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XENOSTUDIES CARDASSIAN

Revision 2009

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Xenostudies Cardassian Manual

2009 Edition



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Part 1 - Introduction

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Reference works used in creation of this manual;

1. <http://en.wikipedia.org/wiki/Cardassian>
2. Star Trek Star charts, © 2002 paramount, Geoffrey Mandel
3. Star Trek: Terok Nor Day of the Vipers, Night of the Wolves, and Day of the Eagles , 2008
4. A Stitch in Time by Andrew Robinson, 2000
5. ST:ENT, ST:TNG AND ST:DS9 episodes
6. <http://memory-alpha.org/en/wiki/>
7. <http://startrek.wikia.com/wiki/>
8. <http://www.startrek.com>
9. <http://www.ditl.org>

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 the countless people who have worked on the source material, this and previous manuals.

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.org**

Part 2 - The Cardassian Union

Cardassian Prime



Cardassia as seen from high orbit.

The Cardassian homeworld, Cardassia Prime (also known simply as "Cardassia"), is the sixth planet of its system.

The planet's climate is more humid and warmer than that preferred by Humans. (Humans and Bajorans, among others, make comments throughout Star Trek: Deep Space Nine's run about Cardassians' preference for heat, while characters like Elim Garak complain about the uncomfortably cool temperatures preferred by non-Cardassians.)

To the Cardassians, the home world is wonderfully hot and humid. Shallow oceans cover 40% of the planet's surface. The thick heavy atmosphere holds in the heat and moisture, so there is little relief even at night except in the mountains.

There is little climactic variation about the planet due to the blanket effect of the atmosphere and low axial tilt. However temperatures can vary up to 10 deg. Celsius by latitude.

Once lush and fertile, the land is poor in trace minerals and desert-like due to centuries of over-farming and industrialization after a dramatic climate change. There are some isolated pockets of vegetation centered around water, but most moisture tends to remain suspended in the atmosphere. So foods that cannot be grown on the soil of the homeworld are imported from off-world colonies.

Higher elevations give rise to barren, sere landscapes. Only the hardiest of vegetation and small creatures live there. A few mountain tops are as high as 10,000m but most of the highlands are between 2000m and 4000m elevation.



The early Hebitian civilization lived in harmony with the planet and lack of industrial metals did not affect them. However, a climatic shift changed the planet to a wasteland and the early Hebitians were beset by plague and starvation. When the invaders came from space and began to intermarry with the Hebitians, the emerging civilization moved rapidly towards industrialization. They soon depleted what few minerals Cardassia possessed.



As desolate as the planet has become, the Cardassian people will not leave their home for a more resource-rich planet. Instead, they have annexed planets for their resources and made those colonies extensions of Cardassia Prime. Their territorial nature makes them loathe to leave "home" and it is only out of a sense of duty do Cardassians leave the planet to serve the Union on starships, colonies and outposts.

Before the devastation of the Dominion forces on Cardassia Prime, the capital City of Lakat proudly boasted a large governmental complex, the Imperial Plaza, the Lakarian amusement Park, and the University of Culat.

After the Dominion War, the Cardassians resolutely began to pick through the rubble to save every stone, every precious object in order to rebuild again.

Cardassian Solar System

Sun: Cardassia

Type: Single

Spectral Class: K0V (Orange main sequence star somewhat cooler than Sol.)

Absolute Magnitude: -1.1

Number of planets: 8

Other: 2 asteroid belts

I: Class B (partly molten)

II: Class B (contradicted in the Terok Nor trilogy, where it is implied as Class M, being host to an orphanage.)

Asteroid Belt

III: Class M Where Orb of Wisdom was hidden till Zek obtained it.

IV: Class M (Hutet) home to Hutet Labor camp

V: Class M (Cardassian Minor) Home of a museum

VI: Class M (Cardassia Prime) One moon

VII: Class Q (variable due to eccentric orbit)

Double asteroid belt

VIII: Class I (gas super-giant) with rings

Cardassian Union



The Nature of the Union

The Cardassian Union lies on the mid and south western border of the Federation near Betazed and Trill. The Breen, Ferengi and Tzenkethi territories lie to the north, and the Talarians lie to the south. Note that these are arbitrary map directions based on looking down on the flat disk of the Milky Way with the Sagittarius Arm in the south position.

The Cardassian Union was once a trade alliance of colonies and newly discovered worlds centered around Cardassia Prime. At first Cardassia sent civilian representatives to negotiate a trade agreement with the governments of the resource-rich planets. They offered superior technology and system security for mineral rights on the planets and/or its moons and neighboring planets. Such alliances were amicable and reciprocal for the most part, each side gaining what it wanted from the agreement.

If the government were reluctant, however, the Obsidian Order would quietly engineer an internal and/or external threat to convince the locals that they needed the Cardassian Military to protect them. An example of this tactic was the occupation of Bajor. Over a ten-year period of time, the Bajoran government was “persuaded” of the need for an alliance with the Cardassians for their own protection. By 2328, Bajor was totally controlled by the Cardassian Military.

If the world were on disputed space between Cardassian and neighboring alien space, the Cardassians simply took the world by force. The government was replaced by a Cardassian prefect backed up by the military. A Prefect was a leader or governor of a planet, a colony, a local precinct or something as important as the Detapa Council. The inhabitants of the occupied world found themselves under strict Cardassian rule, many of them working for meager wages and poor working conditions in the mineral mines.

Over several centuries, the Cardassian Union became more like an Empire, its holdings enforced by Central Command and fleets of ships.

Even as aggressively as the Cardassian Union annexed planets, it is still the smallest of the great galactic powers. The Cardassian leaders feel threatened by this situation and need to prove themselves in the arena of galactic power. Some Federation political analysts attribute Cardassian aggression and feelings of persecution to this cause, however, and forget that to the Cardassians, larger powers represent a greater threat to the Union. That other powers could be friendly without dominating them is an alien concept. The concept of altruism is not a natural part of the Cardassian mindset.

The History of the Union

Early History

The ancient Hebitians were a spiritual and peaceful civilization which thrived on Cardassia Prime for centuries. They lived in harmony with the land and the planet was lush with forests. Archeologists reported that the Hebitian burial vaults were magnificent and filled with many jeweled artifacts made of jevonite.

Due to a climatic change and the planet's scarcity in natural resources, the impoverished society suffered from famine and disease, leading to millions of deaths. The frail population was taken over by aliens with a militaristic ideology thus ending the Hebitian way of life.

First Contact

First contact between the Cardassians and Bajorans occurred as early as the 16th century. Using their lightships, Bajoran explorers traversed the space around Bajor and stumbled upon tachyon eddies, which took them all the way to Cardassia Prime.

Cardassian Union

The Detapa Council (1872), Cardassian Central Command and Obsidian Order were jointly established in the 19th century, together forming what was eventually known as the Cardassian Union.

First Republic

The First Republic was established in the late-21st century and featured an era of excellent literature such as the works of Iloja of Prim.

By the mid-22nd century, Cardassians began to explore space. Cardassians and Humans also traveled in the same area of space as early as 2154.

Modern Empire

Having assumed a militaristic philosophy after the Hebitian society perished, Cardassians relied heavily on the military's expansion into the galaxy to obtain the natural resources which were scarce on their homeworld. The military colonized numerous worlds to obtain the resources for their population and in return had almost complete power over the people. This arrangement satisfied both the military and the civilian population for many years.

However, as the Cardassian Union continued to expand over the decades, so did the military's requirements. Eventually the military was consuming the majority of

the obtained resources and leaving only scant remnants to Cardassian citizenry. This led to a period of social discontent, as famine and disease once again struck Cardassia, as it had with its ancient civilization. To compensate, the military conquered neighboring planets and forced their native people to work as forced laborers.

2328 - The most well known of these occupations was that of Bajor in 2328. The Occupation effectively ended in 2369 due to political pressure from the Federation on top of the constant terrorism and guerrilla warfare from the Bajoran Resistance.

The Reklar and USS Enterprise-D met in the DMZ over the dispute of Minos Korva. Eventually their expansion brought them into conflict with the Klingon Empire causing the Betreka Nebula Incident.

2328 - Contact with the Klingon Empire in the Betreka Nebula. The Betreka Nebula is a nebula located between the Klingon Empire and the Cardassian Union. The Betreka Nebula Incident began an 18-year-long cold war between the Klingon Empire and the Cardassian Union.

2347 - The Cardassian Union attacked Setlik II, killing over 100 Federation colonists. Federation/Cardassian War begins.

2351 - Construction of Terok Nor is completed.

The date of first contact between the Federation and the Cardassian Union has never been established, although most fans assume that it was sometime in the first two decades of the 24th century due to the lack of any Cardassian mention in 23rd century back stories. Conversely, the Cardassian Iloja of Prim was in exile on Vulcan during the lifetime of Tobin Dax, i.e. before 2245.

2354 - Starfleet drives Cardassian forces out of Federation space.

2367 - Truce between the Cardassian Union and the Federation.

2369 - Withdrawal of Cardassian troops from Bajor. The Bajorans invited the Federation to administer Terok Nor, and they rechristened it DS9. The Enterprise was sent into Cardassian space upon suspicion that the Cardassians were developing a metagenic weapon. Picard was captured and interrogated by Gul Madred, and much information about the Federation was gained from this interrogation. Picard and Crusher were returned alive into the custody of Captain Edward Jellico, who had negotiated the Cardassian-Federation armistice of 2367.

2370 - Treaty finally signed by both the Federation and the Union. The Demilitarized Zone (DMZ) is established. The layout of the DMZ also contributed to the tensions. Due to the change in borders some Federation worlds became Cardassian territories and vice versa. Many of the people, whose worlds were turned over to the Cardassians, did not wish to leave and were granted permission to remain on their worlds. Disgruntled by the treatment they received from the Cardassians some of the citizens decided to revolt. This gave birth to the Maquis.

After exhausting much of their resources during the Federation-Cardassian War the Cardassian Union was in no shape for renewed conflict with the Federation so soon after the peace treaty. To make matters worse the Maquis were located in the Demilitarized Zone, preventing the Cardassian military from launching a full-scale invasion to wipe them out. This enabled the Maquis to carry out numerous acts of

sabotage and small military engagements against the Union.

As the Maquis grew in size and strength tensions increased between the Federation and the Cardassian Union with neither side having a concrete solution to the problem. The Central Command secretly armed their citizens in the DMZ to combat the Maquis while the Maquis procured weapons by raiding various vessels as well as receiving materials from the Klingon Empire in later years.

The Central Command attempted to deal with the situation in the DMZ by discrediting the Federation and providing evidence that they not only sanctioned the Maquis' actions, but were providing them with weapons to combat the Cardassians. Their undercover operative secretly developed evidence that Miles O'Brien was shipping photon torpedoes to the Maquis from Deep Space 9. The plan was foiled when Central Command's agent was discovered by the station's senior staff, and the evidence against O'Brien was proved to be fabricated.

Another failed attempt by Central Command was to wipe out the Maquis' munitions base in the Badlands with the creation of their ATR-4107 missile (which was later renamed Dreadnought). While the ATR-4107 effectively acted as a missile, it was also a fully autonomous warship capable of warp speeds and carried a wide range of defensive weaponry. The Dreadnought had successfully made it to the Maquis munitions depot after fighting its way through every Maquis defense. However, due to the Cardassian's use of an outdated kinetic detonator, the Dreadnought did not detonate as planned, but instead drifted in orbit of the planetoid.

There, the Maquis reprogrammed the super weapon to attack a Cardassian fuel depot on Aschelan V. Dreadnought inexplicably disappeared in the Badlands while on the way to its new destination, only to be found by the USS Voyager two years later.

2370 - Enter The Dominion:

The discovery of a large, hostile empire in the Gamma Quadrant proved to be one of the most devastating events for the Cardassian Empire. By 2371, no major Alpha Quadrant power was willing to commit to a firm solution to the threat of a Dominion invasion. Enabran Tain, the retired leader of the Obsidian Order, with the help of the Tal Shiar, was able to develop his own small fleet in the Orias system which he would use later that year in an attempt to wipe out the Dominion's rulers; the Founders. His plan was ultimately foiled by a Changeling infiltrator, resulting in the disastrous Battle of the Omarion Nebula. The battle caused the Obsidian Order to completely collapse, allowing for the Cardassian dissident movement to overthrow the Central Command's authority the following year. The movement saw the restoration of the Detapa Council and civilian rule.

2371 - Kai Winn Adami negotiated the Bajor-Cardassia Treaty with Legate Turrel while Benjamin Sisko mediated their discussion in 2371. Attempting to reestablish relations with Bajor after the end of the occupation, the Cardassians secretly worked out a treaty with the Bajorans. Legate Turrel represented the Cardassian Union and Vedek Bareil initiated the talks and worked out the details. Five months of secret discussions began between the two, from war reparations to an official apology from the Cardassians. However, Bareil was injured on his way to Deep Space 9 to finalize the treaty so Kai Winn completed the negotiations, thus creating the Bajoran-Cardassian Treaty.

2372 - Klingon Attack On Cardassia:

In the aftermath of the Omarian Nebula Incident, the civilians rose up and overthrew the Central Command. The Detapa Council regained control of the government. Klingons believed this change of power proved that Founders infiltrated Cardassia and they tried to capture Council members.

In actuality, Chancellor Gowron was influenced by an actual Changeling, and the Klingon Empire launched an unprovoked and abrupt invasion of the Cardassian Union, thus initiating the brief Klingon-Cardassian War. The war devastated the Cardassian infrastructure and crippled a large portion of their fleets. The Detapa Council, with the help of Gul Dukat and the Federation, was able to obtain asylum aboard Deep Space 9. This drew the Federation into a war with the Klingons. Also a short war, the Second Klingon-Federation War (2372-2373) further depleted resources of both powers. After the Klingons were successfully driven away from DS9, the war became a stalemate, with Klingon ships able to roam freely throughout Cardassian territory.

Later that year, Dukat was able to procure a Klingon vessel with the help of Major Kira Nerys. Despite the substantial information he obtained from the ship's computer logs and status reports, the Detapa Council chose to find a diplomatic solution to the war as opposed to using the information for launching a new offensive. Dukat then began a one-ship war against the Klingons with his captured Bird-of-Prey.

2373 - Cardassia joined the Dominion. Dukat becomes ruler of Cardassia. Dominion War begins.

The Detapa Council became completely powerless when the Dominion appointed Dukat as the designated leader of the Cardassian people. Dukat later "justified" his actions by saying the alliance with the Dominion would restore Cardassia to its former glory, promising to push every Klingon ship from Cardassian territory and wipe out every Maquis colony in the DMZ. Dukat made good on his promises, for within three days every Maquis colony was destroyed, with only a few members able to evade capture or death, and the entire Klingon invasion force was in full retreat.

With the Cardassian Union's borders returned to their pre-war state, Dukat had successfully raised the Union to be a first-rate power in the Alpha Quadrant. However, Dukat's personal ambitions, combined with the Founders' desire to bring order to the galaxy, meant that an interstellar war was inevitable. Since the Dominion required constant reinforcements of ships, supplies, troops and Ketracel-white from the Gamma Quadrant to be able to conquer the entire Alpha Quadrant, the Federation decided to mine the entrance of the wormhole to prevent the movement of Dominion ships through the wormhole.

