the secrecy about their religion. All that is known about Efrosian faith is that it is very esoteric and mystical. Although extremely open and friendly about every other aspect of their culture, the Efrosians guard their religion jealously. They say that it was their religion that helped them survive the ravages of the ice age, and they refuse to even share its principles with others. Fortunately, most Federation races understand and respect the need for such privacy, and the Efrosians can benignly ignore Tellarite speculation about "child-sacrifice" and "ritual murder".



THE CAITIANS

World Log: CAIT

System Data

System Name:	Caitia
Map Coordinates:	1.80N 2.16 E
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	2
Planetary Gravity:	1.25g
Planetary Size	
Diameter:	10,100 km
Equatorial Circumference:	31,730 km
Total Surface Area:	320,500,000 sq km
Percent Land Mass:	50%
Total Land Area:	160,250,000 sq km

Planetary Conditions

Length Of Day:	27 hrs
Atmospheric Density:	Thick
General Climate:	Tropical

Mineral Content

Normal Metals:	40%
Radioactives:	20%
Gemstones:	20%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Caitian
Technological/	
Sociopolitical Index:	887865-76
Planetary Trade Profile:	BEFCDEG/B (C)



Typical Caitian

STR - 40 + 3D10	CHA - 45 + 3D10
END - 35 + 3D10	LUC - 1D100 - 10
INT - 40 + 3D10	PSI - 1D100 - 30
DEX - 60 + 3D10	

PLANETARY DESCRIPTION

Slightly smaller than the average Class M planet, Cait is a warm, tropical world of thick, lush jungle, sunny, grassy plains, and wide, sandy beaches. Its thick atmosphere is perfumed with the scent of the dense jungle. Though hot and sunny, frequent breezes sweep its shores and plains. The planet's climate is inviting to most life forms, and Cait has become a popular tourist stop (except during its short rainy season). The abundance and variety of plant and animal life have kept Caitian zoologists and botanists busy for centuries, and offplanet scientists find Caitian ecology a complex and fascinating topic.

RACIAL DESCRIPTION

Caitians are upright, bipedal beings with manipulative hands, who are descended from a felinoid life form. Their feline ancestry shows in their facial structure, the fur covering their bodies, and their voices, which resemble the purring of Terran felines.

Caitians stand two to three meters tall, slightly larger than the average humanoid. However, they are more agile and dexterous than their size would suggest. Having evolved on a hospitable world, they are not as hardy as many other life forms, and thus susceptible to many diseases on other planets. Fortunately, Caitian medicine is advanced enough to cope with many of the virological problems resulting from interplanetary travel.

Caitians are primarily noted for their loyalty. Their society is centered around large clans, and clan members are related by a set of connections that are basic knowledge for a Caitian and a hopeless, incomprehensible tangle for anyone else. To a Caitian, clans are an extension of self, and they depend on their members as much as their members depend on their right arms. Clan members treat members of other clans (and other races) as important beings with equal claim to their world and its resources, but do not rely on them as much as they do on their clan.

Unlike many other clan-oriented cultures, Caitian clans do not specialize in separate areas. They encourage wide diversity within the clan so that whenever a clan member needs a service or item, someone in the clan can help him. Different fields and businesses contain members of as many different clans as possible so that no one clan has control of that field.

Caitians practice monogamous, lifelong marriages. A couple usually has two or three *brre'l* ("litters") of up to four children. Children of the same *brre'l*, known as *brrel'mar*, are exceptionally close, and the clan usually separates them in schooling and activities, which prevents them from developing a disproportionate dependence on each other. Each clan member shares the responsibility of childrearing.

Caitians do not differentiate between sexes in activities or social standing, striving to be egalitarian in every respect. They provide the elderly with special treatment, but do not consider this any more than a tribute to their elders' wisdom and experience. As the saying has it, "Old age is a power all may achieve."

Because Caitians inhabit a planet where the living is easy, they can set aside concerns about survival and concentrate on the finer things in life. Their culture has a deep appreciation for beauty, which is expressed in many ways: study and contemplation of nature, producing works of art that mirror nature, and, most commonly, surrounding themselves with by beauty and comfort.

Some clans practice monastic, contemplative approaches to life, preferring the detailed appreciation of one flower to the overwhelming profusion of an entire jungle. However, most Caitians express their love of life and beauty by surrounding themselves with abundance. A comfortable, beautiful home is the desire of every Caitian. Home is the center of Caitian life, and a sign of acceptance by a Caitian is being invited to his house. Despite the large numbers of tourists who visit Cait, few have seen the inside of a Caitian house. Caitians are very territorial, and they react aggressively against any threats to their homes. Their cities are notably clean and well kept, as the fastidious Caitians cannot abide a damaged environment.

Although Caitians are slow to anger, they are fierce when enraged, and they have been known to hold grudges for generations. They do not like being angry because it is not a beautiful state, and the idea of war is unspeakably ugly to them. While they shun physical violence, they are capable of devious psychological games.

As Caitians are so interested in nature, and each other, their science has long emphasized planetary and medical sciences. They had not yet developed space travel when discovered by the Federation, as they had not "gotten around to it". Although some studied astronomy, Caitians consider the near at hand to have more interest.

Caitians are intrigued by the variety of life forms in the universe, and wish to study them all. Although their race has little psionic potential, they are particularly interested in the practice of psionics, as they never dreamed of such a thing.

Though interested in other life forms, Caitians are more interested in themselves, or (as they put it) in each other. Some races think that the Caitians look down on them, but Caitians are quick to state that they regard all races as equal. For their part, Caitians often feel that other races, particularly Humans, are patronizing toward them. As they find Caitians particularly attractive, Humans may be guilty of this, but not consciously.

RACIAL HISTORY

The lush jungles of Cait have produced a fascinating array of plant and animal life. As the feline ancestors of the Caitians evolved into an upright, intelligent species, they moved toward the clearings and beaches on the fringes of the jungle.

As these predators moved out of the jungle, they turned to the waters for food. Caitian civilization first developed as a fishing, seafaring race, clustered in settlements along the shore. However, they soon discovered that agriculture appealed to them more than the strenuous fishing life, and sailors became only figures of a semi-legendary past.

Caitians have few class distinctions (though they say that they have none.) One clan, the Vr'aun, are considered the rulers. The eldest member of the Vr'aun rules as *Agra'nn* (translated as either "King" or "Chairman") for three years, then passes the rule to the next eldest. In this system, the rulers have lived as regular working members of the society before taking office, and are respected for their experience and knowledge. The Caitians adore pomp and ritual, and enjoy having a coronation every three years. Retired *Agra'nn* are still highly respected members of the society, and reside in the *L'lura*, a combination palace-and-library, where Caitians may consult them on any social or philosophical questions.

Because of their society and sexual equality, and also because they are the only intelligent species on their planet, the Caitians have had no experience with prejudice and discrimination. Pleased with the variety of sapient beings in the universe, they treat all with respect until a race proves itself unworthy of such regard.

There is no history of organized warfare on Cait. As the planet is small and the Caitian population homogeneous, no cultural scisms have occurred. Nevertheless, there have been feuds between clans. Violence in these cases mostly takes the form of kidnapping, arson, and sabotage, as the Caitians have not developed weapons technology.

Caitians were delighted and overwhelmed when the Federation ship *USS Framingham* contacted them. Excited though unsurprised at the existence of others in the universe, they were eager to become part of the Federation. Cait was admitted to the Federation quicker than any other planet with a native, sapient life form.

PLACE IN THE FEDERATION

Caitians are often torn between their desire to explore the universe and their strong ties with home. Few Caitians have been willing to spend time away from home to serve the Federation, either as civilians or in Star Fleet. However, as more Caitians leave home, more will be willing to follow, knowing that there are friendly furry faces out there. The number of Caitians scattered through the galaxy is expected to increase exponentially in the coming years.

Even fewer Caitians choose to join Star Fleet, due to their pacifistic natures. Those who do usually serve in noncombat roles, such as the medical branch or communications. Caitians are prized members of Star Fleet, as they transfer their tenacious loyalty to their officers and fellow crew members.

Only a handful of Caitians can be found in Star Fleet Marines or the Security branch, as the violent activity of these positions is too much for Caitians to stomach. Starship combat is sufficiently abstract for them to handle, however, and some enjoy the sight of beams and missiles cutting through the darkness of space. These Caitians force themselves to ignore the unbeautiful results of a successful shot.

