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STARFLEET MARINE
CORPS



XENOSTUDIES ANDORIAN

Revision 2007

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STARFLEET MARINE CORPS

Xenostudies Andorian Manual 2007 Edition



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Published: October 2007

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Part 1 - Introduction

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Reference works used in creation of this manual;

Information & images found in this manual has been compiled from many sources including printed works and the Internet.

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And from various Star Trek Episodes

Pronoun Disclaimer

In this manual, "he", "him", and "his" are used following the standard English-language grammatical convention to use these forms for gender-nonspecific pronouns. No sexist bias is intended. The convention is used merely for ease of writing and reading. There have been and hopefully always will be plenty of female members in the SFMC, and no slight to them is intended.

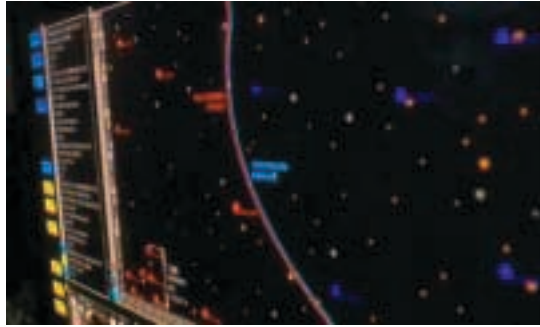
Acknowledgments

This manual would not have been possible without the help of Carol Thompson.

Reporting Authority

The governing authority for Xenostudies Branch information is the Commanding Officer, Training Command (COTRACOM). Send questions, comments, or suggestions concerning Support to: tracom@sfi-sfmc.org

Part 2 - Andoria



Above: Federation Map of Andorian Space

The Andorian system is 11 light years from Earth, adjacent to Vulcan space, as shown on this close-up of an Andorian tactical map, and 6.6 light years from Vulcan. (Blue represents the "good guys," that is the Andorians, and red represents the enemy, in this case the Vulcans.)

The Solar System



Above: Andoria is the smaller planet in the foreground. Andor is the larger, ringed planet in the background.

Solar System Details

Stars: Procyon A (Alpha Canis Minoris) and Procyon B (blue star Class B 10,000K)

Classification: F5V-IV – Binary System

White Class F main sequence star

6,000 deg K (1,000 hotter than Sol)

Andoria (Procyon VIII)



Andoria is an "M" Class icy "moon" orbiting a ringed planet (Andor). In winter, a large portion of the planet is covered with snow. The Northern region remains icebound year-round and is the home of the sub-race of Aenar.

Andoria is located close to Vulcan, which led to a series of conflicts between the Andorian Empire and the Vulcans. Andoria is also relatively

close to the Sol system and Regulus.

Andorian cities are mostly underground except for the uppermost floors and derive their energy from geothermal activity. The cities are connected to each other by thousands of kilometers of tunnels. Only during rare heat waves will the average temperature on Andoria rise above freezing, and even then only for a few weeks at a time. During mid-summer, a temperature reading of minus 28°C is not uncommon.

Andorian oceans are rich sources of food, industrial energy and scientific inquiry, not recreation. In spite of the cold climate of Andoria, large portions of the oceans remain open due to their salt content. These cold waters are fertile with sea life.



In spite of its inhospitable surface, Andoria supports over 30 million people. At one time, Andorians numbered in the billions, but declining birthrates have reduced their numbers to 90 million in all of Andorian space.

Andoria supports a thriving tourist industry. Its rugged terrain features several famous mountain ranges and spectacular glaciers. The view of the planet Andor in both the day and night sky is astounding, even to a space traveler. View screens on Deep Space 9's promenade and replimat advertise trips to "scenic Andor" which would not take much time thanks to the "latest Warp drive powered starships.

Notable Places on Andoria

Laibok is the Capital City of Andoria. But most Andorians call it simply the Capital City.

The prestigious Andorian Art Academy is considered by many to be the best in the United Federation of Planets. Collectors throughout the Federation seek out Works from Andorian artists.

The Wall of Heroes is monument at which a piece (e.g. a vial of their blood) of fallen

Andorian warriors who have died far from home are taken to. It is the duty of the companions of the fallen to do so. Shran promised to take Archer's blood to the Wall of Heroes if he lost their Ushaan duel.

Therin Park, a popular tourist attraction, is a showcase of native and imported plants and small creatures.

Flower boxes of sea ivy and black-throated conch flowers, with furry yellow branches decorate the route to Therin Park's east entrance. Its archway leads to a series of rooms of terraced waterfalls and gardens. Melon-colored fish with wing-like fins, reed flies and scarlet and yellow fish can be seen in and near the ponds. The seep willow is a variety of Andorian tree that grows in clusters. Rare Striped Cave Lilies are nurtured here.

The Reserve is an off-limits area where the Codices say the Andorian species evolved. Its latent radioactivity prevents the accurate use of long-distance scanners, so archeological study is done the old-fashioned way: on foot.

The Great Wash, a valley landform prone to flash flooding, is near the mouth of a lava tube and a few kilometers past Temple Butte.

Native Plants and Animals on Andoria

Ahybor is an Andorian lapinoid (rabbit-like). The animal's offspring can go temporarily "were" (as in "werewolf"), transforming into savage gremlin-like creatures.

Shanchen's Mantle is a native Andorian plant with small, furry, moss-like flowers in yellow and white. A variant of Shanchen's Mantle is a natural antidote to the effects of the Andorian shax, a poisonous, parasitic insect that nests under the skin of its host. The Mantle variant grows only in the Reserve. This primitive plant has a four-gamete fertilization process, similar to Andorians themselves, possible evidence that Andorians were native their home planet. It is the only other living thing on Andoria with the four-gender paradigm.

Elta is a floral tree and taras is another kind of tree.

Eth'la is a flowering vine.

The Andorian amoeba is a unicellular species native to the moon Andoria. The Andorian amoeba reproduces symbiogenetically, meaning it merges with other single-celled organisms to form a third unique species, a hybrid.

Shaggy marsh bison (alneesh) are Andorian animals. The bull of the species is known for the way it broods and stomps around.

A klazh is an Andorian animal known for its careless way of moving.

The Andorian redbat is a flying mammal native to Andoria. It is considered edible by some hardy non-Andorians if prepared with lots of spices and vegetables and certainly consumed by Andorians.

Grelth is an Andorian arachnid. Another Andorian arachnid is the forest spider, which can grow to a mass of 20 kilograms.

A grayth is an Andorian feline.

Ice-bores are worms that live in the ice packs of Andoria. They resemble Earth caterpillars and live in large groups called "swarms".



Ice bores generate heat through a chemical reaction, causing them to fall through the ice caves of Andoria. Andorian children often chase swarms for hours; however, it is always best to avoid this. Physical contact with an ice bore can result in third-degree burns, as Shran discovered when he stumbled into a large den as a child and received such burns over half his body.



As the Ice bores seemed only to be able to travel downwards with the chemically generated heat, it seems likely that some other stage of their life cycle allows them to travel back up.

The zabathu is a riding animal native to Andoria, similar to a Terran camel. It typically has short, white fur, a silky, golden mane, blue eyes and a thin tail with a furry tip.

Other Planets and Colonies

At one time, the Andorians claimed ownership of all the stars that could be seen from Andoria. Such a philosophy led to conflicts with nearby galactic neighbors.

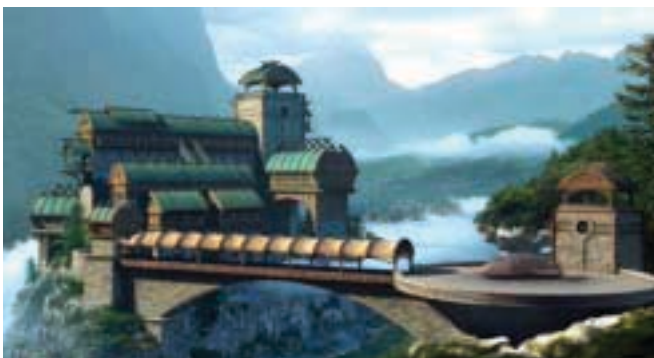
Andor and Andoria

As was common among Humans, emigrants often named their final destinations after the place they came from. (Terra Nova, New England, New Mars, etc) Hence there is still an ongoing debate as to where the real homeworld of the Andorians is.

The star system of Epsilon Indi became the home to two major colonies on Epsilon Indi IV and VIII. Due to the antiquity of those colonies, the locals referred to those colonies as "The homeworld," that is, where they originated. Across languages "originated" could mean anything from "where one was born" to "where the first Andorians came from."