This move was the provocation the Dominion needed to start a full-scale war against the Federation without coming across as the aggressors. The Dominion then sent a fleet of ships to capture Deep Space 9 and stop the completion of the mine field. Dukat retook the station and the Dominion War began.

For the first few months of the Dominion War, Cardassia and the Dominion were unbeatable, forcing the Federation and Klingon Empire to retreat. The utter failure of the Federation's Seventh Fleet at Tyra was one of the many engagements resulting in complete victory for the Dominion. It was only a matter of time before Earth and the rest of the Federation would be completely conquered.

A bold attack lead by Captain Benjamin Sisko saw the first allied victory. This victory was possible because of the help of the Bajoran Prophets who destroyed all 2,800 Dominion ships inside the wormhole before they could enter the Alpha Quadrant. This sudden turn of events, combined with the death of his daughter Tora Ziyal, caused Dukat to have a mental breakdown. Soon after, Cardassians began to lose their status as equals with the Vorta and Jem'Hadar.

Puppet Government and Rebellion

2374 - After Dukat's subsequent capture, Damar was appointed the new leader of the Cardassian people. However, Damar's position gradually became nothing more than a formality, with the Female Changeling and Weyoun running a de facto government. Shortly after the Federation retook Deep Space 9, Damar was forced to call for peace by Weyoun, despite his personal objections. Over time, Damar was forced to obey Weyoun on almost all political and military decisions, including the order to reinforce the Son'a outpost on Devos II as opposed to perusing the Defiant, as Damar had initially ordered.

2375 - Damar gradually realized that he was simply running a puppet government under Dominion regime and that Cardassians were becoming second-class citizens within their own territory. When the Female Changeling negotiated with the Breen to join the Dominion in 2375, she made territorial concessions on behalf of Cardassia. Damar, forced to sign the negotiations as the designated leader of Cardassia, realized his power had been completely usurped. It was then that Damar began his rebellion against the Dominion oppressors.

Gul Revok betrayed Damar's resistance and provided the Dominion with the information necessary to locate their bases. However, Damar learned upon arriving back on Cardassia Prime that he had more of an impact on all Cardassians than he had thought. The entire civilian population eventually joined Damar's rebellion and was able to cause a planet-wide blackout during the Battle of Cardassia. The confusion and lack of communication with their main headquarters enabled the allies to defeat the Dominion forces, forcing them to retreat to Cardassia Prime for one final stand. When the Dominion destroyed Lakarian City in retaliation for the blackout, the remaining military forces switched sides, helping the Federation Alliance defeat the Dominion once and for all.

By the end of the Dominion War, Cardassia Prime had been devastated by orbital bombardment and Jem'Hadar raids by the Dominion, who wished to wipe out the Cardassian species for their betrayal. Over 800 million men, women and children were slaughtered in the planet-wide genocide. Cardassia Prime had once again become a planet plagued with famine, death, disease and destruction, leaving the remaining Cardassians to rebuild.

The Demilitarized Zone

The Demilitarized Zone (sometimes referred to as the DMZ) was a buffer zone established between the United Federation of Planets and the Cardassian Union, by the terms of the Federation-Cardassian Treaty of 2370. According to the treaty, neither side was permitted to deploy armed starships, or establish military bases in the Zone. In addition, the border between the two powers was redrawn, such as that ownership of several colonies was exchanged both ways - some Cardassian colonies were transferred to Federation control, and vice-versa. The colonists on the affected planets were given the option of resettlement, though most refused. Dorvan V was one of the Federation colonies that was turned over to the Cardassians.

However, many civilian colonists on both sides of the border objected to the transfer of control and secretly armed themselves, violating the peace terms that established the DMZ. The Cardassian Central Command began secretly shipping weapons to their colonists in the DMZ so as to oust the Federation colonists, using neutral species such as the Xepolites as intermediaries. In response, the Federation colonists banded together and called themselves the Maquis, dedicated to freeing themselves from Cardassian control. Although the Maquis gained no official support from the Federation, many in the Federation (including Starfleet) were sympathetic to their cause and covertly provided aid.

However, by late 2370, to help reduce illegal shipments, the Federation had established a series of checkpoints and sensor buoys along their side of the border. Any ship that crossed anywhere other than a checkpoint would be investigated by Starfleet.

For the next three years, the DMZ was a hotbed of small-scale warfare as the Cardassian and Federation colonists conducted terrorist operations against each other. Eventually the Cardassian military became directly involved in the Maquis conflict on their side of the DMZ. However, in 2372 the Cardassians were forced to divert the majority of their attention to defending against the Klingon invasion in the Klingon-Cardassian War, leaving the Maquis practically unchecked in the DMZ. By 2373, the Maquis had been so successful that the Federation colonies were considering declaring themselves an independent state.

The Demilitarized Zone was quickly overrun by the Jem'Hadar in 2373, shortly after the Cardassian Union joined the Dominion. As the Dominion moved towards open warfare with the Federation, the Demilitarized Zone effectively ceased to exist.

Planets In/Near the DMZ

Alpha 441	Nivoch	Umoth VIII
Aschelan V	Panora	Valo I
Athos IV	Portas V	Valo II
Bryma	Quatal Prime	Valo III
Dorvan V	Ronara Prime	Veloz Prime
Gamma VII	Soltok IV	Volan II
Hakton VII	Salva II	Volan III
Juhraya	Solosos III	
Marva IV	Tracken II	

Disposition of Adjoining Worlds

The Federation had a couple of problems coming to the aid of outlying worlds near Federation space. Worlds actively being mined for resources fell in the category of belonging to another power. The Prime Directive forbade the Federation from interfering in what was an internal Cardassian problem.

Ownership of worlds that had been mined out and abandoned within the demilitarized zone were subject to negotiation between the Federation and Cardassian Union. Even space around abandoned worlds were jealously guarded as Cardassian Territory, although both powers regularly trespassed into the demilitarized zone. The Federation would attempt to bring aid to the abandoned worlds and the Cardassians would challenge the Federation ships, seeing them as a threat to their territorial boundaries. Giving up space under a treaty was difficult for the territorial (reptilian) mindset of the Cardassians. So there was a long period of hostilities between the two powers in the early 24th century.

With the aid of Dominion forces, more worlds along the Federation border were annexed for wartime materials. But after the Dominion was defeated, leaving a devastated Cardassia behind, many worlds lay abandoned and in desperate need of remediation. As Cardassia rebuilds with aid from the Federation, it remains to be seen how these former worlds will be addressed: as belonging to Cardassia, as candidates for Federation membership, or as independent worlds under the protection of the Prime Directive and/or another treaty with the Cardassian Union.

Part 3 - The Cardassian People

Physiology



Two factors contribute to Cardassian genetics and ultimately to body structure: the DNA of the reptilian ancestors and the infusion of Preserver DNA, which was mammalian, into the reptilian population. This led to a combination of a humanoid body structure with remnants of its ancestral template. Because of this mixed DNA, Cardassians are sexually and genetically compatible with a goodly number of species, both mammalian and reptilian.

The skeleton being bipedal and completely upright, the internal organs are stacked upon each other as in other humanoids rather than hanging in the belly cavity as is the case with four-legged animals. The Cardassian has the same analogous organs that Humans do, and internal organs are placed roughly in the same areas. However, there are some size and structural differences, even though their functions are the same.

Cardassians have no body hair except on the head, and that is thick, black, and straight. Cardassian scales are raised patterns on the skin rather than overlapping scales as in a fish. Skin coloration varies from dark gray to an umber-gray, depending on race. The pattern of scales, dominant on their corded necks, fades noticeably on the belly, soft parts of the face, and buttocks. Scales are heaviest in the bony or muscular areas of the body, such as the neck, forehead, lower jaw, upper torso, spine, hips, and outer joints (knees, elbows, etc.) The ridges on the face, neck and chest are cords of muscle, not bone or cartilage. Cardassians have a spoon-shaped crest on their foreheads and on their breastbones. Female crests have a light blue tint to them, and females will cosmetically color them a darker blue when they are seeking a mate as a sign of their fertility.

Cardassian bone structure is heavy and thick and mature males tend to be broad shouldered with small waists and hips. There is almost no body fat on a fit Cardassian male and young females have about 10% body fat. Older Cardassians put on body fat because of slowed metabolism, and those who indulge in too much alien food.

Cardassians are most comfortable in hot and humid climates. Their lower body temperature makes them feel cool to the touch. When in dry and/or cooler environments, they will seek out saunas, hot springs, or hot showers to relax in after duty hours. Temperatures that are in the temperate to cool range for Humans cause a Cardassian's metabolism to slow and his mental processes to become sluggish.

Cardassians have a heightened sense of sight and they tend to notice details that humans miss. Their visual spectrum is similar to humans, however. Their senses of smell and taste are less acute, and they tend to spice their food and create highly decorative meals to compensate.

Reptilian characteristics are most evident in the Cardassian urinary and reproductive organs. The kidneys are low in the abdomen with short ureters, which empty directly into a common sac, a cloaca, leading to a single opening from the body.

The cloaca also receives solid waste from the intestines and in females, acts as a birth canal for the child.

In addition to the cloaca, males have internal testicles and a penis. From the exterior, no reproductive organs are evident, and the pubis of the male and female look similar with the male pubis slightly enlarged into a pouch. The pubis is covered with soft scales and is completely hairless. The testicles lie directly above the penis within the body cavity. The penis lies within the pouch until erection. Males are fertile their entire lives.

Cardassian females have mammary glands to nurse their young. Males have rudimentary nipples that may or may not produce nourishment for offspring, depending on need and the particular hormonal balance within the male. These glands and nipples are located as they are in humans, that is, over the pectoral muscles.

Cardassian females have seasons in which they are fertile, though they engage in sexual activity year round. Females only produce one egg a year and twinning is extremely rare. They have two ovaries that deposit the egg into oviducts that lead to the uterus. The uterus connects to the cloacae by a short tube analogous to a cervix. The egg in which the embryo grows is flexible and rubbery, and like a thick amniotic sac, it is broken during delivery. Normally the father delivers the child, but if he is off planet, a relative will tend to the birth. Only in emergencies will a female give birth at a medical facility. It is rare for a female to produce eggs after the age of 40.

Males and females share child-rearing duties, except when the male is called away to duty off planet.

Personality

The same two factors that contribute to the reptilian-mammalian body also contribute to the Cardassian mindset. The Cardassian mind perceives the environment in instinctive and reptilian ways.

"A Cardassian remembers everything on every level all the time. For us, past and present are not neatly separated. We live with everything in the moment, including the nightmares." (Elim Garak in a message to Dr. Bashir during the reconstruction of Cardassia)

What this means is that Cardassians make associations and draw conclusions from past, present and future memories at once, not in a linear, logical and often selective manner like humans do.

" In Cardassian society, we are taught from an early age to mask all feelings and thoughts, to deflect all outside perception and observation."

"Cardassians come into this life with an awareness of their protected perimeters, what the doctor calls 'our reptilian brain dominance,'" and die defending them." (Elim Garak to Captain Sisko) They are territorial and seek to rise in stature



within their group and the group at large. Posturing is evident in their fondness of speechmaking and witty conversation, laced with sarcasm. Cardassians are very competitive and will jockey for power in society through their many contacts, collectively known as vesala, in order to call in favors, such as placement into a higher position or obtaining a sponsor for their children. One's struggle for his place in society is thus an extension of their territorial mind set.

They are meticulous and ordered, preferring set rules to live by rather than the total freedom of free will. To the highly ordered mind of a Cardassian, democracy is chaotic. Everything must be in its place and everyone must be in his or her class. From early childhood Cardassians are evaluated, trained for, and placed in the work they will do throughout life.

They are tenacious and single-minded not only by nature, but by training. Any task given to a Cardassian will be carried out by any means possible. Faced with a mental challenge, such as getting information out of someone, all avenues will be used, from mental intimidation to outright torture, until the information is gotten. Faced with a physical challenge, a Cardassian will keep going until his body or his mind gives out.

They are xenophobic. Being a Cardassian is more than cultural identity, it is their entire existence. Exposure to foreign ideas, aliens, and mixed-breeds upset the natural order of things and threaten to taint the Cardassian way of life.

They love ritual. Even their meals are eaten with ritualistic enjoyment. They eat, drink, fight, make love, and raise their children with single-minded focus, following rituals, rules, and cultural patterns passed down for a hundred generations. As a species, the Cardassians prefer to remain on the homeworld near their families and their social group. You will not find many Cardassians willing to go on long-term deep space missions. Being away from family and one's social group is like being in exile, a traumatic existence for any Cardassian.

Cultural Facts

Cardassians love good conversation and good food, and will linger over a finely prepared and attractively served meal, engaging in lively conversation with a dining partner. Cardassian Guls personally entertain guests traveling aboard their ships, acting as gracious hosts.

Freighter Captains take a percentage of the cargo for themselves.

Cardassians do not engage in team sports. One-on-one combative competition serves the purpose of survival and fitness, not sport.

Cardassians exhibit irritability between sexes as part of the mating process. Touching palms is a form of kissing. Females who are actively looking for mates will paint their forehead crests a bright blue. Females who can produce young are highly prized. Females who cannot produce young are considered unsuited for enjoining (marriage.)

Cardassians revere their aged members for their wisdom and family units tend to be multi-generational.

The same cannot be said for orphans. Without a family, an orphan has no vesala,

and so no place in Cardassian society. They are placed in orphanages and unless they manage to befriend someone with influence in society, they seldom find a way to become productive members of Cardassian society. Orphans who have come of age, if they don't become a part of the homeless or criminal element, may try to find a way off planet, perhaps finding a life on a colony or ship outside of the Cardassian system.

Cardassians are very protective of their dead. It is considered a dishonor to the dead if an alien views a Cardassian corpse.

Cardassians need to be a part of a group. They are fiercely loyal to family, to duty, and to the Cardassian Union in that order. Family, the Union, and traditions all contribute to the Cardassian sense of belonging. Being a Cardassian is more than cultural identity, it is their entire existence. An outcast Cardassian is a miserable Cardassian.

Spirituality

Before the Central Command rose to power, the Cardassians were a spiritual people and valued art of all kinds. One of the religions described in texts was the Oralian Way, which was outlawed along with all religions in the Cardassian Union by the Central Command.

Oralius was a winged reptilian non-corporeal being worshipped by the Hebitians. The religion taught that all life was interconnected at the spiritual level, and that by remaining connected, they would nurture one another and experience love and peace. Oralius was referred to both as a "she" and a "he" over the ages, but the teachings, written down in ancient Hebitian scrolls known as "the Writings" remained unchanged.

When the climate of Cardassia Prime changed and mass starvation and disease decimated the Hebitians, invaders from the sky descended on the planet, conquered the beleaguered Hebitians, and interbred with them, becoming the Cardassians. The hardship of adjusting to the changing climate caused the Cardassian leaders to forsake religion, even to the point of forbidding its practice, in favor of the relentless pursuit of resources.

Savagely persecuted and nearly exterminated during the occupation of Bajor, the Oralian Way slowly came out of hiding during the reconstruction of Cardassia at the end of the Dominion War.

Education

Cardassian children are taught at an early age to mask their emotions behind a secretive calm mask to allow their senses to perceive the truth about their surroundings. They are trained to remember every detail of what they see or hear, enhancing their natural tendency towards an eidetic memory. They are taught to focus completely on a problem and to use all resources and methods at hand until an answer is found. These learned behaviors make the Cardassians seem cunning, devious, and ruthless to humans.