Caitian civilians serve the Federation mostly as scientists, as they have no patience with working in the bureaucracy. Many Caitians travel the galaxy as independent scholars, and some as traders. These often travel in starships packed with as many clan members as wish to come along, in an effort to ward off homesickness for the jungles and beautiful houses of Cait.



ARCADIANS

World Log: ARCADIA

System Data

System Name:	Vellun Gamma
Map Coordinates:	8.21N, 0.59E
Number Of Class M Present:	1

Planetary Data

Position In System:	5
Number Of Satellites:	2
Planetary Gravity:	0.78g
Planetary Size	
Diameter:	18,400 km
Equatorial Circumference:	55,000 km
Total Surface Area:	720,000,000 sq km
Percent Land Mass:	20%
Total Land Mass:	144,000,000 sq km

Planetary Conditions

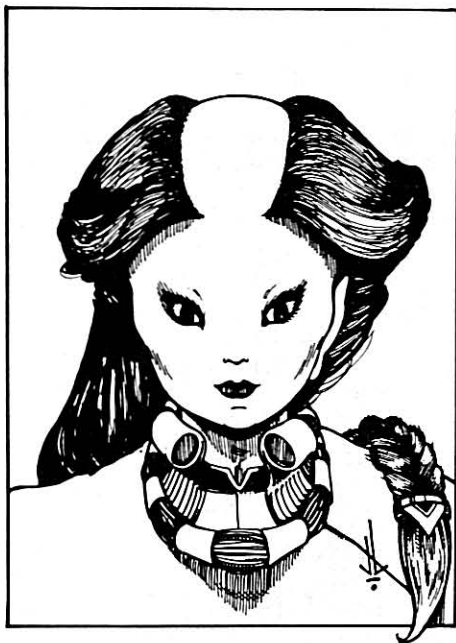
Length Of Day:	20 hrs
Atmospheric Density:	Thin
General Climate:	Cool Temperate

Mineral Content

Normal Metals:	85%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	5%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Arcadian
Technological/	
Sociopolitical Index:	555666-67
Planetary Trade Profile:	None



Typical Arcadian

STR - 25 + 3D10	CHA - 40 + 3D10
END - 35 + 3D10	LUC - 1D100 - 10
INT - 50 + 3D10	PSI - 1D100 - 30
DEX - 65 + 3D10/30 + 3D10	

The two scores for dexterity refer to the average Arcadian's agility in water and on land.

PLANETARY DESCRIPTION

Arcadia is a mild, temperate world with a slightly higher oxygen content than that of Terra. Covered almost entirely by water, Arcadia is home to a species of intelligent aquatic mammals known as the Arcadians. That portion of the planet not covered by water is comprised mostly of numerous islands and small archipelagos; two small continents lie near the southern pole. Most Arcadians reside in small cities built on the island chains. In addition, the Arcadians have constructed numerous artificial island masses that move about the planet with the changing of the seasons. Current estimates place Arcadian population at three to four billion inhabitants, though the possible presence of underwater communities makes accurate predictions impossible at this time.

RACIAL DESCRIPTION

A sentient species resembling Terran dolphins, Arcadians are a race of omnivorous, pacifistic, and sea-going mammals that live off sea-borne plankton, though their physiological makeup permits them to photosynthesize a limited amount of sustenance as well. Grouped in loose social collections of several hundred to several thousand beings, most Arcadians live on land and in the planet's oceans. Evidence suggests a short life span, somewhere between four and six standard decades long. Their pacifistic nature and the lack of predators have allowed the Arcadians to develop the beginnings of a technological society based primarily on applied physics and mathematics.

The Arcadians' piercing, grey-blue eyes are usually covered by a thin membrane that offers added protection against the solar radiation filtering through the planet's thin atmosphere. Typical Arcadians range in height from just under a half-meter at birth to over two meters at full adulthood. Though comfortable with walking upright, Arcadians are equally at home in water, as evident from the silky smooth texture of their skin. Their supple exterior is thicker than typical humanoid skin and protects them from sudden temperature changes. This hide also contains a unique array of chemical compounds that permits an Arcadian to obtain nourishment through photosynthesis. Arcadian skin tones range from light blue to pale yellow.

In addition to various marine features, Arcadians likewise display distinct mammalian characteristics. In addition to being air-breathers, Arcadians are born alive, and for their first three to six months, live in their mothers marsupial-like pouch. Despite their relative helplessness at birth, however, Arcadian young adapt quite easily to both land and water environments.

The Arcadians lack the concepts of the individual or the family unit; the closest approximation is a notion of affiliation with an extended grouping (school) of like-pigmented creatures. All Arcadians seem to share the responsibility for the care and upbringing of their young. Though generally pacifistic, Arcadians have been known to react aggressively to any threat to one of their communal brood. They seem to be devoid of any societal distinctions. All share the work of whatever communal projects are being conducted. As one member of the group quits work, another immediately takes his place for a similar period of time, though how work periods are regulated is presently unknown.

Federation sociologists theorize that the Arcadians as a whole share a form of communal consciousness on a level as yet undetected by normal means. As proof, they cite the amazing speed at which Arcadians assimilate

various Federation dialects into their own language without the need for standard translation aids. In addition, despite evidence of relatively advanced technology, the Arcadians have no written language and only a rudimentary oral tradition.

The Arcadians enjoy a unique absence of any outward form of government. The closest approximation to a ruling class appears to be a deference toward individuals with a rare form of dorsal spine, though whether this is due to tradition, political prerogatives, or some other convention is unknown.

RACIAL HISTORY

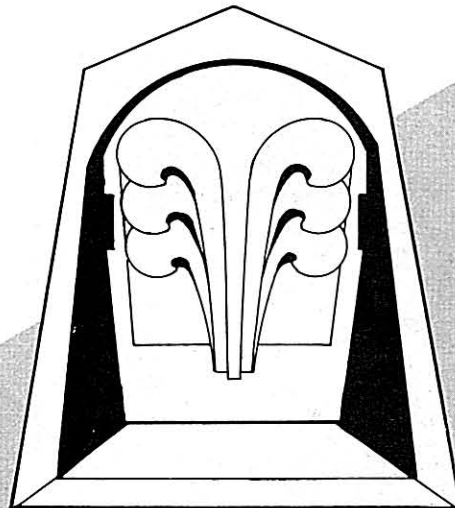
The origins of the Arcadian race remain somewhat puzzling even after six years of almost continuous contact with these sentient beings. Some elements of Arcadian society point to a long-established civilization, while other, equally valid factors suggest that the race became civilized only recently, within the last hundred years or so. Some scientists have postulated that the Arcadians are the remnants of a once-mighty civilization that broke off from their now-extinct parent race. Others believe that the Preservers transplanted the Arcadians from a distant, perhaps now-obiterated planet.

Arcadian culture is centered around mobile, ocean-based land masses similar to extended city-centers, which suggests a thriving technological society. This notwithstanding, Arcadians are remarkable for their almost total lack of elementary scientific understanding—with the exception of natural and applied physics. In this respect, the Arcadians rival and sometimes exceed accomplishments made by other more mature civilizations.

PLACE IN THE FEDERATION

Though associate members of the Federation, the Arcadians have yet to express any desire to trade with other Federation worlds. At present, only a few Federation sociologists have been allowed on the planet since first contact eight standard years ago. The Arcadians apparently fear that influx of foreign races will cause radical upheaval in their society. For this reason, the Federation Council has placed a temporary contact/trade restriction on the Vellun Gamma system. Thus, although visiting Arcadia is allowed, all would-be tourists must have prior approval from Federation officials.

The Arcadians are credited with the first verifiable discovery of proto-matter, the first definable link between energy and matter. Though postulated mathematically for decades, actual proof of the existence of this material remained unproven until the Arcadian scientist Firm'Ja Ale experimentally detected proto-matter existing at a sub-atomic level in rare forms of antimatter. Initially touted as a potentially limitless energy resource, the basic instability of proto-matter (due to its antimatter properties) soon prompted the Federation Council to ban any manufacture or collection of proto-matter. Though naturally xenophobic to outsiders, the Arcadians have had to alter their isolationism due to Genesis Device publicity. That Dr. David Marcus used proto-matter in the Genesis matrix has catapulted the Arcadian race to public attention. It is hoped that such publicity will prompt the Arcadians to become full-status members of the Federation. Their delegates to the Assembly have been working overtime with Federation scientists to rectify the Genesis experiment disaster, for which they feel to be morally responsible.



