BEYOND

THE FINAL FRONTIER

THE UNOFFICIAL

STAR TREK

ROLEPLAYING GAME WEBZINE

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From The Editor

Greetings, Salutations... Hello All!

Well, here we've made it to Issue #4 and there looks to be hope on the horizon for continued support from Decipher. The day that I am writing this, there was an announcement from a gamer website saying that Decipher will be producing the rest of their foreseeable commitment of supplements, just as they announced recently for Star Trek's sister game, *Lord of the Rings*. Here's hoping to get over the ***Klingon Sourcebook*** hump!

Now on to the issue at hand. This month was to be focused on Starfleet Academy and so there are some optional rules for running an Academy game along with an Academy starship and NCO of that ship. There is also another star system from Sector 235, a historian's perspective on Garth of Izar's role in the formation of galactic politics and policies, and a new adventure called "Birds of a Feather."

Hope you enjoy the issue and happy gaming.

Matthew A Kearns
aka Gandalfofborg
Editor

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RUNNING AN ACADEMY BASED SERIES

WRITTEN BY GANDALF OF BORG

In my first foray of running a CODA Star Trek series, I wanted to base it on a group of cadets while at *Starfleet Academy* (something many have done before). Here is a set of guidelines I developed to facilitate the simulation of Academy education and experience.

Creating Characters

In my attempt to make the game as realistic as I could, I wanted to break down the Professional Development phase into manageable sections to reflect education and experience through each year. This was in effort to simulate going through the Academy by attending classes, supervised field assignments, etc. Players would establish their character normally (rolling attributes, Native Skills, and Personal Development) and choose Starship Officer as their Basic Profession.

Below I show a breakdown of the common elements in each track of academic focus and a common "syllabus" of what classes (acquisition of ranks and specialties) are taken during each year at the Academy. If you want to start with characters as Freshmen, then your players don't necessarily have to decide which track they wish to enter because during that year the courses are a list of the most common skills between all tracks. If starting as a Sophomore or later, the track must be selected. When selecting what to take for electives (rank or specialty), refer to the Player's Guide for the specific Professional Development package you are working towards as guide; electives represent the +5 skill picks to spend after the pregenerated package of 15 picks. If characters are starting later than the freshman year, they automatically get the skills and specialties acquired from the previous years of education.

It should be noted that Command and Helm tracks fall under the Starship Command Elite Profession, Engineering and Operations/Security tracks fall under the Starship Operations Elite Profession, and Science and Medical fall under the Starship Science Elite Profession. This is important for when the cadets graduate, they then get to graduation, they will then select their Profession Ability. At any time during training at the Academy, the characters can gain their free edge and/or acquire the extra edge at the expense of gaining a flaw; it is recommended that the edges and flaw represent the character and his experience from roleplaying while at the Academy.

Table 1: Academy Requirements for Graduation from Selected Track

Command Helm
Computer Use (Retrieve) +2 Computer Use (Retrieve) +2
Enterprise: Administration +2
Engineering: Systems (Flight Control) +2
Any one Knowledge +2 Enterprise: Administration +1
Negotiate +1 Ranged Combat: Energy Wpns +2
Ranged Combat: Energy Wpns +3 Repair +2
Repair +1 Science: Space (Astrogation) +3
System Operation (Command) +2
System Operation (Flight Control) +3
Tactics (Space) +2 Any one Unarmed Combat +1
Any one Unarmed Combat +2

Engineering, Operations and Security
Computer Use (Retrieve) +2 Athletics +1 Construct +2
Computer Use (Retrieve, choose) +2
Engineering: Propulsion +3 First Aid +1
Engineering: Structural +3 Inquire +2
Engineering: Systems +3 Investigate +3
Ranged Combat: Energy Wpns +1 Repair +2
Repair +2 Ranged Combat: Energy Wpns +2
System Operation (choose) +2 System Operation (choose 2) +2
Any one Unarmed Combat +1

Medical and Science
Computer Use (Retrieve) +1 Computer Use (Retrieve) +2 First Aid +3
Ranged Combat: Energy Wpns +1 Medicine (choose) +3 Repair +2
Ranged Combat: Energy Wpns +1 Any one Science +3 Repair +2
Any one other Science +3
Science: Life (choose) +3 Any one other Science +3
System Operation (Medical) +3 Any one other Science +2
System Operation (Sensors) +2