Children receive a basic six-year year education which is followed by an Emergence Ceremony, which generally coincides with puberty and is the passage into "adulthood."

During this schooling, students of all classes are watched for special aptitudes, as the adults in charge begin recommending each child for the actual job within his class will do.

Based on thorough testing, both physically and mentally, and observation, each student is taken from his parents after the Emergence Ceremony and enrolled in the appropriate Institute for his social class. Students' educations are paid for by a sponsor who will monitor, encourage, and ensure their performance in the selected Institute. Most students will follow their parents' training and careers. Students that show unusual aptitude may be chosen for careers higher than their class and even for the secretive and prestigious Obsidian Order.

Institutes are run by a First Prefect and Docents teach the subject matter, assisted by upper level students.

Females tend to dominate the sciences, the judicial system, and intellectual professions. Males tend to dominate the physical professions and their military is almost completely male. This is not a gender bias. It is the way their brains are hardwired. There are exceptions, of course, but as a species, the tendency holds true.

Holidays, Celebrations, and Ceremonies

Burial Ceremony

It is forbidden for aliens to view a Cardassian corpse. Cardassians bury their dead and then conduct a memorial with chants for the departed.

Emergence Ceremony

When a student completes the 9 years of schooling at his Institute, a ceremony is held at the school. This also represents passage into adulthood.

Gul Minok Celebration

On the eve of the day when Gul Minok defeated the Samurian Invaders, Cardassians begin the longest period of festivities in the year.

Founding of the Union

Cardassians honor the day Tret Akleen founded the modern Union some centuries before. It was ironic that on this day of remembrance, the popular vote was conducted, by the people to decide between the "party" that wanted to go back to the old days and the "party" that wanted to move forward with democracy.

Part 4 - The Government

Detapa Council

Composition



The Detapa Council is the civilian lawmaking body of the government. It is composed of 11 members.

These members are elected by the people in their respective districts. As individuals, Detapa members are well-known and powerful people not only among the locals they represent but also with the citizens at large.

The Council is presided over by a Prefect elected by and from the members of the Council.

Some council members may have the rank of Legate, which is equivalent to a Starfleet Admiral. Legates, though retired from military service, command Jaguls who in turn command military Orders. Thus the military has considerable influence over lawmaking, appropriations, and decisions affecting the Cardassian

Union. "You can take the soldier out of the military, but you can't take the military out of a career soldier."

Vesala and Elections

Although Council elections are conducted by popular vote, the voting is heavily influenced by the candidates' vesala, his network of influential people. In the past, Central Command (working through the Council) nominated candidates, which the people then voted on. So long as Central Command controlled nominations, they were ensured of Council members who would maintain the status quo.

Cardassian politics, like most of Cardassian society, runs on favors. It's who one knows and what favors influential people would do for the candidate that made him popular with the people in his district. Of course the candidate is also supposed to grant favors to his voting public, such as sponsoring a child's education, securing a job for a person, putting pressure on another's superiors for a rise in status or a better posting. All this and more constituted vesala.

Ministries and Agencies of the Detapa Council

Cardassian Ministry of Justice

The Cardassian Ministry of Justice is a government department in the Cardassian Union, responsible for dispensing justice through the courts. In 2371, Dukat talked to the Ministry of Justice about not having Thomas Riker executed for his attacks on Cardassian targets using the USS Defiant. Commander Benjamin Sisko later noted that convincing the Justice Ministry took "some" doing. Several weeks later, Legate Turrel admitted that there were still Bajorans being held by the Ministry, detained for "crimes against the state", who had not been released after the Occupation of Bajor ended.

Cardassian Supreme Tribunal

The Cardassian Supreme Tribunal is the highest court of justice in the Cardassian Union. It is presided over by the Chief Archon. Tekeny Ghemor gave Kira Nerys information about the Supreme Tribunal during his shri-tal in 2373.

The justice system is based on the verdict of guilty. Authorities establish evidence against the criminal before an arrest is made. Upon arrest, the prisoner is assigned a counselor, who tries to reason with the accused to confess. Some prisoners are interrogated until a confession is exacted from an unwilling criminal.

Trials are held in public and broadcast to the populace. What passes for a trial is a statement of charges from the Archon (judge), a statement of remorse for one's crimes from the prisoner or his counselor and then an execution, which may or may not be public and may or may not be swift depending on the cooperation of the accused.

Central Prison

Central Prison is a detainment facility on Cardassia Prime. In 2370, Miles O'Brien was taken there after having been arrested by Gul Evек on a charge of giving weapons to the Maquis. Due to the nature of the judicial system, it may be assumed that prisons were temporary holding facilities until the justice system was done interrogating the subject or using the accused as a political pawn. Only accused with very powerful vesalas ever escaped the justice system.

Cardassian Finance Ministry

The Cardassian Finance Ministry is a government department in the Cardassian Union, responsible for the Union's finances and economy. The Finance Ministry controls taxes, and is apparently capable of exiling people who refuse to pay them. Elim Garak claimed to be exiled by the Finance Ministry because of his failure to pay his taxes.

Cardassian Intelligence Bureau

The Cardassian Intelligence Bureau was a Cardassian intelligence agency which replaced the Obsidian Order following its destruction in 2371. Following the annexation of Cardassia by the Dominion in 2373, the CIB operated under their auspices. In early 2374, Elim Garak pretended to be a member of the CIB, Kamar, when captured by Keevan's Jem'Hadar troops.

Cardassian Ministry of Trade

The Cardassian Ministry of Trade was an economic agency on Cardassia that deals with trade within and outside the Cardassian Union. A member of the Ministry of Trade was stationed on Terok Nor during the Occupation of Bajor.

Cardassian Science Ministry

The Cardassian Science Ministry was a government department of the Cardassian Union responsible for scientific research and exploration. It was part of the Cardassian military. One of the maxims of the Science Ministry was to not to make any project appear too dangerous. Ulani Belor and Gilora Rejal were both working for the Ministry.

Surviving Bajoran orbs, retrieved by the Obsidian order, were being studied by the Ministry during the Occupation of Bajor. Miras borrowed the Orb of Prophecy from the Obsidian Order archives and received a vision of her place in the Oralian Way: as a conduit through which Oralius could be manifest to her followers.

Personnel serving the Ministry on Bajor during the Occupation were:

Miras Vara
 Kalisi Reyar
 Ulani Belor
 Gilora Rejal
 Kotan Pa'Dar
 Crell Moset

Loyalty Investigation Board

The Loyalty Investigation Board was a Cardassian organization in operation in 2370. Exactly what this organization's function is, is not known. However, judging by the name, it could be a group that investigates people's allegiances, and/or cases of treason. Whether this organization was always a part of the Cardassian government, or just the Revanche government is not known.

Cardassian Bureau of Identification

The Cardassian Bureau of Identification is a government agency that collects personal information on all inhabitants of the Cardassian Union. All Cardassians are required to give the Bureau their first molar. This usually occurs at age ten.

Cardassian Central Archives

The Cardassian Central Archives stored historical information on the Cardassian Union. According to Tekeny Ghemor, the Central Archives included a section devoted to Bajoran Major Kira Nerys.

Cardassian Communications Service

The Cardassian Communications Service (also known as the Cardassian Information Service) is an agency that controls and operates major communication systems in the Cardassian Union. Natima Lang worked for the service while she was living on Terok Nor in 2363.

Orbital Traffic Control

Orbital traffic control was a Cardassian agency that dealt with starships approaching and leaving orbit of Cardassia Prime. In late 2375, Damar's Jem'Hadar attack ship was hailed by orbital traffic control, who asked for their security clearance. Elim Garak was able to get clearance from the agency to let them enter standard orbit.

History of the Council

The Detapa Council is the civilian governing body of the Cardassian Union. The Council was formed in 1872 (Earth calendar), and was by law in control of the Central Command and the Obsidian Order.

Although the Detapa Council originally held power of the government, once Cardassia developed space flight and the military discovered other planets rich in the natural resources Cardassia so desperately needed, the Council found itself gradually losing power to the military as it demanded more resources to build more ships, train more soldiers and send more Cardassians into space.

The Obsidian Order worked with the military to gather intelligence on these new worlds, and helped "convince" the governments of those worlds to ally with Cardassia. This strengthened the political position of the military, and the Central Command came the major power in the Union.

Eventually the Detapa Council was reduced to passing laws and making appropriations at the whim of both the Central Command and the Obsidian order.

Following the fall of the Obsidian Order in 2372, the Council, along with the Cardassian dissident movement, overthrew the Central Command, and established control over the government. Gul Dukat served as chief military advisor to the Council following the revolution.

The Klingon Empire believed the coup to have been engineered by the Dominion, and used it as a reason to invade the Union in the Klingon-Cardassian War. During the initial invasion, the Council was evacuated from Cardassia Prime aboard the Cardassian warship *Prakesh*, and given temporary shelter aboard the Federation space station Deep Space 9.

Dukat talked to the Detapa Council later that year, after having captured a Klingon Bird-of-Prey. Although the council members were impressed by his accomplishment and offered him his old post, they also told him they would not use the data obtained to launch an offensive against the Klingons.

Dukat used that power to negotiate an alliance with the Dominion. The influence of the Council waned again as Dukat became supreme ruler of Cardassia in the Dominion's name. When Dukat went mad and disappeared from public view his aide, Gul Damar, assumed his position. Damar turned against the Dominion and was killed fighting to overthrow them.

After the Dominion War was over, a new Detapa Council was formed from the surviving members, plus capable Cardassian citizens. Some retired Cardassian legates returned to the homeworld to offer their wisdom and assistance in the rebuilding process. The Council now seeks to build a newer, stronger Cardassia and to put aside the mistakes of the past.

Legate Damar would have been assured the position of Prefect, despite his military background, had he survived the rebellion against the Dominion. The Council's Prefect is now Legate Turrell, an elder statesman with strong civilian support.

In spite of the emergence of underground movements, Cardassians still are hierarchical in nature, and will most likely return to a more centralized government as they struggle to bring order to the chaos of their world.

Local Government

Planets and Colonies

The Cardassian concept of *vesala* extends to the local government as well. Local government authorities, such as planetary and colonial governors, are also known as prefects. A prefect is supported by an extensive bureaucracy that handles the day-to-day matters of governing, including representatives from the major ministries of the Cardassian government.

The majority of prefects in the Cardassian Union were also military officers, so they had the authority of Central Command backing up their appointments.

As Prefect of Bajor, Skrain Dukat was criticized for being too lenient on the "ungrateful" Bajorans, but his considerable *vesala* gave him the power to call the

shots as he saw fit and to remain in his position. He also commanded the Exarches of Bajoran settlements and the overseers of the Bajoran labor camps, though there was no love between himself and them. Exarch Kotan Pa'dar was a personal and political enemy of Dukat, strongly opposing Dukat's handling of Bajor.

Cardassian settlements on Bajor were governed by civilian exarches. The term probably also refers to any village or city governor in charge of a settlement of Cardassians, whereas military officers took charge of alien encampments, work forces, or colonies. The Tozhat Resettlement Center on Bajor was headed by Kotan Pa'Dar. The settlement housed orphans of Bajoran, Cardassian, and mixed heritage.

Civilian Assembly

The Civilian Assembly seems to have been around even during the height of power of Central Command. One may assume that local citizens assembled to discuss issues of importance to the populace in the cities and to let their representative in the Detapa Council know their opinions. After the Cardassians chose Democracy over the old system, it was the open and free expression of everyone's opinion, that made Garak ask Bashir how anything got done in a Democracy.

Underground Movements

Dissention within the ranks

Within the military itself, there was dissent about the continued mining of Bajor as mineral deposits were depleted, the workers sickened and died, and production began to fall below quotas. Economically, Bajor was sucking up maintenance and medical resources that could be used at home.

Among these dissenters within the military ranks was Dalin Gaten Russol, who led a group opposed to the occupation of other worlds. They also opposed the wasteful trade agreements that were not economically wise in the long run for Cardassia.

In spite of the opposition, Dukat saw much untapped potential for not only mining, but food production. He felt that Central Command was ignoring the long-term benefits of occupation, instead going for a quick retrieval of minerals, then moving on to the next planet. He dreamed that Bajor would supply Cardassian's needs for generations.

Legate Corat Damar, once a loyal follower of Dukat, led the rebellion against the Dominion, taking like-minded soldiers from the Second and Ninth Orders with him. He had always been a traditionalist, and abhorred the control the Dominion had over Cardassia. He became a martyr for the cause when the Dominion executed him.

The True Way

With the Cardassian Obsidian Order no longer existing to keep the population in line, a fanatical separatist group known as the "True Way" began to unleash their frustration on the Federation and Bajor through terrorism and sabotage in 2372. Blaming the Federation for Cardassia's economic and political problems, and strongly opposed to the Bajoran-Cardassian Treaty made the year prior, the True Way was responsible for destroying the runabout USS Orinoco as well as a failed attempt at the life of Shakaar Edon.

The Oralian Way – Beaten Down but not Dead

Another dissenter was Glinn Sa'krat, a secret member of the Oralian Way. As brutally as the members of the Way were exterminated during the takeover of Bajor, the surviving members had to meet in secret places: basements, underground grottoes, and caves, moving when the detection grid and foot patrols found them out.

The Oralian Way, however, managed to survive and came out into the open during the reconstruction of Cardassia. The Way re-opened a long-forgotten path of spiritual understanding and healing for the beleaguered Cardassians.

The Concept of Democracy – The Reunion Project

When the Central Command was in power, some citizens formed an underground movement with the express goal of turning the Cardassian Union into a non-militaristic democracy. Known as the Reunion Project, the movement's members included not only civilians (such as well-known leaders Rekelen, Hogue, and Natima Lang) but also some legates and members of the Detapa Council. One such member, Legate Ghemor, was uncovered by the Obsidian Order in 2371 and forced to flee Cardassia. He has since returned to lend his efforts to the reconstruction. Other well-known proponents of the Reunion Project were Dr. Parmak, Pythas Lok, Elim Garak, and some members of the Obsidian Order.

Some Federation observers argue in favor of supporting the movement; others believe it must succeed on its own if it is to have any lasting effect on Cardassian culture.

The Directorate

The Directorate, led by Gul Madred, Procal Dukat and several powerful military leaders, had a strong following among the military. Their movement wanted to break all ties to the Federation and to enlist the Romulans against the Klingons and then the Federation. They felt the only way to rebuild was through military might. Their political goal was to take back power from the Detapa Council and the Civilian Assembly.

They set up a "Restoration Cadre" in every sector and tried to intimidate the citizens into voting for their candidates. They pressed for their candidates to be elected to the Detapa Council and thus secure military power over the civilian population.

Well-known members of the Directorate were Procal Dukat, Gul Hadar, Gul Evек, Legate Parn and Gul Malyn Ocett. These military leaders had fought the Dominion to throw off their yoke but felt the Federation was out to absorb them into their hegemony and therefore lose their own identity as Cardassians.

The elite military men in the Directorate referred to themselves as the "Brotherhood" and were the top organizers and decision makers of the organization.

Aftermath

When faced with the choice of violence and peace among themselves, the Cardassian people voted for peace and the Reunion Project. They were tired of war and their homeworld was badly decimated by the final punitive actions of the Dominion. They rejected the very attitudes that had gotten them to this desperate state.