There is still speculation as to which "homeworld" is the oldest and the true origin of the Andorians. It is possible that the Andorians originated in a yet-undiscovered system far from Andorian space.

P'Jem



P'Jem was a Vulcan monastery established in the 9th century BC on a planet not far from Andoria.

In the 22nd century, the Andorians, who correctly suspected it contained a surveillance post, regularly ransacked the monastery.

In 2151, the Earth starship

Enterprise paid a visit to P’Jem only to find it taken over by a group of Andorian commandos, lead by Shran. After a firefight with the Enterprise landing party, the two sides accidentally discovered a highly sophisticated surveillance installation in the catacombs beneath the monastery, known only to one monk. Captain Jonathan Archer gave scans taken of the facility to Shran as evidence of the Vulcans’ activities.

Some months later, the Andorians by way of orbital bombardment, after giving the monks and the surveillance personnel a warning to evacuate the facility, destroyed P’Jem Monastery.

Weytahn



Weytahn is the name given by the Andorians to a formerly uninhabitable Class D planetoid, approximately as large as Earth’s moon. It is the home to a rather pernicious mutagenic pathogen that is capable of harming Humans, but does not affect Vulcans. Weytahn is located on the frontier between the Vulcan system and the Andorian Empire. Both sides claimed it belonged to them, having nearly gone to war over the planetoid twice.

Weytahn had been terraformed by the Andorians in the 2050s for the purpose of establishing a colony there. Once an atmosphere was developed, they established a settlement. Due in part to its relatively close proximity to Vulcan territory, Weytahn was believed by the Vulcan High Command to be a covert military installation.

In 2097, Weytahn’s peaceful settlers were forcibly removed and placed in refugee camps; the planet was then annexed by the Vulcans and renamed as Paan Mokar. A surveillance satellite was put into orbit to monitor the agreement, known as the Territorial Compromise (or Treaty) of 2097. This agreement, which the Andorians referred to as oppressive, was a 1,200 page document and took eight years to work out.

Weytahn remain deserted until 2152, when Shran, an Andorian regimental commander, landed a force on the planetoid and occupied the settlement in an attempt to forcibly rescind the Compromise. The Vulcans attempted to enforce the Treaty of 2097 and managed to regain control of half the colony. They, however, suffered several casualties, including two dozen wounded and three taken hostage. Shran agreed to discuss terms for their safe return, but only if Jonathan Archer would act as mediator. Archer was able to get the two sides together and establish a common goal for the two sides to work towards.

The Vulcans eventually agreed to cede ownership of the world to the Andorians. When High Command Administrator V’Las planned an invasion of Andoria, the Andorians were tricked into believing the Vulcans would attempt to retake Weytahn, thereby committing much of their fleet to that world and leaving Andoria vulnerable.

Coridan

Coridan was one of the planets in the initial Coalition of Planets, preceding that of the United Federation of Planets.

Coridan is an M-class Federation planet in the Coridan system, homeworld of the Coridans. In 2151, it had a population of over 3 billion. It is rich in valuable resources, most significantly dilithium.



In the 2150s, Coridan was known for its extensive shipyards and its advanced warp-capable vessels. However, the planet was also embroiled in a conflict between rebel forces, supported by the Andorians, and the government, backed by the Vulcans. The Vulcan agenda was to keep the planet's chancellorship stable, which in turn assured its dilithium exports to Vulcan.

Over the next century, Coridan would become under-populated to the point that it could not defend its dilithium mines.



In 2267, Coridan sought admission to the United Federation of Planets. However, due to the wealth of minerals available on Coridan and the presence of illegal mining operations, Coridan's admission was a controversial subject between Tellarites and Vulcans. The Babel Conference was convened to settle the matter and ultimately approved Coridan's admission. Ambassador Sarek of Vulcan was credited with achieving the consensus towards

admitting the planet to the Federation.

During the Dominion War, Coridan's dilithium mines came under attack by the Dominion in 2374 due to their strategic importance. Gelnon left Kudak'Etan in command of the USS Defiant while he and his ship left to launch an attack on Coridan.

Part 3 - The Andorian People

General description

Andorians are a curious blending of mammalian physiology with insectoid-like characteristics. They are humanoid in appearance with blue skin, white hair and a pair of knobbed antenna that are unnervingly active during interaction with other people.

Andorians are a comparatively tall species, averaging between 1.7 and 2.1 meters in height. Although obesity is not unknown, it is culturally condemned and most Andorians are quite slender for their height. This often gives them a misleading appearance of fragility, which is belied by their remarkable physical strength. Due to the extreme density of bone and muscle tissue, the average Andorian is quite capable of lifting an object of twice his or her weight.

The spectacular coloration of Andorians is the result of a proteinous dye, HZB-41, analogous to melanin in humans, which is produced by nearly all Andorian animal life. The dye-cells have a comparatively short life span and must be produced constantly from protein sources in the diet. One of the most common symptoms of

serious illness is insufficient dye production and a corresponding loss of skin color.

Three races of Andorians are identified: the predominant Thallassan, with high, knobby antennae; Talish, who have forward, tendril-like antennae; and Bish'ee, who have diminishing antennae standing straight out from their head. The Aenar are an albino sub-race of the Bish'ee.



Thallassan Race



Talish Race



Bish'ee Race



Aenar Race

Aenar are blind, telepathic cave dwellers that live on the far north of the planet in underground cities. Up until fifty years ago, they were considered a myth, but they have now been proven to exist. Only a handful of Andorians have ever seen them, though, as they are extremely secretive. They are also pacifists, or at least they were.

Aenar are quiet, thoughtful and dignified. They're blind without appearing to be blind, and can meet people's eyes and tell what color things are – there's an explanation for that, but one of them told Shran that she barely understood it herself and so could not explain it. They're also very polite, and do not read minds without permission. They have no hierarchy, but one of them, Lissan, was chosen to be 'The Speaker' for the duration of Archer's and Shran's stay.

Physiology

Andorian Senses are more acute than those of humans, partly due to the function of antennae in sensing the environment around them. Andorian visual acuity is well above human standards. They listen by slightly bowing their heads, which gives them a false submissive demeanor, but they are actually positioning their antenna to get a better "view" of surrounding occurrences.

Antennae

The most notable of the Andorian physical features are the antennae, which are set slightly higher on the head than ears on a human.

These antennae are actually extensions of their sinus cavities, giving the Andorians a great sensitivity to minute variations in atmospheric pressure and temperature. They have an elevated aural sensitivity and an enormously enhanced sense of smell. The actual receptors are situated within the depressions at the tips of the antennae and are protected by the hard cartilaginous tissue that keeps the antennae rigid. The proximity of hominids can produce a "pins-and-needles" sensation in the antennae.

The antennae also express emotion, far more than do the facial muscles, and are the prime indicators of Andorian body language, such as:

Polite interest by curving toward the object of attention,
 Fear or excitement by standing rigid and quivering,
 Weariness or depression by drooping,
 Confusion or upset by wringing and lashing,
 Sexual arousal by slow writhing,
 Intoxication by wobbling unsteadily in different directions,
 Rage by pressing back against the skull,
 Amusement or a shrug by facing each other. (The degree and intensity determine the intention.)

Andorians "kiss" by touching the tips of their antennae together, a decidedly erotic caress.

Because of the importance of the antennae, much of Andorian psychology revolves around these organs. Fear of damage to the antennae is deeper and more widespread than castration-anxiety in humans. Loss of antennae to an Andorian is the equivalent of deafness, muteness, castration and mutilation of the face to a human, and few Andorian warriors will voluntarily choose to live after such an injury. However the antennae do regenerate themselves in time, but the Andorian warrior is at a major disadvantage during the ensuing nine months.

The uninvited touching of the antennae is considered an unpardonable rudeness, and the threat of injury to antennae is legitimate grounds for assault and murder. The antennae are also considered proper sites for valuable jewelry, particularly gifts from friends, lovers and mates. The Andorian version of the wedding ring is worn on the left antenna rather than on a finger. To give an Andorian antenna-rings or antenna-bells is to make a gesture of great friendship, if not of courtship.

General Facts about Andorian Physiology

Like other mammals, they have an internal skeleton. However they also have plates of cartilage under their skin that act as a partial exoskeleton, providing added strength to their muscles and additional protection to the vital organs.