EDOANS

World Log: EDO

System Data

System Name:	Epsilon Minora
Map Coordinates:	0.15N 4.11W
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	1
Planetary Gravity:	.85g
Planetary Size	
Diameter:	8,520 km
Equatorial Circumference:	26,850 km
Total Surface Area:	228 050,000 sq km
Percent Land Mass:	40%
Total Land Area:	91,000,000 km

Planetary Conditions

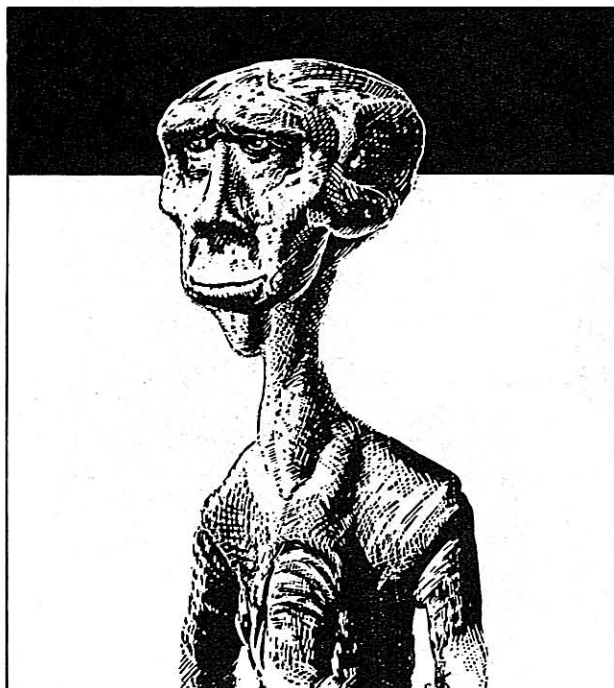
Length Of Day:	22 hrs
Atmospheric Density:	Terrestrial
General Climate:	Tropical

Mineral Content

Normal Metals:	50%
Radioactives:	Trace
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Edoan
Technological/	
Sociopolitical Index:	766688-67
Planetary Trade Profile:	BBCBBBC/B (C)



Typical Edoan

STR - 35 + 3D10	CHA - 40 + 3D10
END - 40 + 3D10	LUC - 1D100 - 15
INT - 40 + 3D10	PSI - 1D100 - 35
DEX - 55 + 3D10	

PLANETARY DESCRIPTION

Edo supports few mountains and many cities, though none seem to be very large. Garden-like jungles dominate the planet, and few large animal species seem to exist. Edo itself is an industrial paradise; an abundance of metals on the surface of the world make manufacturing easy and quick.

RACIAL DESCRIPTION

Edoans are humanoid in appearance with light orange skin. Their most striking feature is their fully manipulative third arm, located in chest area, and their three legs. Their eyes are a darkened yellow that becomes lighter in bright light. Their bodies seem to lack any noticeable amount of body hair.

The most impressive feature of the Edoans is their fantastic skill as artisans. Their tripedal design gives them a much better sense of balance than other beings, and they seem to have a higher dexterity in manipulating objects. This ability allowed them to reach a tool-making level superior to that of the Federation. Today, Edoan tools are considered state-of-the-art Federation technology.

Edoans have little desire to go into space. With all their vast resources and skills, they prefer privacy over exploration. Those members of the culture with the urge to travel were called "shravs" or the wanderers. Edoan society does not discourage such inclinations. Shravs are considered 'different', but are free to follow whatever course they desire, as long as it does not interfere with the privacy of others.

RACIAL HISTORY

Star Fleet discovered the planet Edo relatively early in the history of the Federation, but the admission of the planet to the Federation took many long years.

Initial surveys of the world in Stardate 0/9305 indicated an intelligent humanoid life form and civilization. As reports filtered in from the contact vessel *USS Cape Horn*, the Federation became anxious to make contact with the Edoans. Although scans showed signs of advanced communications, attempts to contact the leaders of Edo brought no response. Apparently, the Edoans were content to ignore the Federation.

After several long months of communications by voice only, the Edoan government finally granted ambassadors from the Federation the right to meet face to face with the Edoan ruling council, the Regency Prime. The Edoans were more than friendly toward the UFP diplomats, but had no strong interest in joining the Federation. They proved to be a very private people, expressing a strong desire to restrict any contact with the Federation to communication systems only. The Regency Prime agreed to limited trade with the Federation, but contact with Federation members was still going to be kept to a minimum.

The Federation Council had more than a passing interest in the Edoans, and wanted Edo admitted to the Federation as soon as possible. However, diplomats could find no way to rush the Regency Prime. The Edoan government meticulously weighed out each option and the outcome of each option before acting. Many Federation ambassadors that met with the Edoans were frustrated by these sorts of delays.

In Stardate 1/5003, the first of the shravs left to explore this open universe. The Federation saw this as a positive step toward membership, and these first explorers were

shuttled about at Star Fleet's expense. The shravs made frequent reports to the Regency Prime describing the different things they saw and experienced.

Finally, on Stardate 1/8001.01, the Regency Prime voted to join the United Federation of Planets. This decision came as a total surprise to the Federation Department of Interstellar Relations, which had nearly reached the point of considering Edoan admission a lost cause. The people of Edo opened up certain areas of their world to Federation travelers, and more shravs left Edo for Federation universities and colleges, including Star Fleet Academy.

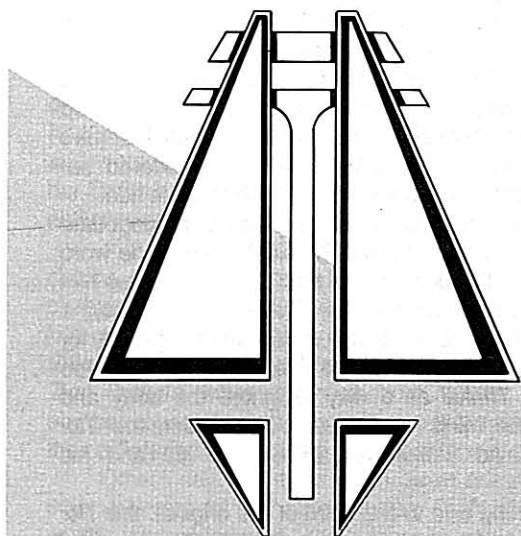
PLACE IN THE FEDERATION

The Four Years War exposed Edoans to violence, a distasteful concept in Edoan society. Edo had not experienced warfare in many long centuries, and the conflict with the Klingon Empire discouraged many shravs from careers with Star Fleet. Although they constructed various tools that revolutionized Federation technology, Edoans refused to manufacture any sort of weaponry for the war effort. They did supply a great deal of manpower for the war, and many hundreds of Edoans left their cherished privacy to enter the ranks of Star Fleet in this time of need.

Edoans have proven very loyal to the Federation. Indeed, they are considered prime candidates for command positions due to their calmness and loyalty even in the most difficult of situations. The Edoans' impressive agility allows them to master the helm or navigation stations of a ship easily, though many prefer to use their skills in the science and engineering areas.

The importance of privacy is one of the Edoan's fundamental beliefs. They will do almost anything to divert attention from themselves. Unfortunately, their outward appearance does not allow them to blend into a crowd. They rarely speak out publicly against an issue, but will quietly vote against it.

In the last 20 years or so, many of these seekers of privacy have left Edo to explore the Federation. Emigration has increased over the past decade at an alarming rate, and it is expected that the Regency Prime may soon limit the number of Edoans who can leave Edo.



VULCANS

World Log: VULCAN

System Data

System Name:	40 Eridani
Map Coordinates:	0.09S 2.31 E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	0
Planetary Gravity:	1.15g
Planetary Size	
Diameter:	9,700 km
Equatorial Circumference:	30,500 km
Total Surface Area:	295,600,000 sq km
Percent Land Mass:	75%
Total Land Area:	221,700,000 sq km

Planetary Conditions

Length Of Day:	270 hrs
Atmospheric Density:	Thin
General Climate:	Warm Terrestrial

Mineral Content

Normal Metals:	50%
Radioactives:	20%
Gemstones:	15%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Vulcan
Technological/	
Sociopolitical Index:	999989-98
Planetary Trade Profile:	FBCEAEF/D(B)



Typical Vulcan

STR - 60 + 3D10	CHA - 40 + 3D10
END - 50 + 3D10	LUC - 3D10
INT - 50 + 3D10	PSI - 1D100
DEX - 40 + 3D10	

VULCAN CEREMONIAL ATTIRE

Terrans have always been extremely interested in the Vulcan people. Now, with the appearance of many Vulcan delegates on Terra, interest in Vulcan culture is at a high peak. The first part of this essay describes the general appearance of Vulcans ceremonial attire, called the *Tlor Thakal*, and touches upon its history. The essay then reflects on how a Vulcan diplomat dresses may reveal his politics and his standing in the rumored crisis affecting the Vulcan people.