Table 2: Core Syllabus

Freshman Skills	**Sophomore Skills**
Computer Use (Retrieve) +1	System Operation +1
Ranged Combat: Energy Wpns +1	Any 4 picks from Track skills
Repair +1	1 Elective
System Operation +1	1 Elective*
Junior Skills	**Senior Skills**
Any 5 picks from Track skills	Last 5 picks from Track skills
1 Elective	2 Electives

* Electives represent the +5 ranks selectable by the player after assigning the first 15 picks from his Profession package.

Experience and Advancement

This topic is difficult to advise upon as the Professional Development package could be considered a reflection of the basic knowledge and experience a newly minted ensign has upon graduating from the Academy (which, as a Narrator, I do) or just a starting level of ability regardless of rank, barring free edges for designating rank. There are few options to choose from:

- Award experience as a slower rate so when a cadet graduates, he may only have at most a few of advancements upon becoming an ensign.

- Forego using the standard experience and advancement model and just award skill ranks/picks and specialties upon completion of certain episode/story arc goals.

- Use the current model of advancement, requiring the players

to spend advancement picks to acquire their ranks, specialties, and/or edge(s).

Episodes and Stories

Adventures at the Academy can be no less diverse than those aboard starship. There could be covert operatives planted in the Academy, run-ins with Red Squad, or a field assignment aboard an Academy vessel as an educational mission to study a stellar phenomena.

In this issue I will feature the USS Boothby and Geras Idrani, her senior NCO aboard, while in upcoming issues, I will be publishing my outlines for my Academy episodes along with all the pertinent information (NPC's, ship specifications, new tech, etc.) based on the game I began narrating as a PbP game awhile ago.

Here is the background and course syllabus to my series:

The time is a few years after Star Trek: Nemesis and the Academy's curriculum had been altered with influences from Red Squad and the need for producing officers better prepared for more responsibility while of lower rank. A new starship was designed specifically for the Academy in mind and groups of junior and senior cadets command these vessels on educational missions, crewed by NCO's in training. Missions range from planetary surveys to investigating interstellar phenomena to starship combat all the while supervised by an NCO liaison and Academy professor or active duty personnel considered experts pertaining to the mission.

Junior Year Field Assignments

1. Shake-Down Cruise
   Instructor: Lt. Com. John Forrester
   Archimedes-class designer

2. Planetary Exploration
   Instructor: Lt. Com. Thomas Riker
   First Officer of the USS Freedom

3. New Technology
   Instructor: Lt. Mavik
   Starfleet liason to Daystrom Institute

4. Escort Duty
   Instructor: Capt. Joshua Relznik
   Captain of the USS Ulysses S. Grant

5. Insterstellar Exploration
(Investigate B'hosh Nebula, a solar nursery)
   Instructor: Lt. Mendok
   Academy Instructor, Astrophysics

6. Emergency Evacuation
   Instructor: Com. Donald Varley, Jr.
   First Officer of the USS Nez Perce

Senior Year Field Assignments

1. Starship Battle Simulation
   Instructor: CPO Miles O'Brien
   Academy Instructor, Engineering

2. Deep-Space Exploration
   Instructor: Lt. Zalka Torin
   Academy Instructor, Exobiology

3-6. Random Duty Assignment
   Instructor: Special Guest Instructor

Character|Profile: Geras Idrani

Senior NCO, USS Boothby

Species:	Andorian (Military Brat)
Species Abilities:	Antennae, Keth (Idrani), Redundant Circulation, Bonus Edge: High Pain Threshold
Attributes:	Strength 12 (+3), Intellect 8 (+1), Agility 8 (+1)*, Vitality 7 (+0), Presence 10 (+2)*, Perception 8 (+1)
Reactions:	Quickness +3*, Savvy +2, Stamina +5, Willpower +3
Profession:	Starship Officer
Elite Professions:	Command (Basic Commander)
Advancements:	26
Profession Abilities:	Commanding Presence, Spirit of the Fleet Starship/Starbase Protocol, Starship Duty