Andorian speech is soft and sibilant due to their differing hearing apparatus. Some undertones of their communication are not immediately perceptible to other races and cultures. The ability to sense vibration and pitch has led to a cultural preoccupation with music, which was the original basis of Andorian language

An Andorian smile is a soft, liquid gaze. They've adopted a tentative human-like smile because of familiarity with humans and will attempt the expression around other humanoids whose custom is to show friendliness by smiling.

High levels of humidity are considered suited to Andorian physiology.

Andorians give off a floral-sweet scent during exercise.

Andorians can subsist on three or four hours of sleep during the 32-hour Andorian day. They are neither diurnal nor nocturnal and can even eat comfortably at midnight and then attend school.

Andorians blush purple when embarrassed.

Andorians go into shock easily, even after minor injuries.

They cannot tolerate chocolate.

Haslev-Rahn disease, a congenital disorder, is endemic among Shesh-caste Andorians.

The race has a genetic predisposition toward violent behavior. Imminent danger causes a biochemical reaction to danger, resulting in either physical violence or an increase in sensory input levels, which, in turn, can enhance analytical and reasoning skills. Andorians do not succumb easily to pressure and actually get calmer in a crisis - until they get violent.

Andorian Reproduction

Four Genders, two superficially "male" and two superficially "female," make up the Andorian species. These are thaan, chan, shen, and zhen. Sometimes it is difficult for an outsider to determine what gender an Andorian is on sight, as a chan can appear somewhat feminine and a shen can appear somewhat masculine.

Table Of Gender Characteristics

Gender	Sex organs	Functions
Thaan	Internal testes, retractable penis	Produce sperm, fertilize Shen
Chan	Internal testes, retractable penis	Produce sperm, fertilize Shen
Shen	Retractable ovipositor, vagina, ovaries, uterus	Receive sperm, produce egg and embryo deposit embryo in Zhen's pouch
Zhen	Vagina, 4 teats on lower abdomen, seasonal pouch	Incubate and nourish embryo to term

The thaan and chan genders have internal testes and retractile penises. The gametes of each "male" gender contain one quarter of the number of genes necessary to produce offspring.

The shen has an ovipositor. During the fertile period, the shen produces a haploid (containing half the genes required to produce offspring) egg, which, once fertilized and developed into a tiny immature embryo, passes through the ovipositor into the zhen's waiting pouch. A loose analogy would be the immature birth of marsupials such as kangaroo.

The zhen also has a vagina, though the zhen's plays no part in conception, only pleasure during the shethreth. The zhen has four teats on the lower abdomen.

At fertility, the zhen's glands along the spine become active. These glands will secrete a membrane that forms a pouch around the lower torso in which to nurse and gestate the embryo to maturity. The teats of a zhen will mature to form milk, but without rounded breast tissue as is seen in Humans. Only the zhen is capable of nursing the young.

All sex organs are retractable, that is, carried inside the Andorian body and only emerge during intercourse.

At puberty, Andorians experiment with sex. Their fertile period is very short, so sex cannot produce offspring before or after this time. Andorians are generally bonded by the age of 23, if they are genetically acceptable.

Conception must take place in a particular order.

1. The thaan fertilizes the shen's egg.
2. The chan then also fertilizes the shen's egg. This produces a fertilized egg that develops into a fetus.
3. The shen's developing fetus is deposited into the zhen's pouch by way of an ovipositor.

When the fertile period is upon the bonded quadruple, they emit certain pheromones that stimulate the gametes of the thaan, shen and chan. Meanwhile the zhen begins to grow the embryonic pouch that will eventually cover the lower torso. The lining of the pouch produces a thick gel that protects the baby while it nurses from the zhen's teats. While the pouch is growing and the embryo is in early development, the zhen stays in seclusion.

Once the offspring is mature enough to survive outside the pouch, the zhen's pouch will dry up and flake away. The other bondmates take turns rubbing the zhen with oils and peeling off the remains of the pouch.

In the few short years of fertility, Andorian will try to conceive as many children as possible to replace those who die. Unfortunately, fertile periods have been becoming shorter and fewer viable offspring have been born. The declining birthrate has forced the Andorians to arrange bondings among genetically strong members rather than

let the young people choose their own love matches.

Genders and Names

The four Andorian genders are signified by prefixes used with the clan name, such as ch' and zh' (birth mother).

Apparent sex	Gender	Polite form of address	Bond-mate endearment	Parental name	Offspring name	Sibling	Parent by marriage	Child by marriage
she	Zhen	Zha	Zh'yi	Zhavey	Zhei	Zhi	Zhadi	Zhri'za
she	Shen	Sha	Sh'za	Shreva	Shei	Shi	Shidei	Shri'za
he	Chan	Cha	Ch'te	Charan	Chei	Chi	Chada	Chri'ze
he	Thaan	Tha	Th'se	Thavan	Thei	Thi	Thadu	Thri'ze

General Facts about Andorian Reproduction

Only the clan's ruling zhavey can give permission to release bondmates from their betrothal or bond. Tezha, or sexual union outside the shelthreth, is frowned upon, but as with most species, it happens anyway. Young adults will experiment.

Once the fertile period of a bond is over and the children have been raised, bondmates sometimes move on to careers away from the household. In rare cases, bondmates might ask the elder to invoke the Whole Vessel Law to evict a bondmate from the bond. Such an action is devastating to the bond, as Andorians suffer psychologically from being alone. As long as the bond is whole, the Andorians within the bond are psychologically "whole," no matter how far apart they are from each other physically. They seek to replace a dead or outcast bondmate as soon as possible.

Purplish pigmentation on the neck identifies a nursing Andorian zhavey recently out of seclusion. She wears a modesty drape over her temporary kheth (pouch). The kheth grows over and around the lower abdomen of a zhavey for the final phase of Andorian gestation.

Andorians abhor disabilities amongst their populace. There are rumors that imperfect infants are exposed to the elements.

Mashed xixu fronds (a marine plant) is used as baby food. Zhiassa is zhavey's milk. There is an unspoken rule concerning privacy for a zhavey and her newborn child.

Saf is a psychoactive chemical and aphrodisiac refined from an Andorian plant, used in the shelthreth. It provides a myriad of benefits for sexual function and pleasure. Sanctuary priests and priestesses dispense it to bonded groups and afterwards it is generally available only by medical prescription. It is illegal to possess saf offworld and can be fatal to non-Andorians. Saf doesn't replicate well and the plant only grows successfully on Andoria.. Saf was used as a recreational drug by Cardassians during the Bajoran Occupation.

Scientific research into decreasing birth rates

Scientists at the Andorian Science Institute are investigating ways to alter Andorians at conception, perhaps changing four sexes into just two. The motivation for this research is that it has been over 100 years since multiple births occurred on Andoria and the population is declining. Married quads are having only one or two offspring during their short fertile period and are not replacing the adults who die.

This research revealed that a slight modification of Andorian chromosome #17

could increase the number of viable Andorian gametes, widening the window of fertility considerably. By inserting the DNA from a yrynyth egg, chromosome #17 would remain active years longer. Other, more extensive research would change the way

gametes divide in the body, preventing them from dividing from the haploid stage. If successful, both the thaen and chan would then become simply "males," each having viable "sperm." The four-genders would functionally become two.

This gender-changing research has produced outrage in most Andorians. To change the four-gender paradigm would change the very nature of the species. All Andorian society and its customs and traditions are based on the four-gender paradigm. Just because the scientists CAN do this, doesn't mean they SHOULD.

Psychology

Andorians are a hard-working and serious people, who are often but incorrectly viewed as humorless and irritable. In fact, Andorians have a complex set of prepositional ``grammars'' by which they express humor. They do not tend to find human humor amusing, nor do non-Andorians generally understand Andorian humor.

As to their irritability, the harsh history of early Andorian civilization has left a strong taboo against the appearance of frivolity or wasted effort.

Andorians often feel uncomfortable when invited to pursue purely recreational activities like parties or a friendly game of catch. Their curt refusals often make them seem prudish or unsociable, while in fact they simply don't have a strong cultural reason for engaging in such activities. They also don't engage in idle chit-chat.

Conversations are to the point with only introductions given as a matter of courtesy.

The concept of being "Whole" permeates all Andorian interactions with their bondmates, their parents, and their children and extends to their religion and their interaction with their extended clan members. Being "Whole" means to be made complete by one's bondmates, as it requires all four to become greater than the individual. Even when bondmates move from the residence to pursue careers, they are Whole as long as the bond is intact. If a bondmate dies or is, very rarely, cast out, each person in the bond suffers extreme grief and feelings of not being Whole. An effort is made to replace the missing piece of the Whole, even if the bond is past its fertility period.