But Elim Garak thinks there is too much endless discussing of things and not near enough action, One of the drawbacks of Democracy!

Part 5 - The Military

The Cardassian Military was divided into at least twelve Orders and several militias, including Cardassian Militia 41.

Military Ranks



Garresh (Fifth through First rank) (Recruit and Enlisted),
 Gil (Second Tier & First Tier) (Ensign)
 Glinn (Lt.)
 Dalin (Lt. Cmdr)
 Dal (Commander)
 Gul (Captain.)
 Jagul (Rear or Vice Admiral)
 Legate (Admiral)

The Cardassian military has a strong respect for the chain of command, which reflects the Cardassian cultural respect for authority. Cardassian troops are fiercely loyal to their superior officers and their Orders, usually citing the name of their Order along with name and rank. A popular officer gains much support from his soldiers, and by extension, strengthens his vesala.

All new recruits start at garresh rank. Garresh make up the vast bulk of the military. They are individually ranked on a scale of Fifth to First Rank. These are roughly analogous to enlisted ranks in Starfleet.

The commissioned ranks are gil, glinn, dalin, dal, gul, and jagul.

Gils are ranked at Second Tier then rise to First Tier with loyal service.

Officers must generally hold a rank of at least glinn to be given command of a department on board a starship or within a unit. Larger vessels and units require dalin or dal level officers. Guls are the rough equivalent of Starfleet captains. Guls command starships and bases, and serve as prefects and planetary governors throughout the affiliated worlds of the Union. Many guls are quite influential, building up extensive vesala networks. Jaguls are the equivalent of Starfleet admirals, commanding entire Battalions and Orders.

Legate is both a military and civilian rank. Many Legates serve in the Detapa Council, but exert considerable influence over their military orders through their extensive vesalas.

An officer who shows aptitude for leadership, problem solving and loyalty to his superior officer and to the Central Command will rise more quickly up the ranks than a run-of-the mill officer. Within this strict framework, creativity in getting the job done is rewarded. But mavericks who go off on their own and disregard the chain of command are soon reassigned to less favorable postings.

The Central Command

The Central Command is the formal name of the leadership of the Cardassian military. It is composed of the heads of the twelve military orders. In theory each Jagul has an equal voice in the Central Command. It is through vesala, resources, and size of each fleet that one or more Orders is more powerful than the others, and so receives the lion's share of funding, ships and materiel.

The Central Command supports several training Institutes on Cardassia Prime and on neighboring planets in the system. Students with strength, stamina, and militaristic tendencies are enrolled into the Military Academies upon completion of their basic education. Most of these students are children of military, and predominately male, although the occasional female might be allowed to train as a soldier.

Central Command controlled all of its forces from a "war room" on Cardassian Prime. This facility was equipped with the best observation and strategic equipment in the Union. It was linked to Cardassia's border through a system of outposts which transmitted data on space traffic to the control facility.

In the centuries of Central Command rule, advanced technologies were developed, either from within or by reverse engineering of alien technology. A number of methods were used to enhance troop performance, including drugs and suspended animation. Drugs were effective in the short term, but the soldiers became uncontrollable, suffering severe side effects that more often than not were permanent.

After the Cardassian Union joined the Dominion, Dukat controlled the Cardassian and Dominion fleets, with Weyoun at his side overlooking his decisions. After the Second Battle of Deep Space 9, Dukat lost his status as leader of the Cardassian people. His successor, Legate Damar, had limited control over the Cardassian Guard, since Weyoun and the Female Changeling would often override his military decisions. When Damar decided to rebel against the Dominion oppressors, Legate Broca was appointed leader of Cardassia. Unlike the two who held that position before him, Broca allowed Weyoun and the Female Changeling to control the Cardassian military at their discretion, simply carrying out their orders.

With the end of the Dominion War, the Central Command retook control over what was left of the Cardassian Military but did not regain political control over the Civilian government.

Military Orders

The Cardassian military is divided into Orders, each of which serves or patrols a specific region of space and includes both space and militia troops assigned to that region. A soldier's Order is one of the most important factors in identifying him and his duties, and most Cardassian officers use their Order as part of their title, such as "Gul Jasad, Seventh Order." The highest ranked Orders are the oldest and most prominent, wielding the greatest influence in Cardassian affairs, and holding correspondingly greater responsibilities. This section identifies the known Orders.

First Order

The Third Battalion of the First Order was a Cardassian unit known for their fanaticism. Their motto was "death to all."

Three members of the Third Battalion were left on the Cardassian space station Empok Nor in stasis when it was abandoned. They were test subjects of a failed psychotropic drug designed to heighten their xenophobia. Only two of the three were released when the Starfleet personnel entered the station, the third was dead due to a broken stasis chamber.

During the Dominion War detachments from this order, according to Damar's speech at the start of the Cardassian Rebellion, attacked the Dominion outposts and cloning facility on Rondac III.

Second Order

Members of the Second Order made first contact with the Federation, and identified Starfleet as a potential threat to Cardassia. The Federation, being much larger with more powerful ships at its command, made the Cardassians feel like the underdogs in the quadrant. They expected that the Federation would seek to conquer Cardassia just as Cardassia had conquered its neighbors.

Gul Dukat was head of the Second Order, the most influential Order in the Cardassian Union, during the Occupation of Bajor 2346 through 2371. He took over Terok Nor, the orbital ore processing unit that refined ore from its base rock so that freighters could take it back to Cardassia Prime. Dukat felt that capitulating somewhat to Bajoran workers' needs and wants, he could get them to appreciate what Cardassia was doing for their own good. His methods seemed brutal by Federation standards, but they were downright lenient by Cardassian standards.

The Second Order conducted the raid against the Federation outpost at Setlik III, believing it to be a staging point for an attack against the Union. Although this proved incorrect, the Second Order used the Federation's aggressive response as proof against the Federation, and became a strong voice in favor of war against the Federation.

For decades, the Federation and the Cardassians engaged in skirmishes along their shared border. For the Federation, they were to protect their outermost colonies. For the Cardassians, who had decided to claim these areas for themselves, the skirmishes served to hold back the enemy who threatened their resources.

A student of Cardassian Studies must understand these skirmishes from the Cardassian point of view. The Federation was bigger and stronger, and the speeches of peace and democracy were alien to them. Of COURSE the Federation was out to invade Cardassia. And the skirmishes only increased animosity between the two powers.

The Second Order also made first contact with the Bajor system, and oversaw the Bajoran occupation with the help of the Obsidian Order. Gul Dukat was the military prefect of Bajor at that time. The resources mined from Bajor gave the Second Order considerable vesala throughout Central Command.

When Central Command chose to negotiate a peace treaty with the Federation and withdraw from Bajoran space, officers of the Second Order (including Gul Dukat) strongly protested.

The Dominion alliance placed the Second Order in charge of the Central Command, although still secondary to the will of the Dominion. Damar's rebellion against the Dominion drew many soldiers of the Second Order with him.

Third Order



In 2375, Legate Damar sent a priority communiqué to Gul Yaltar of the Third Order.

During the Dominion War, detachments of this order, according to Damar's speech at the start of the Cardassian Rebellion, attacked the Dominion outposts and cloning facility on Rondac III.

Fourth Order

When Gul Jasad from the Seventh Order requested reinforcements for a confrontation with Deep Space 9 in 2369, units of the Fourth Order were the closest ships, approximately one day away.

Gul Aman Evек was a prominent commander of the Fourth Order during the 2370s. His primary responsibilities were in dealing with the Maquis near the DMZ and the Badlands.

In 2373 the Fourth Order was commanded by Gul Trepār. At the time, Trepār's aide was Glinn Borven.

In Grathon Tolar's forged holo-recording, the Fourth Order was assigned to protect the flank of the 23rd Jem'Hadar Division as it advanced through the Glintara sector, in the planned Dominion invasion of Romulan space. Gul Dolak's statement that he represented the Cardassian Militia 41 (which was distinctly pronounced as "four-one") could be taken to mean that the militia was attached to the Fourth Order, First Battalion.

They suffered some of the heaviest losses during the Dominion War, although not at the hands of their enemies.

Along with the Second and Third Orders, the Fourth Order saw the most action in and around Bajor, both during and after the Bajoran occupation.

Fifth Order

The Fifth Order was known for their sophisticated military encryption codes, which used a recursive encryption algorithm, and was comparable to Elgol-red and Courier Code 5-9. Fifth Order Military Codes were among the military codes ruled out as belonging to the communiqué received at Deep Space 9 from the Gamma Quadrant.

We may assume, then that the Fifth was the Intelligence Order of the Cardassian fleet, providing counterintelligence (false messages) to their enemies.

Sixth Order

In 2371, the Sixth Order maintained Outpost 61 and Outpost 47 in the Almatha sector, under the command of Gul Toran.

Seventh Order

Gul Jasad was a commander in the Seventh Order, and was stationed near the Bajoran border in 2369. Three ships from the Seventh Order, lead by Jasad's starship, later approached Deep Space 9 while investigating the disappearance of Dukat's starship.

Eighth Order

Gul Benil was a commander in the Eighth Order in 2371 when he was under orders of the Central Command to stop and search all ships entering Cardassian space due to increased Maquis activity in the sector under his jurisdiction.

Ninth Order

The Ninth Order's Heavy Weapons Unit, Third Assault Group maintained a base near Tempasa during the Occupation of Bajor. Kira Nerys led a raid on this base, and the Order destroyed her father's village in retaliation.

During the Dominion War detachments from this order, according to Damar's speech at the start of the Cardassian Rebellion, attacked the Dominion outposts and cloning facility on Rondac III.

Tenth Order**Eleventh Order**

The Cardassian Eleventh Order was a military division of the Cardassian Guard that was, according to Klingon General Martok, a reserve unit that was composed of "old men and walking wounded." They were stationed on Septimus III during the Dominion War.

In 2375, all 500,000 members of the Order were sent on what turned out to be a suicide mission by the Dominion when Septimus III was attacked and conquered by the Klingons. The Eleventh Order provided a diversion to cover the Dominion withdrawal from the Alpha Quadrant. In spite of promises of backup, reinforcements never came and the Order was completely wiped out.

The brave last stand of the Eleventh sparked the beginnings of rebellion against the Dominion among the military.

Twelfth Order

During the Dominion War, the entire Twelfth Order was headquartered at Sarpedion V, making it one of the most heavily fortified planets in the Cardassian Union in 2375.

Militia

The officers and enlisted of the powerful ships of the Union got all the attention in the episodes. It is the Gul on your forward screen that challenges you when you "accidentally" cross into Cardassian Space. It is the Gul occupying a planet who you verbally fence with when he is holding one of your undercover officers.

But it falls to the thousands of ground troops who secure and hold the planets and colonies, who fill the ranks of security and order, who board and take down the enemy on a captured ship or installation.

Training

Cardassian youth suited for ground troops are spotted early in their basic education years. Usually sons of militia follow in their fathers' and grandfathers' traditions. The families of soldiers who have made a name for themselves in service to Cardassia have vesalas that can extend clear into the Detapa Council.

All future soldiers go through first year at one of the many military institutes stationed on Cardassian Prime and habitable planets in the system. Militia training is necessarily brutal, for soldiers may have to endure the harshest of conditions in the field or in the hands of the enemy. They master hand-to-hand combat and learn expertise in a number of energy weapons.

Obedience and respect for authority is ingrained into all Cardassian youth from the time they can understand orders. These early lessons are honed into strict obedience to their superiors and each student is trained to be a necessary member of his unit.

Those students who are obviously brighter and more tactical minded than their classmates are chosen for command within the militia. In their second level of studies, such students will be given instruction in leadership, in tactical and troop management, as well as continuing their rigorous physical training.

Life in the Cardassian Militia

Being a soldier is a proud tradition in many Cardassian families. Soldiers take pride in their profession and strive to serve their units, their superior officers and the Cardassian Union with unquestioning loyalty. Loyal service also brings pride and honor to their families, who are well-taken care of. A loyal and dependable soldier can rise quickly in the ranks.

Even after basic training, discipline is harsh. Should a soldier get himself into trouble, the entire unit is punished. Once the official punishment is meted out, it is a certainty that the punishment he gets from his unit members will be worse. These are the people he has trained and fought with, the people he belongs to. To bring disgrace on the unit is intolerable.

And yes, soldiers will be soldiers no matter what the species. Idle soldiers on long boring assignments occasionally get in trouble with the civilian population or harass the locals. Some may seek out bars and companionship that is inappropriate. But their unit mates will extricate him before their superior finds out. After all, a certain amount of ... recreation Is expected!

Soldiers used to be under the scrutinization of the Obsidian Order. Usually there was an Obsidian Order “observer” on each vessel or each militia unit. The Order’s agent not only kept an eye on the troops’ movements, but also the loyalty of those troops.

Engagement!

A soldier in the militia lives for engagement. It is what he was trained for, it is his reason for existing.

“Minimum force” is not a concept in the Militia. They fight to win at any cost. Their weapons are set to kill, not stun. The mission is to clear out the enemy and secure the area or vessel for Cardassia. Once set on a target, soldiers will not quit until the mission is accomplished or they are dead.

During the height of the Central Command’s power, prisoners were taken only to interrogate for questioning and perhaps to publicly display on trial for political purposes. Only in this case were the guards weapons set to stun to avoid accidentally killing an important prisoner before Interrogation was done with him.

Cardassian warships on a mission of occupation or battle would have troops assigned to it. The units would take on the name of the Order to which it was assigned and a unit number, which became a part of every soldier’s identity.

Once landfall was made and the planet or colony secured, the surviving soldiers would become the security force of the facilities occupied.

Most of the ground forces believe in the Directorate doctrine. They see Federation treaties and ideals as soft and a threat to their identity as Cardassians. It is no surprise that due to their fierce loyalty, they follow the political leanings of their superiors. Many of them still tell tales of the days of glory, yearning for their return.

Project Guardian

Following the signing of the Cardassian-Federation Treaty and the Cardassian withdrawal from Bajor, Central Command was forced to abandon or mothball several facilities along the Federation border and inside the new Demilitarized Zone. Rather than destroy the facilities entirely, Central Command chose to strip them of their useful components, leaving the rest intact in case the Cardassian Union should ever need them again (the resource-poor nature of their homeworld makes Cardassians quite frugal).

In order to protect these facilities from foreign powers, pirates, or others, Central Command chose certain members of the militia of the First Order and placed them in cryogenic suspension within the facility. Sensor systems could revive the soldiers to deal with any threats to the security of the facility.

A series of psychotropic drugs enhanced the already fearsome abilities of the commandos. These drugs heightened feelings of xenophobia and caused extreme paranoia in Cardassians, making the soldiers into cunning and efficient killing machines while dealing with non-Cardassian invaders, but did not make them dangerous to their fellow Cardassians.

Federation personnel encountered Cardassian commandos from the First Order in cryogenic freeze on the abandoned space station Empok Nor. It is a virtual

certainly the Cardassian Union has similar soldiers stationed throughout the Union, particularly in border areas like Bajor Sector. After the Dominion War, Central Command lost track of where they stationed some of these commandos, providing potential threats for Cardassian and Federation personnel alike.

Support of the Military

Civilian ministries lend support to the Military as a whole.

The Ministry of Science set up facilities on annexed planets to assay the minerals and to study what the planet had to offer in the way of resources. It's personnel would recommend a course of action to their superiors in the Detapa Council, who would then allocate the funds for the operations to continue.