The basic components of the *Tlor Thakal* vary little from person to person. They include a hat, shirt, vest, pants (a long skirt for females), boots, and a hip-long robe. Every Vulcan possesses a *Tlor Thakal* for use when participating in important gatherings or rituals. The formality of most Federation Council and Assembly meetings requires Vulcan diplomats to wear their *Tlor Thakals*, for example.

The history behind the *Tlor Thakal* provides important insight into Vulcan motivation. Early in Vulcan's violent history, the position of messenger was despised. The messenger's job was to run back and forth across battlefields, delivering his warlord's threats and insults to enemy warlords. Those regularly chosen for the job were the mentally handicapped and those who did not wish to fight. In the eyes of Vulcan warriors, to not fight was to blaspheme the gods; pacifistic creatures were lower than the lowest animal in a dung heap.

This animosity toward messengers often caused their deaths, both on and off the battlefield. To safeguard his messengers and to satisfy his rather sick humor, one warlord made all his messengers dress in costumes designed by his fools. The costume was called "the Uniform of Deep Thinkers", the *Tlor Thakal*. Although the messengers were no longer mistaken for the enemy, they now suffered beneath the weight of the robes and Vulcan's oppressive heat.

When Surak ventured across the sands to negotiate peace, he did so in a *Tlor Thakal*. Physically strong, he wore the heavy robes with such dignity that those who saw him could never again consider the *Tlor Thakal* to be a costume of fools. Surak chose to wear the robes out of respect for the messengers, calling them the real Vulcans. He also extolled the *Tlor Thakal* as a way to ignore the body and concentrate on the mind. Whenever Vulcans don the *Tlor Thakal*, they remind themselves of Surak's life and his devotion to logic.

While remaining true to the spirit of the original, the *Tlor Thakal* has changed to suit the more appearance-conscious world of interstellar diplomacy. One noticeable change is the use of a wider range of colors. Besides the traditional black and gray, some Vulcans now wear blue, purple, and light gold robes.

The fabrics have also changed. Very seldom are the robes woven from the spines of Crying Plants as they once were. Vulcans are artistic weavers, and they use fabrics such as Hesperian Wool and Talfarra Gem Weave to great effect. Recently, some Vulcan diplomats have had quotes from Vulcan philosophy embroidered down the vest of their *Tlor Thakals* and other formal robes.

Jewelry is another aspect of the Vulcan diplomat's appearance. Placed upon the brim of their headpiece is a *Telc Vul* ("Home Stone"), a gem or crystal common to the region where the wearer was born. It is treated with great respect.

Vulcan artistry in metals is considerable, and the belt of the *Tlor Thakal* displays some of the finest examples of this skill. Fashioned from precious metals such as gold,

silver, or odrazinc, the belt sports a wide buckle with an intricately sculptured geometric design or version of the family name.

Vulcans place little emphasis on rank and will never brag about their importance. Nevertheless, Vulcan society has found it necessary to be able to distinguish those in important positions from the rest of the populace. These dignitaries wear a *Kelca Shev*, or "Badge of Position", which usually takes the form of a large pendant or embroidered design worn upon the chest. The design of the badge is usually a symbolic representation of the wearer's occupation or his name in stylized letters. Many Vulcans who wear the *Kelca Shev* find it a great imposition on their privacy. They wear their badges only during official functions or when seeking favors from someone.

Many people are familiar with the IDIC, the pendant representing the Vulcan concept of Infinite Diversity in Infinite Combinations. Related to the IDIC, but more personal, is the *Sosona-nome*, a necklace consisting of a subtle arrangement of stones, precious metals, and sculpted symbols. It apparently carries more importance to the wearer than the IDIC. The word *Nome* in Vulcan means "All". In their philosophy, the word encompasses the various ideas about how beings perceive the universe.

Some believe that the pieces in the necklace can be rearranged or completely altered to suit the wearer. If this is true, then the *Sosona-nome* may be an attempt to express the wearer's personal vision of existence in metal. Certain pieces in the large necklace are recognizable as small *Telc Vul* stones, *Telca Shevas*, and words or phrases from Vulcan thought. All Vulcans probably have a *Sosona-nome*, given to them just after their *Kahs-wan*, the test of an adolescent's maturity. Although *Sosona-nomes* are worn only at private ceremonies marking births and deaths, Ambassador Sarek has been seen wearing his in public. He has apparently caused the Vulcan equivalent of a scandal in doing so.

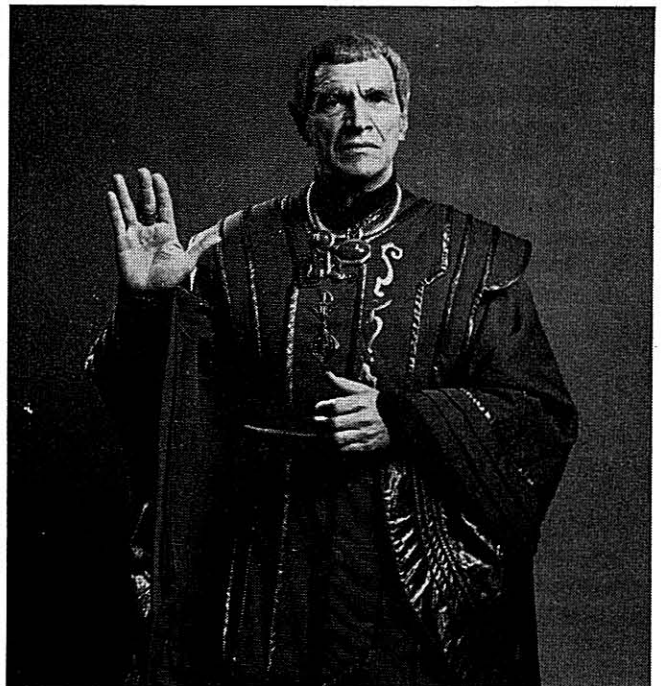
If it is true that what a Vulcan wears is a personal choice, then what can be learned from a Vulcan's choice of clothing? Some believe that relations between Vulcan and her colonies are steadily deteriorating. Delegates from the Vulcan colonies have been wearing relatively flamboyant *Tlor Thakals*, while diplomats from Vulcan appear in dark, somber robes. Perhaps the Vulcan colonials are expressing their difference from Vulcan by their choice of clothing.

Others say that there is a Vulcan crisis stemming from their involvement in the Federation. Perhaps the destruction of the Vulcan-crewed *USS Intrepid* some 15 years ago created the sentiment that Vulcan is too involved in the Federation. This might explain why some Vulcan diplomats have shunned contact with other races outside scheduled meetings. If Federation involvement is indeed the bone of contention, this Vulcan controversy would resemble the issues raised by the old Terran Return League.

Still other Vulcan specialists have asserted that the aforementioned concerns are but symptoms of a single, deeper issue. They say that the real issue dividing the Vulcan people is whether or not the Vulcan people are losing their identity. Vulcans are becoming concerned about the marked lessening of what were once strict rules of conduct. Vulcans born and raised in the company of other races are exhibiting shocking behavior, which could be seen as a sign of the resurgence of emotionalism. If today's Vulcan adolescents sometimes laugh, what of tomorrow's children? Will future Vulcans rediscover the attractions of passion, or of violence? These questions are vitally important to Vulcans.

A great deal of this debate centers around Ambassador Sarek and his family. His marriage and his son both might be seen as challenges to Vulcan society. Sarek's life has been well publicized, and such attention, though unsought, may be seen as a further insult to the Vulcan way. His opinions on the Federation have long been known, and his papers are required reading for those looking for the spirit behind the Federation. His famous speech at the Babel conference made him a respected leader of planetary sovereignty. He has also championed the cause of the Vulcan colonies in their dealings with Vulcan. Abandoning his *Tlor Thakal* for longer robes, Sarek also wears his *Sosona-nome* in public. All these factors together seem to make Ambassador Sarek the target of disapproval by any Vulcan feeling his culture threatened. It is curious to note that younger Vulcans have begun to wear long robes, apparently following Ambassador Sarek's lead.