Andorians are reluctant to enter into strong personal friendships outside the bond. This lack of a social skill so common in almost all other Federation races simply reinforces the sense of isolation and distance that others perceive between an Andorian and themselves.

Andorians practice privacy in their minds rather than with doors. Their underground structures do not have doors and Andorians purposely avoid seeing into someone else's personal space. When a zhen appears in public with a child in pouch, Andorians outside the zhen's bond make an effort not to touch or look directly at the mother and child. To do so would be a gross breach of politeness.

Andorian history is one of conflict, though they do not battle without reason. The martial spirit is still alive in Andorian culture. Andorians are extremely disciplined, possessing a strong sense of duty and personal honor, and so they make excellent military officers.

Andorians are fond of technology, but they insist on its use with respect for nature. For this reason, their early wars of conquest were fought with a regard for planetary environment, and so the Andorians avoided much of the ecological devastation suffered by other cultures.

Andorians are a patient people. They prefer to wait out a problem facing their culture, examining all sides, sometimes procrastinating in the hopes that the problem will solve itself. Rapid change is uncomfortable to them and radical ideas are difficult to accept. Andorian commanders take the time to study pros and cons of strategy when conditions of battle permit. However, in the heat of combat when Andorian lives are at stake, they will strike quickly and ferociously. This patience in a historically warrior culture is opposite from the mindset of warrior cultures like the Klingons and the Kazon, who embark on a course of action before having all the facts.

Cultural Information

Andorians seem to find beauty in what many hominids consider to be garish, conflicting colours and patterns. An Andorian trader's vessel is painted internally a seemingly mismatched combination of bright green, hot pink and pale blue against canary yellow, and burnt orange beside vivid purple.

Public transport on Andoria is influenced by the importance of the number four in their society. Passenger seats are arranged not all facing forward, but facing each other alternately, to form conversational groupings of four passengers. No one is offended when a pair of travelers, perhaps off-worlders, asks to exchange seats with another pair, making their trips less awkward.

The Andorian family includes all relatives of the four bondmates and is called the Clan. A Clan may be quite extensive and number in the thousands. Clans still inhabit the underground caves (keeps) of their ancestors. A Clan will gather in a dedicated meeting hall known as Sanctuary. The meeting itself is called an Enclave. When the term is used, that indicates to all participants that ceremonial protocol must be observed.

Apparel

Influenced by fashion throughout the Federation, Andorians wear a large assortment of suits, dresses, costumes, tunics, pants, and so on. There are some typically Andorian forms of dress, however that will be listed here.

Temperature regulators are woven into most Andorian fabrics.

Andorians serving in the military wear their hair short. Civilians wear their hair long, usually braided in a mass of braids and pinned up or hanging loose as suits the wearer. During sacred ceremonies, the hair may be worn unbraided and loose down the back.

During special ceremonies, and there are many of those on Andoria, Thaan wear chain mail and Chan wear warriors' attire. Shen wear body paint on special occasions and traditionally reveal the entire back when visiting Sanctuary. Zhen traditionally wear a three-piece ceara. This fine-gauge, knitted, form-fitting body stocking has an over-garment of rectangular fabric that can be wrapped in various ways and pinned by brooches bearing the clan insignia. The over-garment provides the needed privacy when the zhen is carrying a child to term. The pantaloons are

wide-legged and cropped at mid calf. Footwear may be boots or sandals.

Members of parliament wear brightly colored hooded robes when in session.

Cuisine - Examples

Steamed shaysha is an edible (just barely), orange-speckled, beetle-like Andorian lifeform known as the "insect delicacy of the Archipelago," although it is not clear who, or what, actually eats the thing. It is served on the orbital control station to unwary newcomers awaiting transport to Andoria.

Andorian redbat is served in a dish called Impararay Redbat which is traditionally served with an Andorian drink, faridd.

Other foods include a sour-grain pilaf with a nutty, citrus aroma, seared marine animals, and roasted with flower bulbs and sandbush seeds.



Hari is a bread served with a meal that is used to sop up gravy or juices.

Katheka is a stimulant analogous to coffee. Fridd, extracted from an Andorian bean, is used as a coffee substitute.

Andorian Ale. The most familiar ale is blue and high in alcohol content. Another ale is yellow with a nutty flavor and forms a foamy head when dispensed from a bar tap. Authentic Andorian ale is available from Quark's bar as are Andorian Sunset cocktails.

Srjula is a bright yellow, tart and bitter tea traditionally made by dissolving orange-colored leaves in hot water.

Talla bark steeped in boiling water is a cheaper alternative to srjula. Although it has no medicinal purposes, the drink can fill the stomach

of a sufferer of The Scourge before a purge.

Andorian Tuber Root is a high-calorie staple food from Andoria. Tuber root may also be served raw and sliced in a salad.

Roasted flat root is a brownish orange Andorian vegetable dish,

Recreation and the Arts

Creative art is an expression of one's inner self. This expression is made more important because Andorians believe they are missing a vital sense of "wholeness" within themselves and their people, which resulted in the splitting of the genders into four parts.

Because of this drive for inner expression, the Andorians are renown for their artistic talents in both two and three-dimensional art. They also express themselves in literary and performing arts such as poetry, literature and music.

A hyperblat is an Andorian musical instrument.

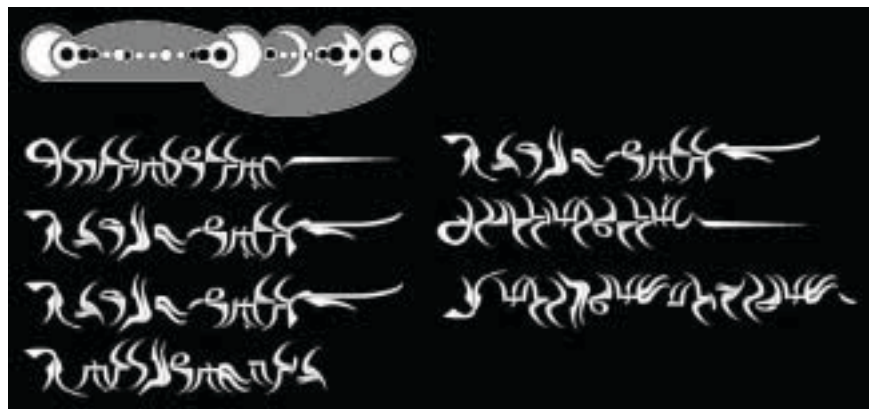
The colonists of Bersallis II enjoy the Andorian game, elan'tina, which is similar to Capture the Flag.

Holidays

Spring Water Festival – A widely celebrated festival in which a chan and shen join together in a ritual to plead for the Water Guardian's protection. It is so important that many Andorians off planet travel to Andoria to participate, even though the weather is at its worse. The holiday involves fasting, prayer, and personal sacrifice.

In the ancient past, after the proper respect was shown to the Water Guardian, participants would indulge in overeating, intake of intoxicants, sex (tezha) with strangers and drug induced blood sacrifices of a shen or a child. Many of the old practices were declared outlaw, yet the festivities still exist in the oldest levels of the cities. The recreational use of saf is a major part of these festivities.

Writing



Above: A sample of two kinds of Andorian writing: symbolic and script.

Education

Classes may be held at any time of the night or day, as Andorians have no set sleep cycle. Students sit in age groups and they all wear a uniform of brown, a variation of the tunic that adults wear to important meetings. Young children learn to chant the ancient legends and so are ingrained early in the history and traditions of the Andorians.

Older students who have been betrothed into quads wear a brown fitted uniform. One of the most important courses they study is the physical and physiological process of the shelthreth. Stimulation and pleasure are discussed as clinically as the anatomy of the four sexes. No one finds the discussion embarrassing or amusing.

Reproduction is a very serious subject to the Andorians.

The First Rule drilled into every Andorian is "One alone cannot be whole – nor two nor three. What one chooses is chosen for all. What befalls one befalls all. Their lives are mine. My life is theirs." Part of this First Rule also states, "With the bond, we are Whole. Without the Whole there is nothing."

Farming

The Andorian nervous system requires great amounts of complex protein for its maintenance and growth, protein which is not available from plant nutrients. Also, though most Andorian food beasts are mammals, their milk production is limited and reserved for their young, so there is no Andorian dairy industry. Consequently,

the Andorian diet is largely carnivorous. Andorians raise a large variety of livestock, and hunt wild species of animals. It is not true, as early contact teams suggested, that Andorians will eat anything that walks, flies or crawls through the grass; they do not, for instance, practice cannibalism - except in cases of extreme emergency.