Medical facilities were set up to treat Cardassians and to diagnose and treat disease among the native workers.

Research labs would be set up in conjunction with Science and Medical to reverse-engineer any native technologies and to conduct research on the alien's physiology. During the Bajoran Occupation, Dr. Crell Moset earned a hated and feared reputation among the Bajorans for his medical experiments on sick and dying Bajoran workers.

Labor Camps

Batal Labor Camp

Batal was the location of a labor camp operated by the Cardassians on Bajor during the Occupation in the mid-24th century. In 2366, Bajoran slave Anjohl Tennan died in the camp.

Gallitep labor camp

Gallitep was a forced labor camp on the planet Bajor that was run by Gul Darhe'el during the Cardassian Occupation of Bajor. Conditions in the camp were considered to be brutal and hostile. Among those who worked there was Aamin Marritza, a file clerk. Darhe'el was one of the most brutal overseers of any labor camp on Bajor. Innocent Bajorans were executed on a regular basis, but not before they were tortured and humiliated. Mothers were raped in front of their children as their husbands were beaten beyond recognition, and the elderly who were unable to work were buried alive. In many cases, Bajorans were forced to dig their own graves, literally. As his reign of terror continued, Darhe'el's hatred of the Bajorans and his zealous view that his actions were justified in the name of the Cardassian Empire led to outright genocide. On more than one occasion, he gave his men very simple orders: to kill Bajoran scum. When they returned, they were covered in blood, but in his eyes they were dead.

A mining accident at Gallitep caused toxic gases to be released, resulting in Kalla-Nohra Syndrome, a unique condition identifiable by the damage to the respiratory system and other areas of the body. As Darhe'el was on Cardassia Prime at the time, he was unaffected, but Bajorans and Cardassians alike who were present at the time became terminally ill.

The camp was liberated by the Shakaar Resistance Cell (of which Kira Nerys was a part) in 2357. The Bajoran survivors became a symbol of strength and courage to the rest of the Bajoran people. Marritza, posing as Darhe'el, says that he was enraged during the evacuation of Bajor, and ordered his overseers to begin slaughtering all

the Bajorans in the camp. This would imply that the camp was re-opened later by the Cardassians, although this has never been stated on screen.

In 2372, when war was briefly declared between Ferenginar and Bajor, Quark and Rom were interned at Gallitep, where they endured hideous treatment at the hands of the camp's insane warden, Colonel Mitra.

Hutet labor camp

The Hutet labor camp was a labor camp on Cardassia IV, under the command of a Cardassian Prefect. The compound was surrounded by a standard Cardassian force field, which could be operated by a hand-held remote control. It was one of the few places that still held Bajoran prisoners of war in 2370, a full year after the end of the Occupation of Bajor. Prisoners held there were assigned the task of collecting rocks in baskets.

That year, Boslic freighter Captain Rionoj visited the camp, where she was given a Bajoran earring by a Bajoran maintenance worker, that belonged to Li Nalas. A short time later, Kira Nerys and Miles O'Brien traveled to Cardassia IV aboard a runabout to search for Li, only to discover around a dozen Bajoran prisoners held in the camp. After a daring rescue attempt, several of the prisoners were released.

Following the runabout's escape from Cardassia IV, in an attempt to cover up the incident, Gul Dukat relayed a message from the Cardassian High Command stating that they had issued a formal apology to the people of Bajor. Dukat claimed that the High Command had no idea that Bajoran prisoners were still being held at Hutet. Those prisoners left behind were to be transported back to Bajor; meanwhile the camp Prefect would be chastised accordingly.

Ravinok

The Ravinok was a Cardassian prison transport in service during the 24th century, that was under the general command of Dukat. It was partially composed of a uridium alloy. In 2366, the Ravinok and its crew of 18 were assigned to transport 32 Bajoran prisoners to a labor camp. En route, it was scheduled to rendezvous with a freighter, bound for Lissepia, to transport two civilians that were also aboard the ship, Tora Naprem and Tora Ziyal. The transport was attacked by two Breen warships and forced to crash-land on Dozaria. Twelve of the persons aboard died in the crash, while the rest were forced to work in a nearby Breen dilithium mine.

The Cardassian Central Command never learned what had happened to the Ravinok, until 2372 when Bajoran smuggler Razka Karn obtained a fragment of the transport's forward sensor array. Major Kira Nerys mounted an expedition to find the transport, since her friend Lorit Akrem was one of the prisoners. Legate Dukat joined her, to find Tora Naprem and his daughter Ziyal.

Singha refugee camp

The Singha refugee camp was a labor camp where Bajoran refugees were forced by the Cardassians to work during the Occupation of Bajor. Kira Nerys and her family were held at this camp. Nerys' mother, Kira Meru, was believed to have died there of malnutrition in 2346. In fact, she spent her remaining years as a comfort woman for Gul Dukat in order to ensure decent food and lodging for her family and to keep them out of the mines.

Tozhat Resettlement Center

The Tozhat Resettlement Center was a facility in Bajor's Tozhat Province where orphans, Cardassian, Bajoran and mixed ancestry were housed. It was governed by an exarch. Officials there included Jomat Luson and Deela, while Cardassian orphans who lived there included Asha.

In 2362, during the Occupation, Gul Dukat had a female officer take Kotan Pa'dar's son Rugal Pa'Dar to the Center.

Julian Bashir and Elim Garak visited the Tozhat Resettlement Center to investigate after Rugal became the center of a political scandal.

Part 6 - Weaponry

Hand-Held Weapons

The pistol and rifle units issued to Cardassian soldiers rely on a set of tightened focusing beams to carry the total weapons discharge. The emitter crystal is reinforced with a rodimium collar and is held by a split wave guide which adjusts the beam with and intensity through the weapons controls. Aft of the emitter are the accelerator, bam generator, and power cell.

The energy contained in the isotolinium ampoule is rated at 3.2×10^7 megajoules in the pistol and 9.8×10^7 megajoules with added cells in the rifle.

The only danger inherent in isotolinium for weapons use is that the charged liquid, if released in a single burst, can vaporize an unshielded mass equivalent to four cubic meters of tritanium. No recorded accidental detonations of a Cardassian weapon have been recorded.



Anti-changeling weapon



This table top device combats the shapeshifting ability of the Founders, by emitting a quantum stasis field, preventing the alteration of biomolecular structure. Developed by the Obsidian Order.

Orbital Defense Platform and Grid



Type: Orbital weapon system

Unit Run: 1,400 built in total. 600 have been lost in all.

Commissioned: 23741 - 2375, class remains in service

Dimensions:

Diameter: 46 m

Height: 40 m

Mass: 25,000 metric tons

Crew: None

Armament:

3 x High Power disrupter cannon, total output 60,000 TeraWatts

1 x Triple fire plasma torpedo tube + 1,000 torpedoes

Defense Systems:

Regenerative shield system, total capacity 4,320,000 TeraJoules

Light Kelindide Single hull.

Low level Structural Integrity Field

Docking Facilities: None

Warp Speeds: (TOS scale): Not capable of independent movement; attitude control and/or orbital adjustment only.

Strength Indices: (Galaxy class = 1,000)

Beam Firepower: 1,200

Torpedo Firepower: 400

Weapon Range and Accuracy: 250

Shield Strength: 1,600

Hull Armor: 1.88

Speed: NA

Combat Maneuverability: N/A

Overall Strength Index: 791

Expected Hull Life: 27

Refit Cycle: *Minor:* 1 year

Standard: 1 year

Major: 9 years

Notes: In some respects the design of these orbital weapon platforms is typically Cardassian. Like the Dreadnought class heavy penetrators the ODP's are an interesting and innovative system in many ways, but are badly let down by a single aspect of their design. In the case of the Dreadnought it was the detonator; in the case of the ODP it is by the power system.

The platforms are one of the first Cardassian systems produced entirely under their membership of the Dominion. The alien influences are apparent in the power of the platforms. Even though they are considerably smaller than a Miranda class starship, each one holds a regenerative shield generator, three heavy phaser banks and no less than one thousand plasma torpedoes. This makes every single platform more than the equal of a standard Galaxy class starship. However, although the Cardassian designers have clearly used their new technology to the fullest, their attitude to design seems to have remained firmly fixed in the past. Cardassian philosophy has always been shaped by the need to face down foes who are considerably larger and more powerful than themselves. To this end they have employed various tactics to wring every last ounce of combat capability out of a given design. In the case of the ODP's, they chose to power the entire system from a central reactor unit which would be located on an asteroid or other suitable body within the network. This allowed both reactor and fuel to be removed from individual platforms, making them significantly smaller. This in turn allows a more compact field geometry, which increases the effectiveness of the shields. Building one large reactor is also considerably more efficient than many small ones of equal overall output.

This over-emphasis on weapons has often proved to be the undoing of Cardassian designs, and never more so than in the ODP. Although the Cardassians were confident that the asteroids own regenerative shields would protect it from all but the most determined and costly attack, they underestimate the ingenuity of Starfleet personnel. During the attack on the Chin'toka system the USS Defiant was able to imprint a Federation warp signature on the asteroid, causing all nearby platforms to open fire on their own power system. That the ODP's controlling computer system could allow this to happen is, of course, another glaring deficiency in the design.

Once the platforms destroyed their power system, the entire network was useless and the Allies were able to destroy most of the remaining platforms with ease. Three were deliberately left intact, however, and once the initial planetary landings had proved successful, one platform was returned to each of the Allies for research.

Correcting such a fundamental weakness in the design was difficult for the Dominion given their shrinking resources by this point in the war. The Dominion appears to have made little effort on the project after Chin'toka. Apparently the Founders began to lose faith in the Cardassians after this point, a trend which increased rapidly as the war progressed towards its conclusion. The Cardassians decided to press ahead with deployment of the system without modification, but provided each network with several independent power sources. A network of these platforms was employed around Cardassia itself during the latter stages of the war, although the Allied fleet did not engage the system due to the political settlement reached with the Founders.

Seen only in the episode "Tears of the Prophets", the battle against the defense platforms was in four basic stages. The initial scenes involved all the platforms being off-line. In this state they were unable to defend themselves at all, and several were destroyed fairly easily.

The second stage involved the platforms becoming operational. Here they were pretty fearsome. Once active, we didn't see so much as a single platform even sustain visible damage, let alone get destroyed. For their part, they were blasting Starships to hell with apparent ease.

Stage three revealed a crucial flaw in the design. The platforms turned out to all be powered entirely from a central generator located on a nearby asteroid. This also proved to be virtually impossible to destroy by conventional attack from the fleet, so the Defiant imprinted a Federation warp signature onto the asteroid. Recognizing it as an enemy vessel, the platforms opened fire on their own power source and destroyed it. This is a really strong indicator that the system operated entirely automatically. It's hard to believe that even a fairly low key level of management by a Dominion operator wouldn't have prevented such an attack.

Once the power system was destroyed we had the final phase, in which the platforms were destroyed by the remaining fleet unit. Again, it seemed fairly easy to do this.

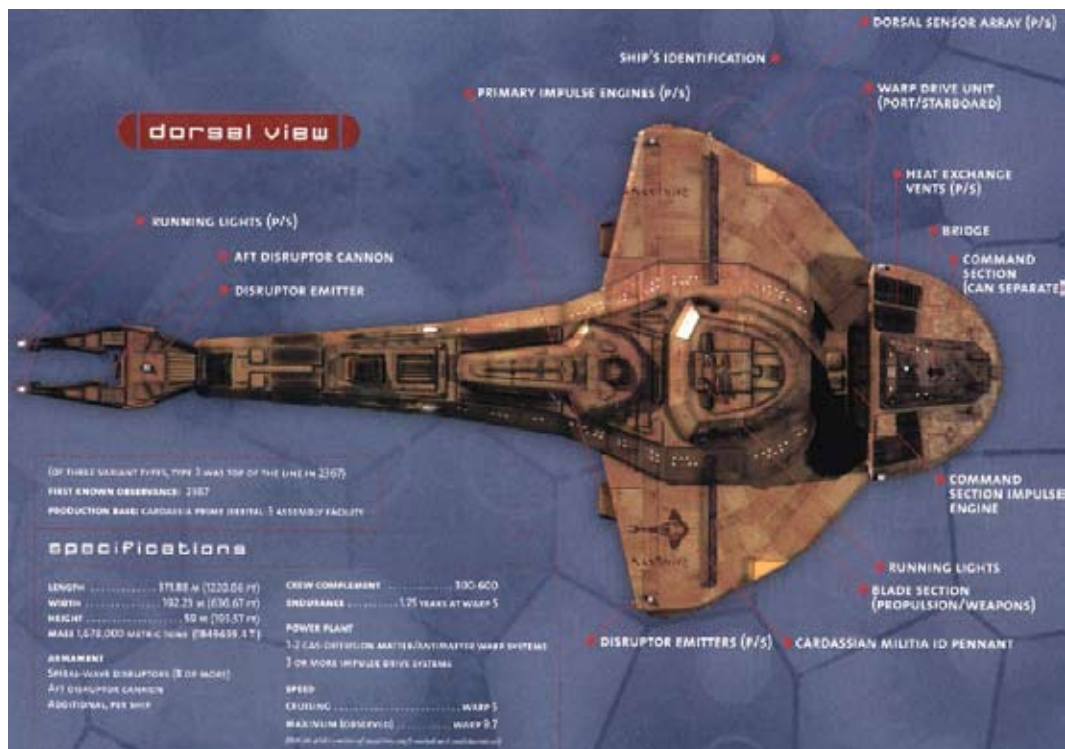
The most obvious question is just how big a problem is this flaw? There are two ways to look at it. On the one hand, it's highly likely that the system could be reprogrammed to ignore its power unit as a target no matter what. Put a few dozen platforms around the power system at the same time, and you should have a system which is pretty hard to beat in theory. On the other hand, the system is dependant on a single link - no matter how strong you make that link, it's a bad idea in principle to have a whole system totally reliant on one part. You may be able to make the power system all but invulnerable to conventional attack, but Starfleet has demonstrated an incredible ability to find sneaky ways to get around such obstacles in the past. And they only have to succeed once to make .

Detection Grid

Members of the Ministry of Science devised a detection grid on Bajor during the occupation that detected adult Bajoran lifesigns. Any adult Bajoran who strayed outside of proscribed areas (camps, villages, mines) triggered an alert that was soon followed by foot soldiers to apprehend the Bajorans. The grid was controlled from Terok Nor and transmitted by towers on the planet's surface.

Part 7 - Ships

Galor Class



Type: Destroyer - Type 3

Unit Run:

Aldara
Kraxon
Prakesh
Reklar
Trager
Vetar

plus 844 others built in total. 668 have been lost in all. The class remains in production.

Commissioned: 2343 - present

Dimensions:

Length: 371.88 m
Beam: 192.23 m
Height: 59 m
Decks: 15

Crew: 300

Armament:

1 x High Power phaser bank
8 x Medium power spiral wave disrupters, total output 13,000 TeraWatts
3 x Model 2 photon torpedo tube + 150 torpedoes

Defense Systems:

Standard shield system, total capacity 729,000 TeraJoules
Heavy Kelindide Double hull plus 7 cm High density armour.
Standard level Structural Integrity Field

Warp Speeds:

Normal Cruise: 6
Maximum Cruise: 8.9
Maximum Rated: 9.2 for 8 hours.