As noted before, the Vulcan people have been long admired for their ability to retain their composure and sense of logic. Whatever the cause for their internal troubles, they will no doubt resolve it without any public discord. This means that we are left to scrutinize the appearance of Vulcan diplomats to discern what is going on in Vulcan society.



BZZIT KHAHT

World Log: ALTHOS IV

System Data

System Name:	Nakagima 62B
Map Coordinates:	1.27N 5.38E
Number Of Class M Present:	1

Planetary Data

Position In System:	4
Number Of Satellites:	0
Planetary Gravity:	.7G
Planetary Size	
Diameter:	9,100 km
Equatorial Circumference:	28,000 km
Total Surface Area:	357,000,000 sq km
Percent Land Mass:	22%
Total Land Mass:	78,540,000 sq km

Planetary Conditions

Length Of Day:	21 hrs
Atmospheric Density:	Thick
General Climate:	Cool Temperate

Mineral Content

Normal Metals:	17%
Radioactives:	8%
Gemstones:	18%
Industrial Crystals:	1%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Bzzit Khaht
Technological/	
Sociopolitical Index:	655658-89
Planetary Trade Profile:	AAADDCE/C(B)



Typical Bzzit Khaht

STR - 50 + 3D10	CHA - 25 + 3D10
END - 50 + 3D10	LUC - 1D100 - 30
INT - 40 + 3D10	PSI - 1D100 - 40
DEX - 30 + 3D10	

PLANETARY DESCRIPTION

Althos IV has a wide variety of gemstone deposits that any mining concern in or out of the Federation would kill to develop. Many of the small islands in the seas of Althos IV have gemstone beaches where one can make a fortune by beachcombing. Other deposits lie near the underwater volcanoes used by the Bzzit Khaht to generate power for their cities. At this time, the inhabitants are uncertain whether they will permit offplanet mining concerns to develop the wealth of their world. As such a temptation is too much for some, a Star Fleet patrol ship has been permanently assigned to the Federation research facility on Althos IV to warn off illegal miners.

RACIAL DESCRIPTION

The Bzzit Khaht are one of the more unusual members of the UFP. Although Federation scientists on Althos IV have not submitted their final reports, they have released some basic facts concerning this race.

The Bzzit Khaht are intelligent amphibious reptiles that vaguely resemble some species of the Rendar V Dragon-lizard. Their hearing and sense of smell are exceptional and their skin is covered with sponge-like glands that are used to regulate coordination and respiration while underwater. They seem to spend quite a bit of their time in the water. Their floating, cavern-like enclosures, known as *Raucgus*, (or "seatowns"), look very similar to Terran beaver habitats, except for their size. The Bzzit Khaht harnessed the geothermal energies of their planet to power the seatowns, and did so without harming the ecology or geologic stability. The seabeds surrounding these habitats are stocked with a blue moss-like plant called *shaka*, which is the Bzzit Khaht's main food supply. Some of the larger *shaka* planting circles have a diameter of 70 kilometers and are easily discernible from orbit.

Bzzit Khaht society is divided into three segments. The most common of these is the *Bzzgaht*, or "Gatherers". The *Bzzgaht* tend the seatowns and underwater fields of *shaka*, and construct new settlements when they 'feel' that expansion is necessary. These psionic feelings seem to be possessed by every one of the Bzzit Khaht.

The second division of the Bzzit Khaht is the *Bzzmaht*, or "Routers", who oversee *Bzzgaht* parties while they carry out an assignment. A *Bzzgaht* does not get promoted to *Bzzmaht*; they seem to be born into their position. No physiological differences between the two are apparent. There seems to be approximately one *Bzzmaht* born for every 20 or so *Bzzgaht*.

The third and final division of Bzzit Khaht society is the *Bzzbaht*, or "providers", the leaders and progenitors of their race. They appear somewhat larger than either the *Bzzgaht* or *Bzzmaht*, and each seatown usually has between two and four of them. The providers' main duty is to bear and raise the young of all three social divisions. The *Bzzbaht* also are considered the theoretical leaders of their various seatowns (it is very difficult to explain the word "leader" to the Bzzit Khaht), and they are usually the ones that deal with offworlders.

There are three divisions of Bzzit Khaht society, but they are not classes in the usual sense. Every individual is equal in Bzzit Khaht society, which is divided only to increase efficiency. The Bzzit Khaht are a cooperative unity without strife or disagreement. They have no government structure because every individual is in complete agreement with every other individual. Working for the betterment of their race is their personal goal as well as their communal

goal. It is not that every individual knows the thought of every other; rather, every individual knows the desires and need of every other individual. Legend tells of a seatown that was demolished by a tidal wave, and within hours, every other seatown had dispatched aid to the area without knowing of the disaster. The people simply knew that a need had to be filled there. As his psionic ability does not transfer well to other races, the Bzzit Khaht cannot really be termed empathic.

The Bzzit Khaht are fairly sophisticated medical scientists, having eliminated most of the bacteriological hazards that once plagued the swamps and shallow seas of Althos IV. Although still brief by Terran standards, the Bzzit Khaht now live 30 to 40 standard years, whereas a few centuries ago, they could expect to live less than 20 years.

RACIAL HISTORY

The road to intelligence for the Bzzit Khaht is presently unclear. References to the Gironapir, or "Awakening", are common in Bzzit Khaht language and history. Apparently, thousands of years ago, the Bzzit Khaht (who were then simply amphibians swimming in the seas of Althos IV) became aware of each other through some sort of psionic jolt. They began to communicate and work together to develop a new society, and have continued this process ever since.

Before contact with the Federation, the Bzzit Khaht had developed a fairly technical society on their own. They had sent chemically powered spaceships throughout their entire system and were in the process of setting up permanent space platforms in orbit about Althos IV and the gas giant Althos V. They also had begun to mine the gases out of Althos V for use as rocket fuel. Amazingly, they had achieved all this without discovering atomic fission, although they did understand the theoretical principles involved. When asked about this curiosity, *Bzzbaht* say that nuclear power just wasn't "right" for the Bzzit Khaht society.

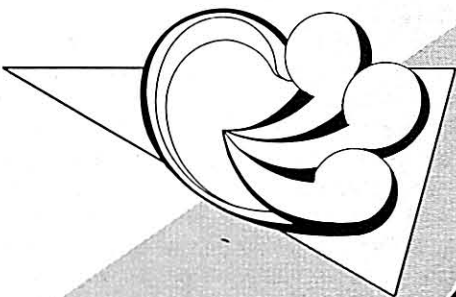
On Stardate 2/1005.09, the survey vessel *USS Chaffee* discovered the Bzzit Khaht, and they received full-member status five years later.

PLACE IN THE FEDERATION

The Federation still has much to learn about the Bzzit Khaht. A research station has been set up on Althos IV with the permission of the Bzzit Khaht, who have just recently begun sending envoys to various Federation worlds. Although their mouths can just about handle speaking Galacta, the gurgling and hissing is sure to irritate listeners. Therefore, Bzzit diplomatic Khaht expeditions travel with a number of experienced linguists, sociologists, and universal translators.

Being water creatures, the Bzzit Khaht need special accommodations while offplanet. Their skin needs a good soaking at least once a day or else serious chaffing, discomfort, and even dehydration will result. The sponge-like hydrous membranes on the skin of the Bzzit Khaht release a stink that most races find very offensive. However, Federation scientists have developed a special aerosol deodorant that the Bzzit Khaht can spray on when attending interracial affairs. This product seems to have made a hit with the Bzzit Khaht, who have sent the formula back to Althos IV so that they can begin mass production.

How the relationship between the Bzzit Khaht and the Federation will develop is still unclear. The Bzzit Khaht make exceptionally accurate acoustic systems, rivalling those from planets with more advanced technology. With a population of over ten million inhabitants all bent on the same goals and ideals, it is certain that their race can develop much faster than the usual races of bickering, opinionated individuals.