Because Andorians require such large amounts of meat, livestock raising has long been of primary importance to Andoria's economy. Livestock are domesticated cousins of native wildlife, sturdy and resourceful animals that can eke out a living on the arctic-like plains of Andoria.

The most important livestock feed is fat-grass, a grain-bearing plant that grows wild in great abundance all over Andoria except in the Northern wastes. In nutritive qualities, fat-grass is analogous to high fat-content quadrotriticale; in its ubiquity, vitality, and persistence, it is analogous to crabgrass. It spreads by seed and creeper and can survive in any soil.

Clan life

Clans traditionally live and hold clan meetings in keeps, huge underground fortresses, most of them natural caves formed from volcanic or water action. The underground keeps take advantage of both subterranean heat and hot water to provide the hot and humid atmosphere that Andorians prefer. The meeting room of a clan has a large pool of naturally heated water in which those present immerse themselves.

All who are invited to the clan meeting (Enclave) must divest themselves of all clothing and don a provided one-piece garment called a shield, basically an oval of cloth with an opening for the head and something to tie the shield around the body like a poncho. Now considered a courtesy, changing into a shield garment is a carry over from clan warfare days when visitors had to divest themselves of all armor and weapons. Attendees enter barefoot, then slip into the pool, clothed in their shields.

Clan Warfare

At first glance, one might wonder how such an aggressive species managed to keep from destroying itself when technological progress made super-efficient weaponry possible. Surprisingly, Andoria has never suffered what humans would term a major civil war. The fact is that ancient Andorians placed stringent restrictions on their fratricidal weaponry, as well as on their inter-tribal aggression.

Andorians have always restricted their weaponry with their practical attitude toward warfare. Specifically, they never lost sight of what they are fighting for: hrashklain (food-land). Being painfully aware of their dependency on their herds, and the herds' dependency on the fat-grass, Andorians are much more solicitous of the welfare of their beasts and lands than they are of each other. They are, by nature, the most passionately concerned ecologists in the Federation and not even Vulcans outdo them. The wanton destruction of livestock or grazing-land filled Andorians with horror and outrage; it was the one unforgivable sin, the one crime that made all neighboring clans drop their feuds and form solid alliances to destroy the "pervert" who would dare to do such a thing. In fact, the Andorian word for "criminally insane" is derived from the words for destroyer of grasslands. To an Andorian, the whole point of warfare is to seize the prize, which prolongs the life of the victor; therefore, nothing could be more insane than to destroy or injure the prize. As a result, all weapons that could in any way damage the lands or herds are fiercely banned. This is why, despite their warlike nature and long technological history, Andorians still fight duels with spear, sword, ax, knife, and bow.

Another check on inter-tribal warfare was the early invention of trade. Progressive clans soon discovered that by producing desirable goods and exchanging them for livestock, they could increase their herds without losing any children or paying the hire of extra mercenaries. Since clan structure is suited to corporate activity, many clans became manufacturing specialists. Clan-houses expanded easily into factories, then factory-towns and thus evolved into the first Andorian cities.

A famous example is the Talliryen Clan, whose legendary ancestor, Tallirye, enriched his pramha-poor clan by discovering the smelting of iron. Since the Talliryen family lands sat over a natural deposit of iron ore, the Talliryens soon became iron-workers and iron-mongers for all the surrounding clans. Since their skills made them greatly desirable as allies, as well as too valuable to kill, the Talliryens have not fought a clan war within historical memory. To this day, Talliryen Steel is one of the most successful clan companies on Andoria and Tallirye himself has evolved into the patron god of smithcraft.

The development of non-combative trading clans necessitated the invention of some method of reducing intra-clan friction. One result of this was the evolution of a rigorous etiquette, designed to keep a polite distance between members of the same clan so that they don't get on each other's nerves. The longer a clan is at peace with its neighbors, the more necessary and rigid the etiquette becomes.

In an Andorian city, a social gaffe is cause for assault, murder or ritual suicide. This is understandable when one considers that the breaching of custom is the equivalent of declaring war upon members of one's own clan, and hence too dangerous to excuse.

Effects of Space Travel and Federation Membership on the Clans

With the advent of space travel, Andorians began to think seriously of themselves as a species rather than a collection of clans. The discovery of semi-intelligent life elsewhere compelled Andorians to consider the existence of other intelligent species and the possibility of interplanetary warfare. This led to the concept of all Andorians as members of one super-clan, faced off against other such super-clans.

The immediate result of such thinking was that a planetary government consisting of a council of representatives, one from each major clan, became feasible. Thus did Andor jump from a fragmented, clan-based monarchy to a fairly unified, planetary parliament, without going through the stage of nationalism. This unique case of rapid social evolution proved remarkably successful for the Andorians, although it did cause some problems with early contacts between the Andorian Empire and the other Federation co-founders (Earth, Alpha Centauri, Vulcan, Tellar).

The ancient Reiji clan gave up its land and title for a more nomadic existence. Living in the deepest and oldest levels of the cities they represent the baser elements of society. They engage in a form of gambling that uses frenzied, rodent-like furry animals and a sharp knife. Losers forfeit their own teeth to the winners.

Rituals

Andorian equivalent of a handshake among themselves is touching palms, fingers up. It is not a casual greeting to be used with newly introduced acquaintances, but an acknowledgement of trust or mild affection between two Andorians.

When introduced to strangers or greeting personages of title or of age, an Andorian will execute a small bow. The Andorian bow is made from the shoulders rather than the waist or the neck.

The Sending is an Andorian funeral. The Rite of Memory precedes it. The Rite of Memory involves bondmates of the deceased recording an electrochemical message or memory as a neuroimprint, in each facet (chip) of a crystalline Cipher.

Mourners create their own mask of death for The Sending. The body of the deceased is kept preserved in the clan keep until all "pieces," that is surviving bondmates, can assemble to participate in the sending. Not to have everyone present would send the deceased soul off to the next life incomplete. As the bondmates arrive, they visit the coffin and place their shapla's inside, a token of making the deceased Whole. Close family members often express their grief by gouging their forearms, leaving scabbed lines that heal over the days following the Sending.

The Sending is timed so that it is complete before midnight (deepening). At the proscribed time, the clan bell is sounded 5 times to call the mourners to the gates of the keep. A drum beats out a slow rhythm as the coffin is brought out from the keep, carried like a palanquin on poles carried by 6 robed and hooded pallbearers.

Leading the procession are four representatives of the Original First Kin, which also represent each of the gender's Guardians. These include the surviving bondmates and a priestess representing the deceased bondmate's Guardian. Thusly all Four Guardians of the genders, Wisdom/Star, Strength/Earth, Blood/Water and Passion/Fire, are represented to make the bond Whole.

The procession then leaves the gates of the keep and the gathered mourners fall in behind, all dressed in hooded robes and their death masks. As they proceed, the priestess leads the mourners in the Song of the Whole and the Tale of the Breaking. The coffin is taken to Tower Hill and placed on an obsidian table.

The Priestess offers a prayer to the stars, after which one of the bondmates places the memory cipher into a slot at the head of the table. The lock is engaged and a pillar of blue flame rises from the table, disintegrating both the cipher and the body. When the body is gone, the mourners disperse.

The Time of Knowing is the ritual in which four chosen young Andorians pledge their betrothal. Each one receives a token, a shapla, engraved with a cross and the emblems of the four genders. It is worn as a locket. Inside each locket is a braid of hair made up of strands from all four bondmates. When a bondmate dies, the lockets are sent with the body to the next life.

Shelthreth

All Andorians are screened from birth for genetic fitness. This information is used to select the best four youth for marriage and procreation. A genetically inferior Andorian is not likely to be chosen for shelthreth.

From the Time of Knowing to the coming of the fertile period, the bondmates are educated and prepared to take part in the Shelthreth, the consummation of their bonding. The Shelthreth is more than just mating for reproduction, it is also for mutual pleasure and reinforcing of the Wholeness of the Andorian psyche. During the few years the bond is fertile, the bondmates will become so attached to each other that they will find casual friendships outside the bond uncomfortable. One lives for the Whole, his life is theirs and their life is his. And they believe that all

four of them together transcend the abilities of the one.

Outsiders do not know the details of the ritual accompanying the first shelthreth.