Notes: The Galor is the mainstay of the Cardassian fleet, making up over half of their total Naval forces. When it first entered service in the 2340's the Galor was intended to oppose smaller and older vessels such as the Miranda, Excelsior, Norway and New Orleans classes. Initially the Cardassians wanted to also develop a much larger, more powerful design to oppose the Ambassador and Akira and the upcoming Nebula design, but this proved to be beyond their resources and the project was dropped in its early stages. Instead it was decided to build a very large number of Galor class ships and operate 'hunter packs' of two or three together against the more powerful Starfleet ships.

The Galor is a rugged, sensible design. The engineering section is mounted at the forward end of the single hull structure, a move which puts the drive systems well forward of the centre of gravity. This makes the design inherently stable in all flight regimes, greatly simplifying many of the control systems - although it does reduce the vessels maneuverability somewhat. The single high power phaser bank is located directly ahead of the engineering area, reducing the length of conduit between the warp core and the weapon which increases the system's resilience to battle damage. The control spaces are directly above the blades on the vessels centerline, while the long narrow hull projecting aft from them holds the fuel tanks, habitation areas and other less essential systems.

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The use of a powerful phaser bank was intended to allow the Galor to blast through the shields of an enemy vessel in just a few bursts, a philosophy which has proved somewhat optimistic over the years. The phaser is roughly equal to a Starfleet Type IX model, which is very powerful for a ship the size of the Galor. But the single installation gives the Galor a relatively poor firing arc for this weapon, something not improved by the ship's low maneuverability. The medium power disrupter banks are roughly equal to a Type VII phaser, which is more in line with the Galor's size. Originally it was planned to use burst fire torpedo systems but as with the Romulans, the Cardassians have had great difficulty developing this technology to the point where it can be used safely and effectively. The Galor thus has three standard torpedo tubes, two forward and one aft. The extra room this left over allowed the torpedo complement to be increased from a planned 160 to 200.

The Galor has generally proved a useful enough vessel for the Cardassian military, but it is not really a serious competitor with the Federation Nebula class or Klingon Vor'Cha. The planned run of three thousand or more ships never materialized, and only eighteen hundred have been built, less than a thousand of them of the better Type 3 model. When the Klingons invaded Cardassia in 2372 the Cardassian fleet's inferiority was shown; some three hundred Galor class ships were destroyed within less than a week at the hands of the Klingon fleet. The chaos caused by that invasion has severely disrupted the resources of the Cardassian military, already stretched thin during the revolution on Cardassia. When Cardassia was a member of the Dominion, its fleet did not receive a lot of support from the Dominion. The fleet's ability to conduct operations beyond its borders was seriously compromised. The Galors suffered heavily at the hands of the allies during the war.

Hideki Class



Type: Patrol craft

Unit Run: 1,200 built in total. 892 have been lost in all.

Commissioned: 2345 - 2370, class remains in service

Dimensions

Length: 85.78 m

Beam: 60.14 m

Height: 12.43 m

Decks: 3

Crew: 30

Armament:

4 x Medium Power spiral wave disrupters

1 x Medium Power spiral wave disrupter, total output 3,750 TeraWatts

1 x Model 1 photon torpedo tube + 20 torpedoes

Defense Systems:

Standard shield system, total capacity 94,500 TeraJoules

Standard Kelindide Double hull plus 2 cm High density armour.

Standard level Structural Integrity Field

Warp Speeds:

Normal Cruise: 5

Maximum Cruise: 7

Maximum Rated: 9.5 for 1 hours.

Notes: The Hideki class is one of the most important ships in the Cardassian fleet, if only due to their high numbers. The Cardassians have always sought to produce simple, easy-to-build ships which pack a heavy punch for their size and in the Hideki they have accomplished just that. Although these ships are generally compared - unfavorably - to the Klingon B'Rel class Bird of Prey, in some ways this is unfair. Cardassian policy emphasizes that these ships are intended for largely border patrol or system defense duties, keeping Cardassian space defended in order to free up the larger ships for offensive duties. The B'Rel, on the other hand, is intended to be a fully capable attack vessel in its own right, albeit a light one. While the Hideki is not as capable as the Klingon vessel, it is thought to take almost one third of the resources to build and run - and three Hidekis would certainly be a match for a single B'Rel class.

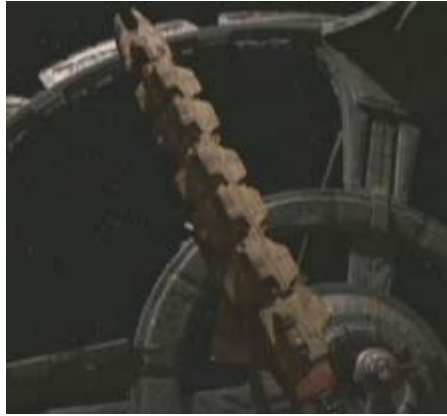
The Hideki is thought to have a long term cruise speed of Warp 5, about right for a ship which will not be expected to cover large distances unsupported. The Armament is capable of dealing with pirate and mercenary type vessels that the Hideki might encounter on patrols and is sufficient to allow the Hideki to act in support of major fleet actions or operate as a light scout unit - although the relatively low speed is a limiting factor in this role.

The Hideki has been built in very large numbers, and as is inevitable with a class this size several variations have been fielded. The Type 1 is the basic Hideki class described above; the Type 2 is four meters longer; it has extra fuel and a greater

degree of automation to reduce the crew to 32, giving a higher accommodation standard and allowing this variant to undertake longer patrols. The Type 3 has a more advanced sensor suite than previous models and is equipped with a new model of warp core which increases efficiency. The Type 4 is a new model which has added high density armor and a third phaser bank, although this is accomplished at the cost of lower maximum speeds and reduced range.

In service the Hideki has proved a solid, reliable design which is popular with its crews. In combat the type is well tested against lightly armed conversions of civilian ships common to pirates and other such bandits; the Hideki's major debut in a fleet action came when thirty four of these ships fought with the Dominion fleet which captured Deep Space Nine. Against a modern heavily armed defense system the Hideki did not fare so well; fourteen of the ships were destroyed and nine heavily damaged. During the Dominion war the Hideki did not taken part in offensive actions, but was instead operating in its old border patrol mission. Although Klingon B'Rel class ships took something of a heavy toll on these ships in the early days of the war, the Hideki's later operated in packs of three or more, sometimes with a Jem'Hadar fighter craft in attendance, since which time they held their own.

Freighter



Type: Freighter: General purpose cargo carrier

Unit Run: Groumal plus 649 others built in total. 437 have been lost in all.

Commissioned: 2341 - 2371, class remains in service

Dimensions:

Length: 255.65 m

Beam: 55.13 m

Height: 63.21 m

Decks: 4

Crew: 30

Armament: 4 x Spiral wave disrupter banks, total output 50 TeraWatts

Defense Systems:

Standard shield system, total capacity 13,500 TeraJoules

Light Monotanium Double hull.

Low level Structural Integrity Field

Warp Speeds:

Normal Cruise: 5

Maximum Cruise: 6

Maximum Rated: 6.5 for 4 hours.

Notes: The Cardassians use these useful craft as general purpose cargo carriers. It is a modular design, with a power system and warp and impulse engines in a stern section and the crew quarters, computer systems and bridge in the bow section. Between the two is anything from one to five cargo sections, each of which carries six storage pods. The standard pod is capable of carrying normal cargo items, but pods designed for bulk ores, liquids, and frozen items are also available.

Although most cargo vessels are unarmed, the Cardassians chose to equip this ship with a light disrupter cannon in order to defend against low intensity threats such as mercenaries and raiders. The ship has only light shielding and no armor of any kind.

To date the most notable achievement of the cargo ship has been the capture of a Klingon bird of prey by the Groumall, under the command of Gul Dukat. Dukat, with the assistant of Major Kira of the Bajoran militia, mounted a system five disrupter cannon on his ship and waited for the Klingons to attempt to steal his cargo before firing on them. He beamed on board the Klingon ship while its shields were down, and used its own transporters to beam the Klingons onto his own ship, which he subsequently destroyed.

The cargo ship is now out of production, and although many were destroyed during the war over two hundred remain in service and it is likely to be a common sight until well into the next century.

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Dreadnought



Type: Dreadnought: Automated drone weapon

Unit Run: The class remains in production.

Commissioned: 2370 - present

Dimensions:

Length: 100 m

Beam: 15 m

Height: 6 m

Decks: 1

Mass: 100,000 metric tons

Armament:

Various beam armament, total output 32,500 TeraWatts

2 x Model 3 quantum torpedo tube + 20 torpedoes

Defense Systems:

Standard shield system, total capacity 1,836,000 TeraJoules

Heavy Duranium/Tritanium Double hull.

Standard level Structural Integrity Field

Warp Speeds:

Normal Cruise: 6

Maximum Cruise: 7

Maximum Rated: 9 for 12 hours.

Notes: Prior to becoming a member of the Dominion the Cardassian military had never really been capable of projecting forces well beyond its own borders in sufficient numbers to seriously threaten the core worlds of the Federation or Klingon Empire. The Dreadnought project was an attempt to rectify this situation by fielding a heavy-duty automated drone weapon. This craft was to employ advanced computer technology in order to operate completely autonomously under all situations. It was to have advanced tactical analysis and response systems and would be fitted with heavy duty shielding and defensive weaponry in order to enable it to penetrate almost any standard level of defenses.

Once at the programmed target Dreadnought would detonate its main warhead - a two thousand kilogram matter/antimatter device with a 45,000 Megaton yield. This would be used against 'high value' targets such as shipyards, Starbases and planets - although Dreadnought was also technically capable of engaging ship sized targets if required.

The Dreadnought project was approved in 2364, and from the first suffered many

problems. The Cardassians had intended to have the first missile ready by 2367, but a combination of technical difficulties caused many delays. These problems centered around the computer core and the warhead; the former was always going to be a highly ambitious effort for the Cardassians, who have little experience with self programmable computer systems. The warhead was also the largest the Cardassians have ever fielded, and many problems were experienced in its development. Eventually the Cardassians decided to use a kinetic detonator unit in order to overcome these problems.

The first prototype Dreadnought was finally ready in 2370. After several months of tests with a dummy warhead - nearly half of them unsuccessful - the Cardassians decided to expend the prototype in a live fire test. It was launched against a Maquis munitions facility at Alpha 441 in the Badlands in order to give it a combat workout while not subjecting it to a high threat environment. Unfortunately for the Cardassians, the Dreadnought vanished without trace. Assuming that it had failed in even this relatively simple mission, the Central Command ordered the project cancelled.

Had the Cardassians known the truth they would have been more than alarmed; the Dreadnought had in fact penetrated the Maquis defenses but then failed to detonate. The Maquis recovered the missile and re-programmed it to attack a Cardassian shipyard on Aschelan V, but after launch the missile was swept into the Delta quadrant by the Caretaker. Dreadnought, now suffering malfunctions to several systems, subsequently locked onto Rakosa V, an inhabited system in that quadrant. USS Voyager made several attempts to stop the missile, but this time Dreadnought performed exactly up to specifications. Eventually Voyagers chief engineer managed to phaser a hole in the warp core, destroying the missile just short of its target.

Keldon Class



Type: Heavy Cruiser (Type 2 shown above)

Unit Run: Koranak, plus 404 others built in total. 250 have been lost in all. The class remains in production.

Commissioned: 2365 - present

Dimensions:

Length: 371.88 m

Beam: 192.23 m

Height: 70.13 m

Decks: 17

Crew: 500

Armament:

1 x High Power phaser bank

14 x Medium power spiral wave disrupters, total output 24,500 TeraWatts

4 x Model 2 photon torpedo tube + 225 torpedoes

Defense Systems:

Standard shield system, total capacity 1,188,000 TeraJoules

Heavy Kelindide Double hull plus 8 cm High density armour.

Standard level Structural Integrity Field

Warp Speeds:

Normal Cruise: 6

Maximum Cruise: 9.2

Maximum Rated: 9.6 for 4 hours.

Notes: The Keldon class is the most powerful vessel in the Cardassian fleet. Essentially an upgraded Galor class vessel with an additional hull section added to the dorsal surface, the Keldon class is an improvement on its predecessor in almost every respect. The secondary armament has been boosted from twelve to fourteen disrupter banks, while the primary phaser has been upgraded to put it on a par with a Type X phaser array. The photon tubes are capable of firing at more than twice the rate of the Galor class tubes, and the Keldon includes a great deal of new sensor and computer equipment designed to increase its ability to target vessels under cloak or capable of a high level of maneuverability. The shield system has been heavily upgraded, while the hull beneath has received a layer of high density armor plate.

While these measures put the Keldon class significantly above the Galor, they still do not rank with the larger, more sophisticated ships that the larger alpha quadrant forces can field. The Cardassians planned to produce the Keldon in huge numbers to compensate for this - over three hundred were planned, but the difficulties suffered by Cardassia in the last few years have made this more a fond hope than a realistic plan.

Nor Class Space Station



Life Pod

Type: Orbital refinery and starship support base

Unit Run: Terok Nor, Empok Nor, 1 has been retired from service.

Commissioned: Terok Nor Built during the Cardassian occupation of Bajor. Taken into Starfleet service 2372.

Dimensions:

Diameter: 1,451.82 m

Height (core): 368.8 m

Height (overall): 969.26 m

Decks: 260

Crew: 500

Armament:

6 x Type XI phaser banks

6 x Pulse fire photon torpedo tube

Defense Systems:

High Capacity shield system, total capacity 8,640,000 TeraJoules

Standard Kelindide Single hull.

Low level Structural Integrity Field

Docking Facilities:

6 Pylon docking ports

12 Docking ring ports

6 landing pads

Sub-impulse only:

Acceleration: 0.01 m/s/s

Delta Vee: 64,800 m/s

Endurance: 1,800 hours

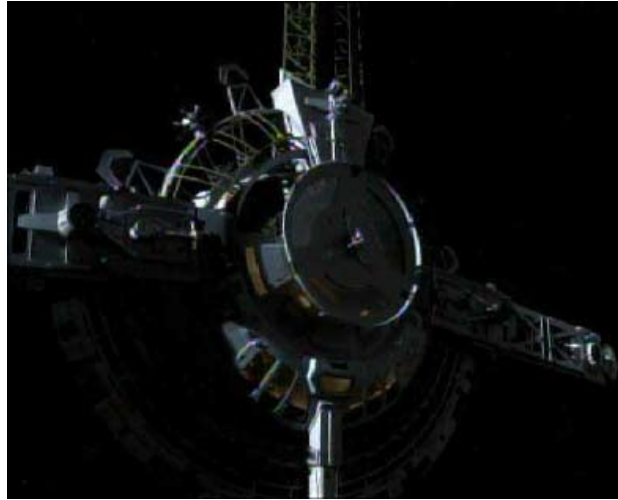
Limited motion available on thrusters only

Expected Hull Life: 150

Notes: One of the most unique installations under Federation administration, Deep Space Nine started life as a Cardassian space station in orbit of the planet Bajor. Built in place by Bajoran slave labor during the Cardassian occupation of that planet, Terok Nor - as it was then known - served as a major administrative center for the Cardassian forces as well as housing a large ore processing facility manned by Bajoran workers. The station has no Warp or Impulse drive and is not suited to towing; it was therefore considered essentially a fixed orbital base with a very limited ability to maneuver in space. When the Cardassian occupation ended, they therefore had to abandon Terok Nor and its sister station Empok Nor in place.