KASHEETA

World Log: KASHET

System Data

System Name:	Isis Kash
Map Coordinates:	7.85N 0.87W
Number Of Class M Present:	3

Planetary Data

Position In System:	II
Number Of Satellites:	3
Planetary Gravity:	0.95g
Planetary Size	
Diameter:	16,400 km
Equatorial Circumference:	51,500 km
Total Surface Area:	845,000,000 sq km
Percent Land Mass:	60%
Total Land Area:	507,000,000 sq km

Planetary Conditions

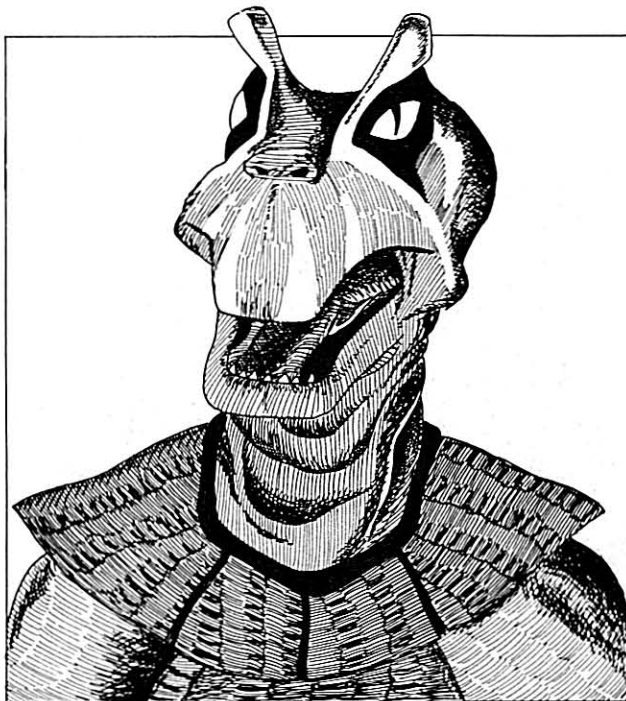
Length Of Day:	21.5 hrs
Atmospheric Density:	Terrestrial
General Climate:	Arctic

Mineral Content

Normal Metals:	70%
Radioactives:	10%
Gemstones:	Trace
Industrial Crystals:	10%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Kasheeta
Technological/	
Sociopolitical Index:	666777-66
Planetary Trade Profile:	CCDDDCB/B (C)



Typical Kasheeta

STR - 50 + 3D10	CHA - 50 + 3D10
END - 40 + 3D10	LUC - 1D100 - 10
INT - 40 + 3D10	PSI - 1D100 - 40
DEX - 20 + 3D10	

PLANETARY DESCRIPTION

Kasheet is a small, Terran-like planet in a dual star system that is currently experiencing an ice age. It is the home of a reptilian race that adapted to the ice age by building gigantic domed enclosures that artificially maintain tropical conditions year-round. These city centers are interconnected by mammoth underground passageways and tunnels throughout the equatorial region. Current census estimates number the city-based Kasheeta population at between six and seven million inhabitants.

RACIAL DESCRIPTION

Though the Kasheeta resemble the Gorn, they are an independently evolved race. The Kasheeta are not as warlike as the Gorn. Within the last 200 years, they have overcome their aggressive tendencies. Although female Kasheeta are notoriously arrogant and are quick to take offense at the slightest provocation, they prefer non-violent resolution to conflict.

Discovered almost eleven years ago, the Kasheeta are the newest addition to the Federation. They are roughly two-and-a-half meters tall at full adulthood. Males are distinguished by dull-green coloration, and females are predominantly bright green or reddish-green. Some Kasheeta, including the royal family, have neck scales of a bright bluish tone, which denotes (or so it is claimed) superior breeding. All Kasheeta have a bony, ridge-like structure at the base of the neck. Reputedly, this bone contains medicinal properties worth quite a few credits on various Triangle worlds.

When first introduced, a Kasheetan will seem aloof and arrogantly indifferent to outsiders, reflecting a centuries-old distrust of anyone not immediately recognizable as a friend. Despite this, Kasheetans are capable of expressing genuine friendship bordering on the obsessive. They frequently give gifts to prove their good intentions (and expect similar actions in return).

Kasheet has a rigid social structure ruled by a matriarchy, the H'Jarilx dynasty. Under the direction of the Empress of the Domed Cities, Kasheetans practice a selective birth control program designed to enhance feminine qualities at the expense of less desirable males. As one might expect, all Kasheetan representatives to the Federation are female. Male Kasheetans are relegated to second-class citizenship. They provide manual and domestic labor, with little expectation of advancement within the social order. Even entrance into the elite warrior class is now reserved to the smaller, less powerful females. In some cities, it is illegal to extend basic literacy to males.

RACIAL HISTORY

Kasheetan records indicate that the planet's social order was at one time completely opposite from its present system. Roughly 300 years ago, a male-dominated tribal society controlled the planet, holding female Kasheetans in general disrespect. The planet's tribes were constantly warring among themselves for control of the shrinking farmlands and industrial bases. At this time, Kasheetan science was sufficiently developed to detect the onset of a new ice age (possibly hastened by the extended use of chemical weapons in the upper atmosphere). However, the tribal leaders ignored the evidence and elected to continue warring. When the glaciers descended upon them, threatening the race with extinction, the females staged a social revolution, overthrowing male leaders of the planet's central

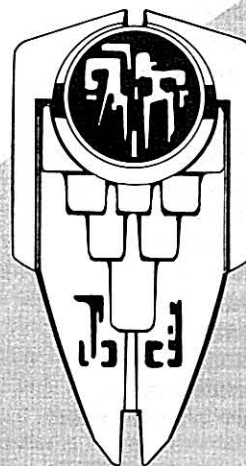
tribes in favor of a female-dominated order. The newly-elected matriarchy acted quickly to build an extensive network of domed cities to ensure the race's survival against the approaching ice age. However, a few tribes refused to forsake their lifestyle and accept the new social order. Hundreds of thousands of Kasheetas remained outside the domed cities, despite the deteriorating climate. Many still remain along the fringes of the planet's glaciers, adapting as best they can and occasionally mounting raids against the planet's cultural centers.

The government of Kashet centers around a matriarchy with the ruler of the planet, the Empress of the Domed Cities, at the apex. Below her, prominent family lines provide each city with a governor responsible for her city and the surrounding zones of arable territory. The governors meet monthly in the planet's capital of lo' Luth to do homage to their queen and to recommend positions for other females. The educational system is designed to maintain both the primacy of Kasheetan females as well as the cultural diversity of each city.

As the Kasheeta have a short life spans (roughly between 20 to 30 standard years), Kasheetan science deals primarily with the advancement of medicine. Of all the Federation representatives sent to Kashet, physicians and healers receive the most respect and admiration.

PLACE IN THE FEDERATION

Kashet received associate member status in the Federation within the last year. The Empress of The Domed Cities has recently concluded trade agreements with Andorian mining concerns, permitting them to extract radioactives in exchange for modern power plants and various support technologies. Several female Kasheetas from the royal family have been selected for the Star Fleet Academy. Plans are underway to house a permanent Federation delegation on Kashet within the next year, contingent on the Empress' permission to construct an astronomical research/support facility in the Isis Kash system. Additional trade concessions are expected as Kashet becomes integrated into the mainstream of Federation cultural and political concerns.



DELTANS

World Log: DELTA IV

System Data

System Name:	Delta Principus
Map Coordinates:	0.12S 1.02 E
Number Of Class M Present:	2

Planetary Data

Position In System:	IV
Number Of Satellites:	7
Planetary Gravity:	.95g
Planetary Size	
Diameter:	15,000 km
Equatorial Circumference:	47,000 km
Total Surface Area:	706,900,000 sq km
Percent Land Mass:	60%
Total Land Area:	375,000,000 sq km

Planetary Conditions

Length Of Day:	20 hrs
Atmospheric Density:	Thin
General Climate:	Cool Temperate

Mineral Content

Normal Metals:	550%
Radioactives:	15%
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Deltan
Technological/	
Sociopolitical Index:	988767-87
Planetary Trade Profile:	ABABCCB/B (C)



Typical Deltan

STR - 40 + 3D10	CHA - 70 + 3D10
END - 40 + 3D10	LUC - 1D100 - 20
INT - 60 + 3D10	PSI - 60 + 3D10
DEX - 40 + 3D10	

PLANETARY DESCRIPTION

Delta IV is a particularly lush Class M world. As its star, Delta Principis, is a blue giant, the planet is bathed in soft blue light. Delta's soil is unusually fertile, and plants from all over the Federation have adapted quickly to the Deltan climate.

RACIAL DESCRIPTION

Deltans are a fairly recent addition to the Federation. Averaging 1.7 meters high with a medium to slim build, these humanoids' most noticeable physical feature is their natural baldness. Although roughly equal to Humans in strength, intelligence, and dexterity, they are somewhat less lucky, more psionic, and more charismatic. This high level of charisma is a direct result of Deltan mental powers.