They will engage in Shelthreth as long as they are together and only as a four-some. Engaging in sex for pleasure without the participation of all four is thought to be selfish, not living for the Whole.

Saf is a psychoactive chemical and aphrodisiac refined from an Andorian plant, and used in the shelthreth. It provides a myriad of benefits for sexual function especially during the Shen's fertile period. Sanctuary priests and priestesses dispense it to sealed bondgroups and afterwards it is generally available only by medical prescription. It is illegal to possess saf offworld. It is highly addictive to non-Andorians and can be fatal, even in small doses. Saf doesn't replicate well and the plant only grows successfully on Andoria.

Whole Vessel Law is a ritual divorce performed by the ruling Zhavey of a Clan and with permission of the Zhavey of the bondmate being cast out. In very rare cases, it is necessary to prevent harm to the Whole by allowing a bondmate to go his/her own way. The remaining bondmates will then select a replacement.

Dueling Rituals

Ancient legend tells of female clan leader and scholar-warrior Lor'Vela who created the famous Andorian dueling rituals.

The Rite of Kanlee was an old Andorian tradition and involved killing another individual in order to balance out good and evil in the universe. From it comes the saying "For spilling the blood of mine, I spill your blood."

Most ritual duels are called over a matter of honor or the breaking of a social taboo. Some are ended when first blood is drawn, but some duels such as the Ushaan are to the death. At any time one of the participants may stand down from the duel and concede the contest. Duels are conducted using non-energy hand weapons.

Andorian Philosophy and Religion

An old Andorian aphorism suggests, "As is the zhavey, so is the child." There is also no need to possess something exclusively. An axiom says, "When others are in need, I give."

Another saying is that "Absence makes the heart forget." This means that a bondmate serving in a position off planet is in danger of forgetting his/her place within the Wholeness of the bond. It also refers to the lessening of grief over the loss of a bondmate over time.

The First Truth proclaims, "One alone cannot be Whole - nor two, nor three. What one chooses, is chosen for all. What befalls one, befalls all. Their lives are yours. My life is theirs."

An Andorian custom maintains "For blood of mine, I shed blood of yours."

Religious Beliefs



Uzaveh the Infinite - Andorian manifestation of God.

In Andorian mythology, The Tale of the Breaking relates how the four-gender paradigm began.

From the Tale of the Breaking

Thirishar rose up with sword in hand and challenged the gatekeeper of Uzaveh, saying, " I have done as your Master commanded. The tasks are completed. Now let me pass or face the same

fate as those who were sent forth to stop my quest"

But Uzaveh the Infinite, watching from the Throne of Life, was amused that this creature, made of little more than the dust of the universe, dared demand entry at the gates. To spare the gatekeeper from the warrior's death-blade, Uzaveh bid Thirishar enter. Thirishar walked proudly down the Path of Light, believing that as the first to complete the tasks of Uzaveh, the Empty Throne beside the Infinite, The Throne of Secrets, now belonged to the Greatest Among Mortals. Had Thirishar not earned the right? But wise Uzaveh, omnipotent and omniscient, Eternal and Infinite, knew that the warrior possessed the power and knowledge to conquer all challenges, save one. Uzaveh held up a hand and Thirishar halted.

"Are you Whole?" whispered Uzaveh in a voice that shook the Universe. But the warrior did not understand the questions.

"I am Thirishar. I claim the Empty Throne."

"No," answered Uzaveh. "You are unworthy, for you are not yet Whole."

Thirishar trembled and knelt before the Uzaveh for the first understanding the arrogance and the vanity that had misled the mortal to this moment. Still, Uzaveh had mercy.

Death was not to be Thirishar's fate.

"Instead, from one there shall be four.

"To one shall be given wisdom to be a protector – the cunning warrior who shall fight for the future.

"To another shall be given strength, providing a foundation on which the other can build.

"One shall be given blood, the river of life that shall flow among the others, providing nurture and sustenance when the flesh longs to yield.

"And to the last shall be given passion, for the flame of desire will bring change to the others and warm them when the chill is bitterest."

So Thirishar became four: Charaleas became Wisdom; Zheusal became Strength; Shanchen became Blood' Thirizaz became Passion. Together the four are the First Kin. Uzaveh banished the four to the farthest reaches of the kingdom and upon seeing them there, so far from the Thrones and utterly alone, appointed each a guardian. For Thirizaz, the fire Daemon fed the soul-consuming passion. Loving Shanchen became a vessel for the Water Spirit, forever bound to the Eternal Love

flowing from Uzeveh's Throne. For strong Zheusal, Earth became protector. For wise Charaleas, the Stars became guides, their light defying darkest night.

"When you are Whole, as I am Whole," Uzaveh said, "then shall you return to my presence and assume your place at my side."

- From the Liturgy of the Temple of Uzaveh: Third Century Codex

A commonality in Andorian myths is that Andorians lack a piece of self-knowledge, which makes them unworthy of evolving beyond who or what they are. Nothing in the natural animal or plant biology, or fossil record, of Andor indicated an origin for sentient Andorians' unique four-gender paradigm. Until recently, a growing number of theorists have speculated that Andorians may not have evolved on the planet they consider to be their home world. Were they originally space-faring refugees from a dying planet?

Andorian deities and guardians are always deified spirits of heroic ancestors or personifications of natural and psychological forces - or combinations of the two. They have straightforward and practical functions (guiding their descendants, bringing rain, promoting fertility, protecting the herds, etc.), and are seen as having attributes and limitations much like those of their worshippers.

The Spiritual Importance of the First Kin

Belief in the First Kin permeates all of Andorian culture and is especially important in the family.

The Star Guardian guides and protects the Thaan gender. The Guardian's attribute is Wisdom. The Thaan is the member who initiates the consummation of the shelthreth with the Shen. It is highly symbolic that a deceased Andorian's soul and body are offered to the stars at the Sending. The soul is on a journey, to the wisdom beyond.

The Zhen gender is guided by the Earth Guardian of the Zhen gender. The Guardian's attribute is Strength. It is the Zhen that nurtures the infant Andorian to independence and guides the young child in the ways of the people and the clan. Once the children are grown, the elder Zhen of the clan often assume important political and societal roles, such as Clan leader, Party chieftain, Counselor to the Federation, Priestess of one of the guardians or deities. This is not to say that other genders do not take on some of these roles, but Zhen are particularly suited for these professions.

The Shen gender is guided by the Water Guardian. The Guardian's attribute is Blood. The Shen is the giver of life, the gender that produces the egg from which the Andorian is formed. During the season of the worst storms, the Shen will paint the icon of "her" gender on the gates of Clan Keep in "her" own blood as a sacrifice to the Water Guardian and in preparation for the Spring Water Festival. This period of prayer, fasting and sacrifice is to plead with the Guardian for protection against the storms. Once this rite is performed and the Andorians are assured of the Water Guardian's protection, feasting, dancing, and celebration follow.

The Chan gender is guided by the Fire Guardian. The Guardian's attribute is Passion. It is the Chan who completes the Shelthreth with the Shen after a good deal of foreplay amongst all four bondmates. Passion within the shelthreth is as sacred as the begetting of offspring.

Each gender takes its duties within the bond very seriously. The attribute becomes a spiritual path, but of course not all Thaan are wise, not all Zhen have inner strength, etc.

After the first Shelthreth, the members of the bond become very close emotionally and spiritually each gender a part of a spiritual Whole within each of the other bondmates. Andorians believe that in the bond, the Whole becomes greater than the four of them singly. One's life belongs to the Whole and the lives of the Whole belong to the one. Wisdom, Strength, Blood, and Passion. Without all Four, the Andorian is incomplete.

To lose a member of the bond to death is like losing a part of one's soul. The surviving members are no longer Whole and soon after the Sending they look to replace the lost member.

To live for the Whole extends into Andorian society. Reminders of the First Kin are everywhere, represented by symbols, carvings, and statues. It is with these reminders that Andorians approach their meetings, whether of the Clan or of the Parliament, with ritual and respect so that nothing they do or say will harm the Whole.

Other Deities

Thori is a major "female" Andorian deity who creates worlds and the ecosystems that sustain life on them. Thori is most likely Zhen, whose guardian is Earth

The Mother of Fat-grass, a major Andorian deity, is also called The Comforter of the Dead, because in the not so distant past, Andorians practiced burial of the dead to fertilize the fat-grass.