Subspace Relay Station

The Felton Prime Relay Station mentioned in DS9: "Once More Unto the Breach". During the Dominion War, the planet held a military base and relay station. General Martok destroyed the base before the defense forces could react.



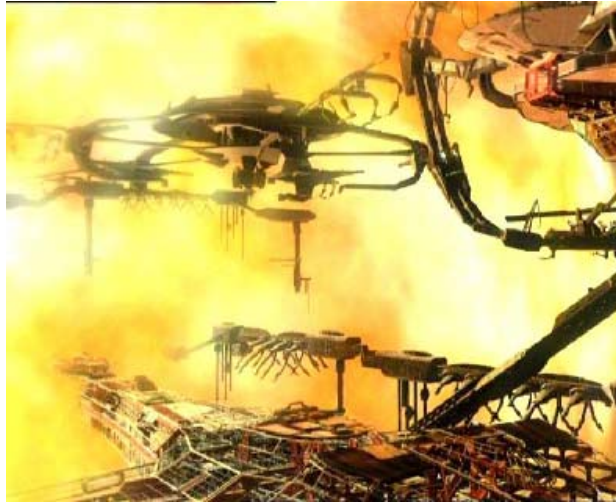
Repair Station

The Kelvas repair facility was a Cardassian space station located in the Kelvas system in the 24th century. In 2375, Breen engineers were installing energy dampening weapons aboard Jem'Hadar attack ships at the repair facility. A five-person team from the Cardassian Rebellion was able to infiltrate the station and steal one of the retrofitted attack ships, bringing the weapon back to the Federation for study.



Ship yard

Many structures are linked together to form a shipyard. At the bottom is the skeleton of a Galor-Class vessel. In 2375, a Klingon fleet attacked the shipyards but failed to destroy them, suffering losses of over thirty percent in the process. Shortly after, General Martok and Commander Worf successfully destroyed the shipyards using just the IKS Rotarran, by triggering a solar plasma ejection from a magnetic instability on the Monac sun.



Moon Base

A Typical Cardassian moon base during the Dominion war. Note the Orbital defense platforms firing at a Federation ship (seen in aft view) above the base.



Part 8 - The Obsidian Order



The Obsidian Order was formed in 1872 of the Earth calendar under the auspices of the Detapa Council. The Order was supposed to report to the Prefect of the Council and to be subject to the laws, financing, and regulations of the Council.

At first it was, but gradually the Order took upon itself more authority, and when funding was diverted more and more to the Military, it found its own funding and developed its own internal organization. Eventually it was completely autonomous, not because the Council changed the laws, but because anyone openly against the Order tended to disappear, be blackmailed into compliance or just plain scared into doing the bidding of the Order. The Order was above the law.

The Obsidian Order was a civilian agency, therefore not a true military order. But the name "Obsidian Order" instilled at least a small amount of caution, if not downright fear, into any Cardassian, civilian or military. As a civilian entity its offices were located underneath the Assembly building.

The Obsidian order was forbidden to own any weapons or ships, but they had the authority to place an "observer" on every vessel and to co-opt ships and personnel to carry out its missions. Due to its secretive nature, the Order accumulated its own wealth and constructed a number of secret bases and a shipyard in the Orias System, which they defended against all ships, including those of the Cardassian military.

The Obsidian Order was responsible for matters of security and espionage. The Obsidian Order and the Central Command frequently came in conflict with each other, particularly since the Obsidian order often did not share intelligence that the Central Command could have found vital to their own missions.

The Obsidian Order was analogous to the Romulan Tal Shiar and the Federation's Intelligence Department. As in many intelligence agencies around the known galaxy, certain operatives carried out clandestine operations that even the government would not officially approve of, nor would it claim any knowledge of should the operation be traced back to the Order. Assassinations, abductions, and sabotage all were a part of achieving the goal by any means possible.

As the Government of Cardassia lost political power to the military, the Obsidian Order became more powerful and more invasive into the private lives of the citizens. At the height of the Obsidian Order's control, it had on record the DNA of every single Cardassian born on the homeworld from a tooth extracted at age 10. It also had undercover agents embedded throughout the military and government to report any hint of disloyal activities. Its database was unmatched by even the Tal Shiar or Starfleet Intelligence, containing detailed information on all its citizenry and all aliens the Order came in contact with. There is a famous saying "A Cardassian citizen can't sit down to a meal without each dish being duly noted and recorded by the Order."

Cardassians suspected of any anti-governmental activity, speech, or sympathetic leanings would disappear into the interrogation rooms in the lower levels of the Order's complex beneath the Assembly Building and "interrogated" until they confessed. Though the Order's main concern was the loyalty of its citizens, its agents also went off planet to gather information on its alien neighbors, to conduct acts of theft of valuable artifacts, to kidnap an alien for questioning or to extract a formerly embedded undercover agent.

After the Cardassian Union joined the Dominion, the Obsidian Order's role was assumed by Dominion security and the Cardassian Intelligence Bureau, who by all accounts were just as efficient.

The Order acted with impunity until the Omarian Nebula Incident. After that disastrous failure and the Dominion's retaliation upon the Cardassian Homeworld, the Order was nearly wiped out., its agents who would not bow to the Dominion were executed or fled off planet.

At the end of the Dominion war, and Cardassians resolutely began to rebuild, with the Detapa Council in control of the government. Meanwhile, the remaining Obsidian Order agents bided their time, and began to work from within the Government under another name, Cardassian Intelligence Agency.

However, there will always be Cardassians who crave the control, the secrets, and the power of the former Obsidian Order. The Order may officially be gone, but the agents are still there, slowly manipulating their government to bring about the rise of the Obsidian Order once again.

Recruitment

In Cardassian society, a citizen does not go looking for a job. The caste system pretty much lays out a person's career from the time he is born, the particular area of expertise being determined by observing the child during his years of basic education.

Young students were chosen from the ruling elite who demonstrated the qualities the Order demanded in its trainees. Occasionally an exceptional student from the serving ranks would be singled out and monitored for suitability. After the student finished his basic schooling and his ceremony of emergence, around the age of puberty, a person who had been keeping track of him would step forward as his sponsor, approach his parents, and claim the child. The child would then leave his parents for nine years, entering the Bamarren Institute for State Intelligence.

Occasionally, the Order would approach an alien adult, but only to force that person into becoming a double agent. Usually the reluctant alien was abducted, being released only after chemical, physical, and mental conditioning. Many times the double agent was totally unaware of his treasonous actions against his own government, but operated subconsciously, followed by periods of amnesia erasing his actions from memory.

Training

All new recruits attended the Obsidian Order's elite training facility, Bamarren Institute for State Intelligence. It was located in the highlands adjacent to the Mekar Wilderness, a hot and arid area with impressive rock formations and an endless network of subterranean caverns. It was headed by the "First Prefect" but first level students were trained by upper level students and only saw an adult Docent during lectures.

The complex had one guarded main gate at the front and an entrance on the north side that lead to walled off training areas and a garden which was in stark contrast to the bleak environs of the Institute. There were several training areas walled off from each other. The pit was an outdoor arena with a few benches surrounding it where first level students received their physical training and upper level students honed their skills. Both males and females were required to go through this training. Students trained in the pit during the hottest time of the day, testing their mental and physical endurance to their limits.

The barracks were spartan, each section housing a group of ten students, under the care of an older student of the third level. Upon arrival, new students were separated by gender, stripped of personal possession, then given a uniform of scratchy swamp green and black. First and second level males and females were housed apart from each other to avoid distractions as they became sexually mature and began to respond to their hormones. They did share lectures and some training facilities, however, so there was some contact between them.

Each group was known by a codename, and each student was given a number. That student would be known only by his group name and his personal number, for example, Elim Garak was known as Ten Lubak. Presumably the numbers were given according to ability, but children of prominent families generally got the lower and more prestigious numbers, even if they demonstrated a lack of talent for intelligence and espionage.

Training was split into three levels of three years each. The first level consisted mostly of physical training. Second level students got proportionally more classroom training. Third level students were called Interns.

Every part of the day was regimented. Students were variously assigned cleaning duties or as part of a punishment for failing a session in the Pit or Wilderness. If the students were out in the Wilderness, they carried survival rations and ate when they could. In the evening students would be gathered for Assembly, where presumably there were lectures and speeches.

Physical sessions in the pit consisted of "stratagems," a series of martial arts and meditative exercises designed to focus one's senses and test endurance to its limits and beyond. Should an agent find himself in a situation where he had to defend himself or eliminate an enemy, he could use any number of methods to kill or severely disable an alien.

Another lesson besides perfect control of the physical body was "keeping one's place," that is, one's sense of the moment, no matter the hardship or distractions. Another lesson students picked up without it having to be said was to achieve the goal by any means without divulging to others how one achieved it. The fierce competition between groups and members within one's own group forced students to find ways to achieve their goals, and keeping the secrets of how they succeeded

gave them advantages over their competitors. And of course, the ability to keep secrets was a necessary attribute among future agents of the Order.

The desolate terrain of the Mekar Wilderness was used to train and test the student's survival skills. Groups would engage in "hunts", the goal being to avoid capture by the older students. For the older students these "hunts" were to practice their ability to search out and retrieve a targeted victim. The hunts lasted until all those hunted were found, and so could go on until nightfall.

Classroom instruction included methods to sabotage equipment and computers, information on how to subdue an alien or kill it quickly and quietly, and methods of interrogation and torture.

The Archival Center

The Archival Center was a library like facility for student research. First Levels were only permitted to enter use the facilities of the center with the special dispensation of a member of staff.

The Structure of the Order

The Obsidian Order is organized into "branches," each specializing in a particular aspect of intelligence work. It is assumed that the Order has branches and divisions analogous to Starfleet Intelligence, but to date, only a few have been mentioned in episodes, movies, and novels.

Known Branches

Applied Science Directorate

The Applied Science Directorate was a branch within the Obsidian Order of the Cardassian Union that was charged with making experiments on new technology. During the Occupation of Bajor, the Bajor Division of the Applied Science Directorate was responsible for two thousand Bajoran deaths through the use of medical implants.

Bajor Division - The Bajor Division was a branch of the Obsidian Order's Applied Science Directorate that were charged with operations on Bajor during the Cardassian Union's Occupation of Bajor.

Special Investigations Unit

The Special Investigations Unit was a branch of the Obsidian Order. Garak claimed that a member of the Special Investigations Unit came into his shop for a suit and taught him some special interrogation techniques.

Agents involved in field work were separated into semi-autonomous cells, which were insulated from each other so that the capture of any particular operative had a limited potential to compromise the organization.

The mission of the Special Investigations Unit was to identify, target, investigate, disrupt and dismantle criminal organizations and individuals engaged in disloyal activities against the Cardassian Union. Once the evidence was collected by the agents in the field, the criminals would be apprehended.

Research Department

This department developed all the Obsidian Order technologies. The head of the Department is an aged scientist named Mindur Timot.. The Order also placed its own research agents into the civilian Science Ministry to watch for and claim any alien technology and scientific discoveries that could be used by the Order.

Internal Affairs

Internal affairs "took care" of the folks at home. It aided the Detapa Council in maintaining order and law. At its height, the Order held sway over both the Detapa Council, the courts and Central Command.

In its archives, it kept files on every single Cardassian born on Cardassian Prime for centuries. It had DNA obtained from a tooth extracted at age 10 from every citizen. When possible, it also had DNA extracted from aliens. Among the alien artifacts stored in the archives were 6 of the Bajoran Orbs.

Its fanatical mission to root out dissident or treasonous citizens kept all Cardassians in a state of fear, for some people charged by Internal Affairs mysteriously disappeared into the Obsidian Order complex, never to be seen again.

After the Order's humiliation in the Omarian Nebula Incident and the civilian takeover of the government, Internal Affairs no longer has the far-reaching power it once did.

The Invisible Cadre

The agents brought into the "Invisibles" had no families, no social connections and no set base of operations. These were hand-picked by Enabran Tain himself to operate under total anonymity. They would conduct illegal interrogations, perform delicate sabotage, or carry out high-level assassinations.

Command Branch (Speculative)

If we assume that the office of the Director of the Obsidian Order is analogous to command branches in Terran Intelligence agencies, we can assume that the Director had a complete staff with department heads that received reports from the various branches of the Order. Such positions would be highly sought after by aging field agents, for one seldom retired from the Obsidian Order. There were too many secrets at stake to allow former operatives to rejoin the general population as retirees.

The Command branch would oversee all functions, though not necessarily micromanage. However, if the Prefect of the Detapa Council or the head of Central Command would make a "request" of the Obsidian Order, it would be passed down to the appropriate people for action. No one cared how the request would be carried out, only that the goal was achieved.

The current head of the Obsidian Order is Corbin Entek who took over when Pythus Lok , the successor to Enabran Tain (2348 - 2368), was gravely injured in the Dominion attack on Cardassia prime.

Enabran Tain, being the most famous of the Order's directors, was the only director who lived long enough to retire. Even after retirement, he kept his hand on the Order through his vesala, getting the Order to approve his scheme to destroy the Founder's homeworld in what would be called "The Omarian Nebula Incident."

Other Branches (Speculative)

It is assumed that the Obsidian Order (now operating under the name Cardassian Intelligence Bureau) has an internal organization every bit as detailed and bureaucratic as any other Intelligence Agency in the known Galaxy. The following is a brief explanation of possible branches and their functions.

Analysis – Analysis is charged with analyzing and compartmentalizing information that comes in from the field. Being that the amount of information is very large, there would be divisions or bureaus devoted to single races or topics, even certain important people. Information thus processed would be stored in the Archives.

Assassination – Assassins are highly trained to take out specific targets by a number of ways such as obscure poisons, genetically engineered viruses, engineered equipment failures and accidents. They are also trained not to be seen or to get caught.

Counterintelligence – Counterintelligence is creation of false intelligence. Its agents construct cleverly woven stories with enough truth to be believed and untruth to send the enemy on a wild goose chase. They also work with cryptography to broadcast false messages back to the targeted groups.

Cryptography – Cryptography is the art of coded messages. The Cardassians have the best encryption and decryption algorithms known to the Federation. They are impossible to break, except by a trained Cardassian, again because of his renown memory and aptitude for mathematics.

They are masters at breaking codes and often keep that information to themselves so as not to alert foreign powers that their messages are being intercepted. They can also send out forged messages (in concert with counterintelligence) to track foreign movements and locations.

Infiltration - The Infiltration Branch of the Obsidian Order is responsible for short-term penetration, infiltration, and extraction missions. Their main types of missions are reconnaissance, theft, and extraction of personnel.

Penetration missions are for collecting intelligence, that is reconnaissance, with the field agent remaining hidden. Sometimes the agent was tasked with sabotage. He was to penetrate the facility/ship, disable the equipment to fail later in an apparent malfunction, and get out without being seen.

Infiltration may be into a Cardassian dissident group or as a citizen in a crowd on a Federation space station. Generally such a mission was requested by the Special Investigations Unit. This type of agent is “seen but not seen” and is tasked with reconnaissance.

An extraction mission is to bring a long-term undercover agent back to Cardassian Space, to steal a piece of equipment, data or artifact (like a Bajoran Orb), or to abduct an alien of interest to the Obsidian order.

Undercover – Undercover agents carry out long-term infiltration of societies and organizations. They may undergo enhancements to help them avoid detection.