Deltans are basically sensualists, being primarily motivated by intense physical experiences. According to their religion, existence is a chain of experience, and life is simply a single link in that chain. No one knows what is at the end of that chain or even what the next link of the chain will bring. Life is experienced only once, and the individual must gather as much experience as possible before proceeding to the next step of existence. Once the individual has passed beyond life, the chance to experience many things will be lost forever. Most Deltans choose to experience pleasure to its fullest intensity, but some actually prefer the experience of pain. Neither path is considered less or more by Deltan society.

Deltans almost always travel in groups of two or more because of their need for close relationships. These relationships involve a level of intimacy so intense that Humans could not survive it. Because of this, Deltans keep themselves emotionally separated from Humans, making them seem cold and aloof. Most Humans find this puzzling, as general beliefs about the Deltan way of life suggest the opposite.

RACIAL HISTORY

During the early centuries of Deltan civilization, the people thrived on the plentiful food and the cool, temperate climate of the planet. Eventually, overcrowding began to mar the otherwise comfortable Deltan lifestyle. Cities housed over 30 million people, and the Deltan's primitive waste disposal system only added to the problem.

Eventually, a new and deadly virus developed and spread like wildfire throughout the population. Before they could learn how to combat it, the plague had claimed over 20 billion lives, about 90 percent of the Deltans.

The few scattered survivors were devastated. Being so accustomed to the crowded life of the past, they banded together in groups, forming close attachments to one another. Coupled with their natural intensity of experiences, they soon became extremely dependent upon these intimate relationships.

Aside from the obvious impact on the population, the plague had a major effect upon Deltan society and philosophy. Deltans put a great deal of effort into scientific study and advancement, believing that the disaster would have been averted had their scientific knowledge been more advanced. The event marked a rapid rise in Deltan technology, which has become superior to the Federation standard in some ways.

After the disaster, Deltans decided to control the propagation of their race, but without losing their necessary high level of intimacy. Eventually, they began to rely more

and more on their empathic powers to intensify their experiences. The following centuries were mercifully calm, allowing the Deltans to concentrate on psionic and technological developments.

A few hundred years after the great plague, the Deltans developed space flight. Shortly after that, the Federation starship *USS Austin* discovered the planet Delta and, consequently, the power that the Deltans possessed over Humans. After an incident involving the death of one of the *Austir's* officers, a quarantine was placed on Deltan space, and no vessels of any kind were allowed to enter the region until the problem could be overcome. Realizing the fragility of Humans, the Deltans made an agreement to refrain from having any sort of intimate relations with Humans.

PLACE IN THE FEDERATION

For a long period after Delta IV joined the Federation, Deltan and Human contact was kept to a minimum. Eventually, however, Humans learned to cope with the attraction, and Deltans learned to muffle their effect on Humans. Still, this control is fairly short lived, and so Deltans tend to keep themselves away from Humans and close to their own kind as much as possible.

Deltans can usually be found serving as diplomats or in Star Fleet. Deltan diplomats wear an ornamental turban signifying the individual's mastery of his empathic emanations. The ornament is made of either gold or silver and is worn whenever in the presence of Humans. Deltan diplomats must have a high degree of empathic control, as the effect of their emanations would cause tremendous complications in planetary relations.

Deltan members of Star Fleet are found almost exclusively in science or science-related fields. These include the navigation, engineering and medical branches. Because of their dedication and business-like efficiency, Deltans almost always excel in their jobs. Much of their drive comes from their desire to expand the limits of scientific knowledge.

No matter what their jobs, however, Deltans are often a prime choice for landing party detail, as their desire for physical experiences gives them a keen sense of awareness. Most Deltans enjoy investigating new planets because such assignments present the opportunity for a new experience. To help prevent shipboard problems, Deltans wishing to join Star Fleet must take an oath of celibacy that applies toward Humans.

DELTAN PSIONICS

The Deltans have developed four psionic talents. Although different from Vulcan psionics, these are nonetheless powerful. Their mental powers are based on empathy, which is the transfer of emotions from one being to another.

The first mental power is actually more a byproduct of the Deltan's empathic capabilities than a power. It influences Humans of the opposite sex, making the Deltan seem extremely attractive and desirable. The strength of this emanation varies between Deltans, but is often very powerful. Though Deltans can control this power, to suppress it requires great concentration and constant control. Only those with high psionic ability can maintain control for a long period of time.

The second empathic power is very similar to the first. By touching another being, the Deltan can impart to him a high level of awareness and sensitivity. This power cannot be controlled, as it continually flows through the body. Any physical contact with a Deltan causes a tremendous surge of physical awareness, rivaling the effects of many stimulants.

The third power is an empathic link shared between a Deltan and his mates. A Deltan can establish the link at any time, and it remains in effect until 'shut off' by either the sender or receiver. Through intense concentration, a partner may transfer the emotions that he is experiencing to the other. The Deltan receiving the emanations can actually identify people and events by the exact emotional reaction felt by the sender. Though this process is similar to a Vulcan mind probe, the person receiving has no control over what he receives. The range of this link is not known to non-Deltans, but it is generally believed to extend for thousands of miles. Breaking this link requires a great deal of effort, but is even more traumatic for one not prepared for it.

The final Deltan power is more a mental discipline than an empathic ability. This mind-over-body control can be used only once, as it effectively shuts down all bodily functions. A Deltan might employ this ability if he no longer desires to face further experiences, or if he wants to feel the 'ultimate experience'. As Deltans are an experience-oriented culture, very few Deltans practice this discipline.



ALPHA CENTAURANS

World Log: ALPHA CENTAURI

System Data

System Name:	Al Rijil
Map Coordinates:	1.27N 2.92W
Number of Class M Present:	3

Planetary Data

Position In System:	VII
Number Of Satellites:	2
Planetary Gravity:	.86g
Planetary Size	
Diameter:	18,000 km
Equitorial Circumference:	56,500 km
Total Surface Area:	1,017,876,000 sq km
Percent Land Mass:	30%
Total Land Area:	305,363,000 sq km

Planetary Conditions

Length Of Day:	25 hrs
Atmospheric Density:	Terrestrial
General Climate:	Tropical

Mineral Content

Normal Metals:	60%
Radioactives:	10%
Gemstones:	10%
Industrial Crystals:	10%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Alpha Centauran
Technological/	
Sociopolitical Index:	999998-98
Planetary Trade Profile:	AABAABB/A(B)



Typical Alpha Centauran

STR - 40 + 3D10	CHA - 40 + 3D10
END - 40 + 3D10	LUC - 1D100 - 20
INT - 40 + 3D10	PSI - 1D100 - 10
DEX - 40 + 3D10	

PLANETARY DESCRIPTION

Al Rijil is a triple system containing two yellow stars and a red dwarf star. The fourth, fifth, and seventh planet of the system support life. The first two are colonies of Alpha Centauri proper.

Alpha Centauri is a lush tropical world that supports a population of 20 billion inhabitants, and ranks as one of the major cultural and scientific centers in the Federation, second only to Terra.

Visitors to the planet will be inspired by the Cochrane Memorial, the Star Fleet Academy, and the Federation Historical Institute. In addition, this world is known for its huge expanses of unspoiled wilderness, rivalling even the famed Benecian outback.

RACIAL DESCRIPTION

It is theorized that Alpha Centaurs are Humans transplanted from Terra's Mediterranean basin in the fifth century B.C. (Earth standard date) by the Preservers. They have coarse dark hair, swarthy complexions, and are generally slightly larger than the average human.

Alpha Centauran ideals are a cross between Emersonian transcendentalism and animistic concepts. From birth, every member of the race learns the *Shk-Te Arar*, a martial philosophy based on the beliefs that all beings are equal, that moderation should prevail even in circumstances of abundance, and that all things possess a living spirit that is part of a greater whole.

The Alpha Centauran concept of equality came about during the slave uprisings that occurred early in the planet's history. The belief in moderation developed during an early period of warfare between the Alpha Centauran city-states. The last concept stems from the days after the massacre at the nature commune.

Alpha Centaurs are conservative and disciplined. They are also aggressive, but not violently so; their philosophy encourages moral superiority over physical force. Nevertheless, Alpha Centaurs love physical sports, especially endurance tests or contests of skill. Some of the best long-distance runners in the Federation are Alpha Centaurs. Their sunjamming races, which are steeped in martial philosophy, are almost a religious event among the people.