Skills: Armed Combat: Chaka Hramdal (Chaka) +9, Athletics (Escape Artist) +2, Computer Use (Retrieve) +2, Enterprise: Administration (Federation) +4, Gaming +1, Gymnastics +1, Inquire +1, Investiage (Inspect) +1, Knowledge: Culture (Andorian) +3, Knowledge: History (Andor, Keth Idrani) +2, Knowledge: Politics +1, Language: Federation Standard +2, Language: Graalen +6, Negotiate +2, Observe (Spot) +1, Persuade +2, Ranged Combat: Energy (Type 2 Phaser, Phaser Rifle) +4, Repair +4, Survival (Arctic) +2, System Operation (Command) +5, Tactics (Ground, Space, Klingon) +3, Unarmed Combat: Kharakom (Punch) +8

Combat Traits: Armed Combat (Chaka Hramdal): Jenac, Ashrand 2, Keltrath 2, Shestaal; Unarmed Combat (Kharakom): Cross, Hook, Jab 2, Uppercut 2

Edges: Alert, Bold, Command, Competitive, Coordinator, Dead Aim, Fit, Defensive Attack, Deliberate Attack, Dodge, Exceptional Fortitude, Famous Event, Healthy, High Pain Threshold, Iron- willed, Martial Artist, Rank 5, Skill Focus (Keen Sight), Unyielding, Weapon Mastery (Chaka)

Flaws: Intolerant 2 (Vulcans) • Defense: 10 • Health: 10
Courage: 3 • Renown: 8

Gear: Ancestral Chaka, PADD, Type 2 phaser, comm badge, tricorder

* Favoured Attribute or Reaction

Notes: Famous Event: With the bridge destroyed, he coordinated the defense of the USS Omaha as well as led the man-to-man combat of the ship, successfully repelling the force that beamed aboard, during the Battle of Cho'ja in the brief conflict between the Klingon Empire and the Federation.

Intolerant 2 (Vulcans): Geras is one of a dying breed of Andorians who still feel mistrust towards Vulcans due to their conflicts in recent history.

Background: Geras Idrani is the example by which many Andorians see as the epitomy of the term warrior. Though he comes from a lower-end family in Keth Idrani, they were always faithful and patriotic to both Andor and the Federation. His parents both served in the Andorian Defense Fleet with distinction and wanted their children to follow suit. Geras from a young age trained with his parents, particularly his grandfather in the arts of Chaka Hramdal and Kharadom. As he grew up, his family still held their deep-seated resentment towards the Vulcans and it was passed on to Geras -- something that he both despises about himself and family, and yet still carries with him.

When he came of age, he made a surprising decision. Instead of joining the Defense Fleet where with his talents would've been easily chosen for the officer program, Geras enlisted into Starfleet. Wanting to prove himself worthy of being in the military and of his keth, he always took the toughest duty assignments he could. Due to his choices in duty assignments, he has seen much of the Alpha uadrant and a bit beyond. Geras has risen quickly through the ranks, so quickly in fact that he became Chief Petty Officer the third shortest amount of time ever.

Despite his success in Starfleet, Geras still holds dear the traditions of his people and is an avid practicioner of his martial arts. This especially was noteworthy when he served aboard the USS Omaha (see above). This incident was also the catalyst for him to repair the breach between him and his family since his enlistment.

Since then he has been assigned to the Starfleet Academy and the Enlisted Training Corps as an instructor. Acquiring some influence in the training regimen of both the enlisted and cadets, Geras was made Chief of the Boat on the USS Boothby where he will supervise the enlisted crew and act as the enlisted liason to the cadet command staff. His trainees know that he demands much of himself and more out of them. Because of this, some of the finest classes of new enlisted and officers have come from under his tutelage.