Some agents undergo surgical alteration to resemble the populace they are infiltrating. They also may have an implanted device that masks their Cardassian

livesigns from tricorders and medical scans. (Siksa aboard Voyager)

Some agents undergo chemical and psychological treatments to implant false memories of the person they are taking the place of.

Other agents going in as Cardassians may have a device implanted to give pleasure under torture or a suicide chip or pill to suicide with in case of capture. Suicide drugs killed quickly and disintegrated the body to prevent identification.

Interrogation – Every intelligence organization has an Interrogation branch, and the Obsidian order was no exception. Its agents were masters at questioning, psychological manipulation and physical torture.

During the Bajoran Occupation, military specialists in torture would mutilate (Orta) and torture to death Bajoran detainees (Ro Laren's father) in order to extract information about the resistance. They often bragged to their victims about the merits of this or that pain-giving device and felt that torture was an art form of which they were very proud.

However Obsidian Order interrogators were more skilled in instilling fear by psychological means. The Order didn't appreciate the brutish and clumsy way the militia interrogated political prisoners. Elim Garak got information out of Dr. Parmak, Enabran Tain's personal physician, by simply staring at him for four hours. The poor man broke down and confessed to being a part of an illegal political group, he was so unnerved by Garak's intense reptilian and unswerving gaze.

This is not to say the Order didn't use physical torture, but it was more refined than that of the Military. The pain-giving device that Gul Madred used on Captain Picard was of Obsidian Order design. The anti-changeling device was designed to induce pain on a shapeshifter by interfering with his shifting abilities. As the need for a shapeshifter's regeneration came closer, the emissions of the device became more painful.

Known Agents

Heads of the Order

Surjak – noted as a previous head of the order and a former associate of Enabran Tain. Since Tain spoke of Surjak on his deathbed, it may be assumed that Surjak was Tain's immediate predecessor.

Enabran Tain - from 2348 till his retirement in 2368. He held the distinction of being the only Director to live long enough to actually retire from the position.

Pythas Lok – From Enabran's retirement through the Dominion decimation of Cardassia.

Corbin Entek – After Pythas was badly injured near the end of the Dominion War.

Known Operatives

Elim Garak - son of Enabran Tain, served as a spy for Cardassia during his exile on DS9. He was demoted from head of his cell to probe (beginner) when he would not give up his relationship with a married woman.

Iliana Ghemor - Obsidian Order operative variously rumored to be dead or in hiding on Bajor as a deep undercover agent. Daughter of Tekeny Ghemor, a prominent member of the Reunion Project.

Pythas Lok - became Director of the Order after Enabran Tain. He attended the Bamarren Institute at the same time as Garak. Prior to becoming Director, he was one of Tain's "Invisibles."

Corbin Entek - An administrative agent in the Command Branch who became Director of the Order after Pythus Lok. Entek also attended the Bamarren Institute when Garak was there.

Yeln - "Bajoran" man who confirmed sharing a Cardassian prison cell at Elemspur Detention Center with Kira Nerys during the occupation. Yeln was later exposed as an Obsidian Order operative and Cardassian.

Maladek - The Obsidian Order code name of an operative who was a former student at the Bamarren Institute for State Intelligence where his designation was One Ramaklan. At the Institute he was the leader of the third level group who were defeated by One Charaban's forces in the institute's mock battle competition. They had agreed to end the competition at a stalemate to share the glory but Charaban betrayed him. This defeat tainted him as he left the institute with his reputation tarnished.

As an Obsidian Order operative Maladek was assigned to the same cell as Elim Garak, they were sent along with the operative Oonal to the planet Tohvun III in a mission to undermine peace talks with the Federation in the Frontier Wars. However Maladek's disgrace got the better of him and he attempted to expose the operation and Elim Garak's (who was the tactician in Charabans team) identity as an operative to the Federation. Garak (unbeknownst to him by the will of higher powers in the organization) disgraced Maladek in the eyes of Federation operatives assessing Maladek's reliability. In disgrace Maladek committed suicide.

Oonal - Led the mission to Tohvun II to undermine Federation Peace Talks. (see Maladek)

Limor Prang - Obsidian Order administrator in charge of new agents.

Mindur Timot - Obsidian Order scientist who installed Garak's wire. Head of the Research Department.

Nal Dejar - In 2371 Dejar attempted to sabotage a joint Cardassian-Bajoran scientific effort to place a subspace relay in the Gamma Quadrant. The Obsidian Order, angry at the recently signed Bajoran-Cardassian Treaty, sent Dejar to Deep Space 9 to sabotage the attempt, posing as a third scientist. She sabotaged the USS Defiant's main emitter coupling. When the ship fired at a comet that was about to destroy the Bajoran wormhole, it shattered the comet instead of vaporizing it as planned

Korinas - Operative from the Obsidian Order intelligence branch during Benjamin Sisko and Gul Dukat's joint search for the U.S.S. Defiant after it was stolen by Maquis operative Thomas Riker in 2371. She was unsuccessful in concealing the secret Keldon class warships that the Order had constructed illegally in the Orias system.

Yteppa - a Kobliad woman who assisted the Obsidian Order in kidnapping Kira Nerys in 2371. Yteppa abducted Kira on Bajor while enroute to the Elemspur Detention Center, as records showed Kira had been there though she didn't remember. Yteppa later assisted Corbin Entek on Cardassia, where she participated in the failed arrest of Tekeny Ghemor.

Allo Glessin - was a Cardassian male who served as a medic in the Cardassian military. While doing so, he met another Cardassian who was a medic on Terok Nor. Glessin had finished his mandatory tour in the military by the 2370s and began to study biology under a person who was actually a member of the Obsidian Order. The teacher recommended him to the Order, who assigned him to the Keldon class starship Danasket. The ship was stationed in the Orias system for the joint Obsidian Order/Tal Shiar attack on the Founders' homeworld in 2371.

After the Cardassian and Romulans believed they had eliminated the Founders, the Dominion fleet secretly stationed there began their attack. A young soldier forced Glessin into an escape pod, which managed to avoid detection by the Jem'Hadar.

Rhan Ico - Obsidian Order control assigned to oversee the undercover operations of the occupation of Bajor. The agents in the field regularly reported their progress to her in the mission to create internal strife between the Bajoran followers of the Prophets and the Cardassian followers of Oralius. In the ensuing chaos, she beamed out the surviving orbs and stored them in the Obsidian Order archives.

Pasir Ketin - Undercover operative posing as a cleric of the Way of Oralius. He killed and took Vedek Ranjen Osen's place after a skimmer crash.

The Bajoran Occupation – Help from the Order

When the Central Command determined that Bajor was worth occupying for its resources, the Obsidian Order orchestrated a number of circumstances that opened the door for the Military to take over.

The Order saw an opportunity to take care of two problems, the members of the outlawed Oralian Way and the reluctance of the Bajorans to trust these new reptilian aliens.

The Order sent clergy from the Oralian Way and some prominent scientists with one ship, the Kornaire, to begin First Contact negotiations. This was a two-pronged approach to cause dissention between the Bajoran Assembly and the followers of the Prophets. The Oraliens were encouraged to find commonality with the Bajoran religion while the civilians were to negotiate with the government for a tradeoff of technology for mineral rights.

With the Bajorans showing a reluctant front, The Order sent Cardassian agents posing as Oralian followers to Bajor. Meanwhile, the Order incited the Cardassian government back home to begin persecuting the Oraliens, forcing them to flee to Bajor in the hopes of finding safe haven there.

The undercover Oralian agents began to incite dissention between the two religious groups. One of the agents arranged the death of an elder follower of the Prophets and took his place. His surgical enhancements and masking device fooled everyone, as he slowly began to change the message of unification of the two religions into dissention between them. This was phase one of the attack on Bajor.

Phase two was the engineering of a fake attack on a stolen Bajoran freighter by the neighboring Tzenkethi, who in reality did not have the means to attack anyone, much less the Bajorans. The Order planted evidence against the aliens then arranged for a demonstration of Cardassian superiority in space to protect Bajor from invasion. This also gave the Cardassians an excuse to punish the Tzenkethi, with whom they had ongoing hostilities.

Suffering chaos on the planet and chaos in space, the Bajorans reluctantly signed the agreement. Very soon afterwards, the military built facilities on Bajor for the sake of planetary security, had a fleet of ship permanently stationed in the system, and had begun building an orbital ore processing unit, Terok Nor.

The Oralians who were not wiped out in the purge fled the planet with a large number of Bajorans to establish a colony elsewhere.

The Obsidian Order had done its job.

Omarion Nebula Incident – The Failed Mission

The Battle of the Omarion Nebula was the first major armed engagement between forces of the Alpha and Beta Quadrants and the Dominion, as well as the only major engagement to take place in the Gamma Quadrant. In the battle, a combined Obsidian Order and Tal Shiar fleet attempted to launch a preemptive strike on the Founders' homeworld in the Omarion Nebula, only to be ambushed and completely destroyed by the Jem'Hadar. This disastrous defeat has been likened to the Federation's defeat to the Borg at the Battle of Wolf 359.

Prelude

The year 2371 was an anxious time for the various powers of the Alpha and Beta Quadrants, as the threat posed by the Dominion on the other side of the Bajoran wormhole loomed ever closer. The Jem'Hadar offensive of 2370, which had claimed amongst others the USS *Odyssey*, and the subsequent encounter between the USS *Defiant* and the Founders, had revealed a ruthless, technologically advanced enemy determined to impose their version of order on the chaotic galaxy. Although a full-scale invasion did not follow the initial appearance of the Jem'Hadar as was feared, war seemed to be only a matter of time.

Immediately the United Federation of Planets and the Klingon Empire began preparations for a Dominion incursion, including the fortification of Deep Space 9 and the investigation of methods to combat changeling infiltration. The Romulan Star Empire, ever cautious, loaned a cloaking device to the Federation (installed on the *Defiant*) in exchange for intelligence Starfleet gathered on the Dominion, but refused to send ships of their own to the Gamma Quadrant. The Cardassian Union, occupied by its own internal and external concerns, also remained relatively uninvolved.

Secret Alliance

At this time, the Cardassian Enabran Tain was living out his retirement on Arawath, as the only head of the Obsidian Order to survive long enough to do so. Frustrated

by the Central Command's complacency in the face of the Dominion threat and wearied by his three-year absence from power, Tain drafted a plan to destroy the Dominion in a single decisive move. To accomplish this he contacted the Romulan Tal Shiar, and proposed a joint venture, executed independently of either organization's parent government. However, unbeknownst to him, his counterpart in the Tal Shiar, Colonel Lovok, had been replaced by a changeling. The Founders saw in Tain's plan their own opportunity, and did everything they could to carry it forward.

Through the Romulans, Tain had access to all the information gathered on the Dominion by Starfleet over the past several months. He learned of the Founders' control over the Jem'Hadar via their addiction to Ketracel-white, and the location of their homeworld inside the Omarion Nebula. Tain concluded accurately that a massive attack directed towards the Founders' homeworld, eradicating the Founders and with them the supply of white, would cripple the Dominion irreparably.

In great secrecy, the Obsidian Order began building a fleet of Keldon-class warships in the Orias system, even though Cardassian law specifically prohibited the organization from operating military spacecraft of any kind. The fleet was equipped with cloaking devices provided by the Tal Shiar, which had been modified to avoid detection by Dominion scanners. Meanwhile, the Tal Shiar assembled its own force of several D'Deridex-class Warbirds. Numbering twenty ships altogether, their combined firepower was sufficient to obliterate the crust of the Founders' homeworld in one hour, and the mantle in five. Apart from those directly involved in the operation, the only individuals who knew of the Tain's plan were Elim Garak and Odo, who had been captured and held aboard Tain's flagship while investigating the deaths of several former Obsidian Order operatives.

Launch

Near the end of 2371, the combined Cardassian-Romulan fleet left the Orias system and headed for the Bajoran Wormhole. As they passed Deep Space 9, the ships decloaked and transmitted parallel messages to the Cardassian and Romulan governments. In the Cardassian message, Tain explained his motives as that of defending Cardassia, and advised the Cardassian fleet to be on alert for any Dominion reprisals. Both governments denied any knowledge of the mission, though despite the possibility of open war they elected to wait and see whether Tain would succeed.

Starfleet also chose not to interfere with the attack, admitting that Tain's plan had a fair chance of success. Vice Admiral Toddman ordered the civilian evacuation of Deep Space 9 and sent a task force of nine starships to reinforce the Bajor system. Meanwhile, Commander Benjamin Sisko disobeyed orders and took the *Defiant* into the Gamma Quadrant in the hope of rescuing Odo and Garak.

The Battle

As the fleet entered orbit of the Founders' homeworld, they found the planet completely undefended, the Founders in a liquid state on the surface -- apparently they had achieved the element of surprise. Tain confidently ordered the fleet to decloak and attack, with the words "so much for the Dominion, open fire." Thirty percent of the planet's crust was destroyed in the opening volley, but something was amiss: there was no change in the number of life-forms on the surface. They soon realized that the Founders had already evacuated the planet, leaving behind only an automated transponder to send out false sensor readings. The entire operation had been a trap.

Mere moments later, a massive fleet of 150 Jem'Hadar attack ships emerged from the nebula, completely surrounding Tain's fleet. The Jem'Hadar's phased polaron beam weapons tore through the shields of the Cardassian and Romulan ships just as they had the *Odyssey* less than a year before, inflicting heavy damage in a matter of minutes. Amidst the chaos, Lovok helped Odo and Garak escape, telling them that "no changeling had ever harmed another." The two fled Tain's warbird in the runabout USS *Mekong* just before it exploded, and were picked up shortly after by the *Defiant*.

Outgunned with no hope of retreat, the remnants of the Cardassian-Romulan fleet fought to their annihilation. As the Jem'Hadar ships continued to focus on the fleet, the *Defiant* fought its way out of the battle zone and escaped back to Deep Space 9. A few members of the fleet, including Tain, survived the battle and were detained at Internment Camp 371 until their rescue by Garak and Commander Worf in 2373.

Aftermath

The Battle of the Omarion Nebula was a catastrophe for the Romulan and Cardassian forces resulting in destruction not seen since The Battle of Wolf 359. The Tal Shiar suffered a severe setback from which it would not recover from for years, and the Obsidian Order officially ceased to exist altogether. The Founders had identified both organizations as a definite threat due to their efficient and ruthless natures, and had exploited Tain's plan to wipe out both of them in a single stroke. Their victory had been so overwhelming that the Dominion had essentially eliminated two of the major powers in the Alpha/Beta Quadrants from challenging them in the short-term; after their losses neither the Cardassians nor the Romulans would be very willing to wage war against the Dominion.

The destruction of the Obsidian Order also had more far-reaching consequences, which in time the Founders would also exploit to their advantage. Without the constant presence of the Order ensuring loyalty amongst the population, the Cardassian Underground was finally able to topple the Central Command. This in turn led to the Klingon-Cardassian War and the Second Federation-Klingon War in 2372-2373, weakening the Alpha and Beta Quadrants as a whole and nearly destroying the Federation-Klingon alliance, the last remaining bulwark against the Dominion. In addition, the humiliation and damage suffered by the Cardassians as a result of the Klingon attack would ultimately lead them to their alliance with the Dominion, sowing the seeds for the most devastating conflict in modern history, the Dominion War.

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.