Alpha Centaurs are the most democratic race in all the Federation. They are so democratic, in fact, that they feel superior to other races who only "feign to have the proper moral and social obligations to others". Because of this attitude, most other races label Alpha Centaurs as snobs.

Alpha Centaurs believe that an order underlies the universe, no matter how chaotic or confused it might seem, and that each thing has its place—an idea now held mainly by only primitive cultures. In this regard, Alpha Centaurs resemble Vulcans, another people who have held to basic religious and philosophic beliefs despite the passage of time.

Alpha Centauran society is classless: everyone is equal. There are, however, some leaders who deal with the Federation when needed, and others who administer internal affairs. Alpha Centaurs understand that not all people can make the proper judgments and decisions needed to run a planet, and thus it is logical to appoint those individuals who are qualified.

Alpha Centauran government is run by three elected officials. Everyone on the planet participates in the voting, which is accomplished through an interactive television

network. Voting is one of the most important duties of the planet's citizens, because it shows that they still follow the correct social and moral philosophy. Like sunjamming, voting is considered a religious event.

Another interesting facet of Alpha Centauran life is a rite called the *Makel Re Talvor*, or Time of Learning. When an Alpha Centauran child turns 13, he or she may wander about the planet, seeking truth and understanding. During this time, Alpha Centaurans feed and shelter these children, no matter who they are or from where they come. In effect, whatever the seekers want or need is free. Though most other races would take liberties with such a privilege, Alpha Centauran philosophy prohibits the children from abusing it. The children leave the Time of Learning after five years, at which time they must choose their vocation and enter apprenticeship.

Alpha Centaurans only resort to physical violence if insulted. The insult they consider most unforgivable is to shake hands. Hand-grasping was the ancient Centauran way to begin arm wrestling. By shaking a modern Alpha Centauran's hand, the other person is saying that he thinks so little of the Centauran that he can defeat him in unarmed combat.

Most races find the Alpha Centauran philosophy contradictory. Alpha Centaurans rationalize the discrepancies by saying that one has to be born among them to understand.

RACIAL HISTORY

As there are no written records of Centauran history from before 2,500 years ago, many scholars believe that the Centaurans are an offshoot of the Human race, perhaps seeded on Alpha Centauri by the Preservers. Most Centaurans flatly deny this theory, and some speculate that Humans are, in fact, descended from Centaurans and were transplanted from Alpha Centauri.

Prehistoric legend on Alpha Centauri states that their gods led the Centaurans on a great migration from their rocky, inhospitable homeland to a lush green valley. The entire race was awed by this new land and named it Quiberon Prime. This settlement became the dominant city of the culturally homogenous city-states that sprung up on the world. Though each city was self-governing, a senate of representatives from each city-state convened at Quiberon Prime to decide issues of world-wide importance. As there was plenty of food and land available, there was little strife among the cities.

Eventually, the Centaurans became puzzled by the absence of the gods, and some openly questioned their existence. A small group of philosophers began circulating manuscripts espousing their views on transcendentalism, and soon Centauran society became divided between the pantheists and the transcendentalists. When the Senate outlawed the teachings of transcendentalism and imprisoned the leaders of the movement, riots broke out. For the first time in Centauran history, each city-state established an army to coerce the others to adopt their beliefs. As the battle lines were drawn, roughly equal numbers of the city-states supported each cause. The Senate disbanded, and the pantheistic cities began to invade territories of the enemy cities. However, the outcome of these wars was indecisive, and the city-states settled into an uneasy cease-fire.

About a century later, the pantheistic city-states were deteriorating from internal strife and civil disorder. Finally, a massive slave revolt toppled them. (The other city-states,

true to their beliefs, held no slaves.) The transcendentalists restored order to the devastated pantheistic city-states and reestablished the Senate.

As transcendental belief coalesced, the adolescents began to make journeys of *Makel-Re Talvor*. A few of them refused to enter into any apprenticeship upon their 18th birthdays and instead established a wilderness community for meditation and communion with nature. Eventually, the commune grew to a few hundred individuals.

Centuries passed, and the Centaurans developed artificial organs and synthetic fibers. However, their technology could not protect them from a comet that crashed on the planet, levelling one city-state and crippling three others. According to Senate proclamation, all were required to help the survivors of the cataclysm, but the Centaurans residing in the nature commune refused to participate. This created strife, and some other Centaurans raided the community, slaying the inhabitants and torching the compound. The vigilantes were subsequently imprisoned, and the transcendentalist philosophy expanded to include toleration of other lifestyles.

Alpha Centauri space exploration efforts were second only to those of the Vulcans and the Andorians. Utilizing the solar winds generated by their three suns, they launched space vessels and colonized two other worlds in their system. In Stardate 0/42, a Terran exploration ship entered the Al Rijil system and, much to their surprise, found the advanced civilization of the Centaurans. The Terrans received a warm welcome, however, and the two governments signed a peace accord 17 years later.

Centaurans boast that their civilization was the driving force behind the creation of the Federation. It was a Centauran who first proposed a political union between Alpha Centauri, Andor, Tellar, Terra, and Vulcan, and it was at Alpha Centauri that representatives from these planets first met to create such a government. In addition, the political treatise establishing the Alpha Centauri Concordium of Planets, consisting of Alpha Centauri, Icarus, and Proxima Centauri, served as the model for the Articles of the Federation.

PLACE IN THE FEDERATION

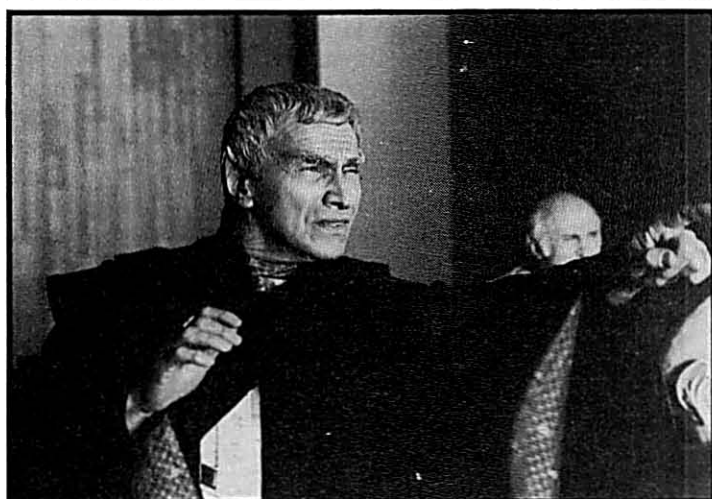
Centaurans are recognized as the force behind the Star Fleet Advocates Assembly. This powerful group lobbies to ensure that Star Fleet receives enough finances to cover operating expenses, new ship construction costs, and advanced weapons research. They have considerable influence with the Federation Council, but less with the Federation Assembly.

Centauran firms are usually at the forefront of Federation technology. Charlottes Shields, a Centauran firm located in Quiberon Prime, is a major designer and manufacturer of deflector shield systems. Cavanaugh Industrix of Telperion, Alpha Centauri, is the largest manufacturer of industrial robots in the Federation. In addition, Centauri Spaceworks produces the most cutters and is the only producer of monitors for Star Fleet Command.

Alpha Centaurans serve in many positions throughout Star Fleet and the Federation. Because of their views on racial equality, they are excellent diplomats who are able to deftly arbitrate negotiations between other groups because of their ability to see both sides of a situation. This fair-mindedness makes them excellent members of the judiciary as well.

STAR TREK IV

THE VOYAGE HOME



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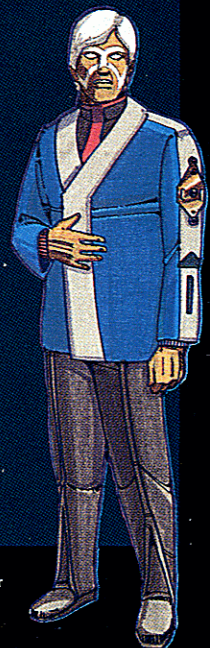
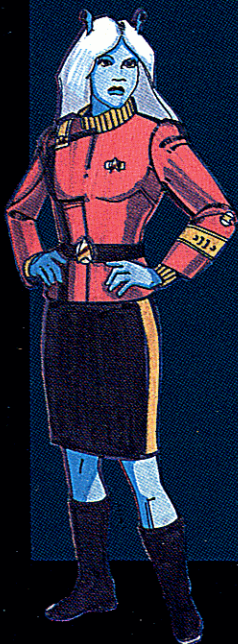
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