Part 4 - The Government

Modern Andorian Government

Andoria is legally a constitutional monarchy, in spite of the fact that no single ruler has reigned over the planet in centuries. The last ruler, Thalasar the Last, deliberately died childless and abolished clan warfare. She brokered peace on the site of what is now The Plaza of Freedom in Andoria's capital city. This is an octagonal public space that contains fountains, towering leaves of translucent green mica from the Archipelago and a cerulean blue obelisk to the memory of Shran. During her reign she instituted the parliamentary system that would succeed her, and which has governed Andoria ever since. However, her throne "The Empty Throne" still exists in the room in which parliament meets, an honored relic of the Andorians' past.

There are 64 electoral provinces representing all of Andoria. Party representatives from each province conduct meetings called enclaves deep within the lower underground levels of the Andorian Parliamentary Building.

Presider is the title given to each party's Chieftain.

The upper floor of the Parliament complex contains the Heroes' Antechamber, an eight-sided room, with four walls dominated by the carved faces of the mythological Guardians of the First Kin, who supposedly study all those approaching the Grand Chamber.

The meeting of parliament has the air of being sacred and representatives enter quietly after removing their shoes and ritualistically washing their foreheads and hands in bubbling mineral water from a fountain. They then dip their fingertips into a basin of sweet-scented oil and anoint their eyelids, noses, tongues, and ears and antennae, "sealing the vessels of their senses from receiving or sending treachery." The representatives then pull up the hoods of their cloaks over their heads as they enter.

At the archway of the Grand Chamber stand guard four armed chan warriors. The representative announces intention to enter and the chan lower their sword tips to the floor, allowing entrance into the Grand Chamber. In the center of the Great Chamber is a diamond-shaped pool around which everyone kneels. Between the archway and the enclave sits the empty throne, which each person bows to as he enters before taking his place at the pool.

As a parliamentary government, the majority of the top positions go to the ranking members of the ruling party, the party winning the most votes in the previous election.

Chancellor - The chancellor is the head of parliamentary government, elected from the ruling party. In 2155 the chancellor contacted the Aenar on behalf of the upcoming arrival of Commander Shran of the Andorian Imperial Guard and Captain Jonathan Archer of the Earth Starfleet.

The Federation Councilor (ambassador) is chosen from the ruling party, as well.

Andorian Visionist Party

Visionists still revere the ancient hierarchical family titles. They feel the leadership of Andoria has become too Federation-minded and has lost sight of the needs of the

Andorian People. They rightly accused radical members of the Progressive Party of tampering with the Andorian genome, research that would change the very nature of the Andorian race.

Radical members of this party seek a withdrawal of Andoria from the UFP and a return to the old ways.

Modern Progressive Party

Modern Progressives see Andoria as a galactic member and embrace the benefits of membership in the UFP.

Radical members of the Progressive Party secretly advocated and funded research in the re-engineering of the Andorian genome to change the four-gender paradigm into two genders, thus solving the reproduction problem in one generation. Once discovered, however, even the Progressives found this level of genetic research unacceptable.

Other Government Agencies

- Agricultural Ministry
- Science Service
- Homeworld Security

Planetary security is known as Homeworld Security and handles all civilian law enforcement and security issues on Andoria.

Visiting ships to Andor must dock at Orbital Control. Those disembarking at Andoria are shuttled to the surface. Passengers continuing on to Vulcan may move about in the Orbital facility until their ship is ready to continue.

Am Tal is the Andorian equivalent of Section 31 of Earth and the V'Shar of Vulcan. Their operations are not confined to Andoria and are known to engage in black ops. They sometimes provide vital information that advances the interests of Andoria through "anonymous sources" to Starfleet Intelligence.

Part 5 – The Andorian Military

Imperial Guard

The Andorian Imperial Guard is the primary military force of the Andorian Empire, and maintains both starships and infantry. It has ranks of general, captain, commander, and lieutenant, and is staffed with both male and female personnel. The Imperial Guard has been in existence for at least four Andorian generations prior to 2153.

The standard sidearm issued to Imperial Guardsmen is an assault-rifle-sized weapon that fires blue energy beams. It does not have a stun setting.

When a Guardsman died far from home, it was his compatriots' duty to take a piece of the fallen back with them to Andoria (e.g. a vial of their blood). This item was to be taken to the Wall of Heroes.

Commanders who lose ships under their command are seldom reassigned to the command of another starship.

After the founding of the Federation, many Andorians served in Starfleet, although Andoria continues to support its own military forces for the protection of Andorian space.

Military Engagements

Conflicts with Vulcan

The Andorian Empire went through a period of numerous conflicts with Vulcan, due to their neighboring home systems and the Vulcan suspiciousness towards the territorial and militaristic nature of the Andorians.

In the mid-21st century the Andorians terraformed a class D planetoid which they named Weytahn, lying at a strategic position on the frontier between the Andorian and the Vulcan system. When Andoria refused to allow the Vulcan High Command to inspect the colony in order to search for possible threats in form of military installations, the Vulcans forcibly evacuated the planetoid. In 2097, a treaty was signed, in which the Vulcans officially claimed Weytahn, which they named Paan Mokar, and a surveillance satellite was placed in orbit of the planetoid in order to enforce the accord.

In order to guarantee the safe "observation" of their "aggressive" neighbor, however, the High Command maintained a highly sophisticated surveillance station beneath the monastery of P'Jem close to Andoria. Using the disguise of an ancient Vulcan monastery, the facility was able to spy on the Andorian population while staying unnoticed. In 2151, Shran, a Commander in the Andorian Imperial Guard, unveiled the secret of P'Jem with the help of the crew of the Earth starship Enterprise, thereby setting the stage for Human-Andorian relations and dealing a crippling blow to Vulcan prestige. After the Andorians destroyed the monastery later that year, however, the High Command began blaming Starfleet and Subcommander T'Pol, who was serving aboard Enterprise, for the loss of P'Jem. This would not only result in T'Pol's mother being expelled from the Vulcan Science Academy but also in an impairment of the Human-Vulcan relations.

Another hotspot in the cold war between Vulcan and Andoria was Coridan, a class M planet rich in dilithium ore. In the 2150s, Coridan suffered from a civil war, in which rebels, backed by the Andorian Imperial Guard, tried to overthrow the chancellor and her corrupt government. That government was in turn supported by the Vulcan High Command, since Vulcan tried to maintain its trade partnership with Coridan, a lucrative source for dilithium.

In 2152, a new open conflict arose on Weytahn, which was reclaimed by the Andorian Empire after being deserted for nearly 60 years. With the conflict about to escalate, Shran, who was leading the Andorian invasion forces on the planetoid, requested Captain Jonathan Archer of the Enterprise, the only "pink skin" he trusted, to negotiate a cease-fire.

Battle of Andoria

The Battle of Andoria was a conflict fought on the outskirts of the Andorian system in 2154, when long-standing tensions between the Vulcans and Andorians escalated into armed conflict with an attempted preemptive strike by the Vulcan High Command against Andoria. The battle would have political repercussions throughout the 2150s.

Prelude

In 2154, when the Vulcan High Command learned of the Andorian attempt to steal the second Xindi super weapon prototype, Administrator V'Las convinced the High Command that the Andorians were planning to use the prototype to augment their fleet and to create a weapon of mass destruction to use against Vulcan. He proposed that a preemptive strike be mounted to decisively end the threat before it started.

For the preemptive strike against Andoria, the Vulcans secretly amassed a fleet of twelve Vulcan cruisers near Regulus, a star outside the range of Andorian listening posts, while using probes to project false warp signatures near Pan Mokar. The Andorians were fooled into believing the Vulcans intended to retake the system and committed the bulk of their fleet there. The plan was for the Vulcan fleet to cross the border quickly and, with the element of surprise, quickly capture Andoria, with minimal loss of life on both sides.

However, the Earth starship Enterprise, informed by Vulcan Ambassador Soval of V'Las' plans, sought out Commander Shran to warn him of the incursion. Shran told Soval that the Vulcan attack would only be met with a massive Andorian counter-strike. The Andorians were only able to gather six warships at the outskirts of the Andorian system to face the Vulcan fleet, with Enterprise joining them in hopes of preventing war.

The combined fleet of Enterprise, four Andorian warships and two smaller Andorian cruisers faced off against the twelve approaching Vulcan cruisers; four large Vulcan cruisers and eight light support craft. The Andorians were outnumbered two to one, with Andorian reinforcements not due for hours. However, the combined fleet held its ground, depriving the High Command of an easy victory.

The Battle

In the moments before the battle began, Enterprise commander Trip Tucker ordered his ship between the two fleets in an attempt to buy the Andorians some time. Tucker contacted the Vulcan High Command to inform V'Las that the Andorians, and Starfleet, were aware of what the Vulcans were planning to do, and recommends that the Vulcan fleet stands down. Undeterred by the empty threat made by Tucker, V'Las warned Enterprise to stay out of the way or it will be fired upon. After making his intentions clear, V'Las cut off communications and ordered his ships to engage the Andorian fleet.

The Vulcan ships commenced opening fire on the Andorian fleet, and within seconds the Enterprise found itself caught in the crossfire when phaser fire from one of the Andorian ships hit the ship.

As Enterprise attempted to maneuver out of the line of fire their sensors detected that one of the Andorian warships was in trouble; their warp reactor had been hit. With a Vulcan cruiser heading towards the Andorian ship, Tucker ordered to have Enterprise fire on the cruiser to draw their attention away from the Andorians. This fact was relayed back to the High Command, whose response was to have the Earth ship destroyed.

The Vulcan cruiser targets Enterprise and opens fire on the Earth ship. Enterprise attempts to perform evasive maneuvers, and returns fire, only to find that it is unable to make a dent in the cruiser's shields. Just as Enterprise began to be overwhelmed by the cruiser's weapon fire, an Andorian warship, the Kumari, intervenes and draws the Vulcan attack back on to the Andorians.

As the battle waged on, the Vulcans continued to target the Kumari and Enterprise. Before long, Enterprise found itself on its own, and nearly removed as a threat by the Vulcans, who managed to take out Enterprise's hull plating, disabling its' photonic torpedo launchers and helm control, and causing a hull breach on "G" Deck.

Just as the reality of the situation appeared grim for Enterprise, the Vulcan attack on the ship cease. The battle was over, ending with the withdrawal of the Vulcan fleet.

Revelation And Political Upheaval On Vulcan

Meanwhile, on Vulcan, the High Command was monitoring the battle. Minister Kuvak urged V'Las to halt the attack, as even though they were currently winning the battle, they had completely lost the element of surprise and were now facing heavy casualties for both sides in a protracted conflict. V'Las dismissed this out of hand saying "We're already committed." When Kuvak went on to protest that none of the Andorian vessels were outfitted with the Xindi weaponry that V'Las had used as justification for the pre-emptive strike, but with standard weaponry only, V'Las ordered his guards to hold Kuvak at gunpoint, and shoot if he attempted to intervene again.

Shran and Tucker were on the edge of destruction, when Captain Jonathan Archer and the Syrrannite T'Pau transported into the High Command and entered with the Kir'Shara, the original writings of Surak. V'Las had already dismissed the artifact as a myth, but T'Pau and Archer (guided by the katra of Surak) were determined that it would reveal the original teachings of Surak which the High Command under V'Las had strayed from. Kuvak argued that the possibility that it was indeed the Kir'Shara should at least be analyzed, but V'Las dismissed the evidence right in front of him. This was the last straw for Minister Kuvak, who proceeded to

incapacitate his guard, and held V'Las at gunpoint. Just before V'Las could destroy the Kir'Shara, Kuvak stunned him. Kuvak then contacted the Fleet Commander and ordered the fleet to withdraw, ending the battle.

Aftermath

Although from a tactical standpoint the Battle of Andoria was interrupted and indecisive, the political repercussions were greater than most that had occurred in the past century:

The Vulcan High Command was dissolved and Administrator V'Las was impeached, pending an investigation that he led Vulcan to a pre-emptive strike under false pretenses. With the dissolution of the High Command, a new coalition government was formed headed prominently by the moderate Minister Kuvak, member of the defunct High Command, and T'Pau, surviving leader of the pacifistic Syrrannite opposition movement.

The new Vulcan government would enter into a less hostile stance with Andoria, ending years of cold war and military tension. Never again would the Vulcans stoop to such a level as using the P'Jem monastery to hide a sensor array for spying on Andoria. This cooling of tensions between the former longstanding adversaries led to a future joint operation, to hunt down a Romulan drone ship, which would have been unthinkable a year beforehand. These events would move both Andor and Vulcan into joining the Coalition of Planets in 2155.

Unbeknownst to most at the time, the failure of the Vulcan attempt at conquering Andoria, and the direct responsibility of Earth in foiling the attempt, would ultimately lead to grave consequences with the Romulan Star Empire, which V'Las was secretly conspiring with.

Weaponry & Technology

Weapons



The Chaka (above left) is held in the palm, the fingers wrapped around the guard, so that the blades become an extension of the closed fist. It is analogous to the Terran "push blade." It is used for ceremonial dueling only and is not a double-duty weapon/tool like the flabbjellah or the Ushaan-tor. The flabbjellah (above right) is a combined musical instrument and weapon.

Ushaan-tor



A miner's ice-pick also used in a ritual duel to the death (Ushaan).

Andorians also fight with Bow, ax, knife and sword.

Technology

Andorian Rifle



Andorian Pistols



Transporter inhibitors are metal bands worn on the upper arms.

Andorians never used atomic weapons due to their reverence for nature. Thus they never had a civil war, nor did they ever come to the edge of extinction due to planet-wide war.

Ships



Type: Kumari-Class battlecruiser
Length: 360 Meters
Weapons: (4) Particle Cannons
Defense: Deflector shields
Crew: 86
Max speed: warp 5



Above: Kumari-Class battlecruiser bridge



Above: Andorian escape pod

Appendix A

Historical Timeline

Timeline (in Earth dates) assembled from the following websites:

1154 – Andorians develop warp drive.

1953 - First contact between the Andorians and the Vulcans, leading to a prolonged period of hostilities. Their first contact with the Vulcans is promising, but relations sour in time. The threat of mutual annihilation exists as early as the 1950s. In the 2060s, the two species hold eight-year-long territorial negotiations.

2052 - The Andorians claim the planetoid Weytahn and begin to terraform it.

2097 - The Andorian planetoid Weytahn is captured by the Vulcans; the Andorian colonists are removed and the planetoid is renamed Pan Mokar. A surveillance satellite is put into orbit to monitor the agreement, known as the Territorial Compromise (or Treaty of 2097). This agreement, which the Andorians refer to as oppressive, is a 1,200 page document that will take eight years to work out.

About 2104 - Blue skins make contact with the Aenar, dispelling their mythological status.

2105 - The Vulcan and Andorians finally agree to the territorial compromise over the planet Weytahn / Pan Mokar. Despite the agreement tensions remain high and the two sides almost go to war twice over the next 92 years.

2142 - Shran gains command of the Kumari, an Andorian warship.

2151 - The Andorian Imperial Guard uncovers a Vulcan spying station concealed on the monastery world P'Jem.

2152 - Shran gains command of the Kumari, an Andorian warship.

2154 – The Battle of Andoria takes place.

2161 - The United Federation of Planets is formed by the Human, Alpha Centauran, Vulcan, Andorian and Tellarite governments.

2260s - Andorians participate in the Babel Conference, represented in part by Ambassador Shras.

2169 – Jonathan Archer becomes UFP ambassador to Andoria.

2270s - A number of Andorians join the crew of the refitted starship Enterprise.

2371 - Andorian gerontological Doctor Chirurgeon (surgeon) Ghee P'Trell is nominated for the Carrington Award.

About the SFMC Academy



The Starfleet Marine Corps Academy was established by Commander Starfleet in 2164 when it was determined that Starfleet Academy could no longer adequately meet the needs of both services. The historical home of the United States' Navy and Marine Corps academies, Annapolis, was selected as the new home of the SFMCA. The head of the Academy, known as Director SFMCA (DCO - Academy), is still headquartered at the main campus in Annapolis.

The motto of the SFMCA is "Facta Non Verba" or, in Federation Standard, "Deeds not Words." This is reflected in the more informal academy slogan, "We lead by example... whether we mean to or not."

The Director SFMCA reports to the Commanding Officer of the Training Command (COTRACOM) who, in addition to the SFMCA, oversees branch schools, enlisted personnel training, advanced technical schools, and periodic skill re-fresher courses. Most of these courses are held either at one of the SFMCA facilities, or at one of the many training facilities in the New Valley Forge system which is home to TRACOM. These facilities, together with an Oberth-class spacedock serving as TRACOM headquarters, comprise Station Valley Forge.

Today, the SFMCA consists of 5 campuses, 8 training worlds, and 42 ranges and field courses throughout the UFP. Together with Station Valley Forge, the SFMCA comprises one of the largest and most advanced military training organizations in the known universe.