STARSHIP DATABASE

UNITED FEDERATION OF PLANETS • STARFLEET COMMAND
CLASSIFIED DATA FILE - CLEARANCE: OMEGA ALPHA 1

USS BOOTHBY • SAX-0002

Starfleet Archimedes Class
Exploration Class Light Cruiser; Commissioned: 2391

STARSHIP SCHEMATICS

CLASSIFIED DATA

0720 5 0283451008
0 88 8 834076274
519 8 0203451

HULL DATA

Structure:	35
Size/Decks:	6/25 [Deck Height: 9m]
Lenght/Height/Beam:	300/75/150 [Space: 81]
Compliment	282

TACTICAL DATA

Phasers:	Type X x2 [12 - Off Value: 20] 4/4/4/0/0)
Torpedo Launchers:	MK 95 DF x2 [12 - Off Value: 20] Quantum Torpedo (6/6/6/6/6)
Weapons Reliability:	C
Special Traits:	Ablative Armor Enhanced System Sensors
Deflector Shield:	FSR-E 13
Protection/Threshold:	17 Rating - 2/4

PROPULSION DATA

Impulse Systems:	F 7 [Maximum Cruising Speed: 0.9c]
Warp Systems:	LF-50 [Mod 1] E (9/9.5/9.99]
Maneuver Modifiers:	+1C, +2H, +1T

OPERATIONAL DATA

Atmosphere Capable:	No
Cargo Units:	60
Life Support:	Class 5 (F) [8]
Operations Systems:	Class 5 (F) [8]
Sensor Systems:	Class 5a EE [6] +7/+6/+5/+4/+3
Separation System:	Yes (Emergency Only)
Shuttlebay:	1
Shuttlecraft:	1 Runabout Class, 2 Type II Warp Capable Shuttlecraft,
Tractor Beams:	1
Transporters:	3 Standard / 3 Emergency / 3 Cargo

STARHIP CLASS DATA

Total Commissioned:	01 - PROTOTYPE ONLY
Total Active Ships:	01

Prototype: Optimized Space-System Utilization
Fewer crew needed to man ship in normal situations (75% minimum standard crew). With a smaller crew, system repairs take 25% longer than time indicated by success

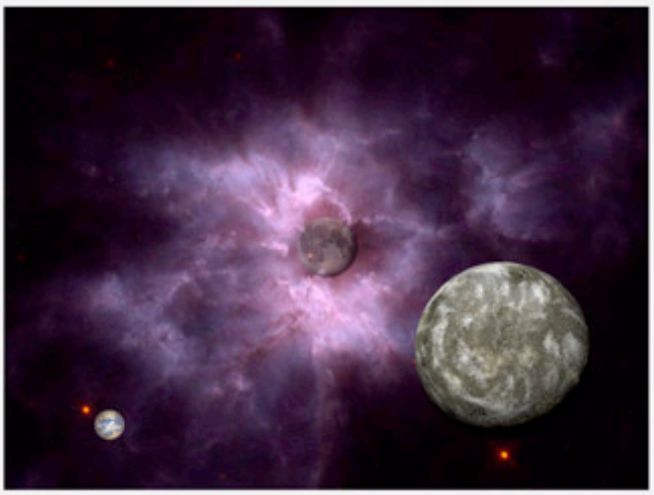
AROUND THE GALAXY

SYSTEM #2 - JIRADA [TAU CYNGI]

Classification:	Type M9 V
Planets:	08
Affilation:	Neutral

Jirada 1 (Class-Y, Size 2)
Jirada 2 (Class-F)
Jirada 3 (Class-K)
Class-F moon
Jirada 4 (Class-H)
Class-D moon, Size 2 x3
Jirada 5 (Class-H)
Class-D moon, Size 2 x3
Jirada 6 (Class-G)
Class-D moon, Size 1
Jirada 7a and 7b (Class-D, Size 1 both)
Orbit around one another
Used to be Size 2 until first shockwave hit

NOTES: Subspace shockwave originates on Jirada 1; began in 2372 and has a period every 34523 hours or ~3.9 years. No asteroid field as it was pulverized to dust after first shockwave, creating a dense dust cloud that increases tests for sensors, shields, and transporters by +3 TN. The free-trader outpost, protected in its stationary orbit on the dark side of Jirada 5, was built after the first shockwave destroyed the asteroid field.



Captain Garth's War:

A Treatise on the Battle of Toredar XIII and the fall of the House of Duras

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► SEARCH TERMS: "Garth" AND "Axanar" AND "Klingon" AND "Toredar"

1.0 Introduction

The *Axanar War* is a curiosity that has only gained serious attention from historical scholars with the opening of the *Gorkon Archives* in 2296. From 2252 to 2257, the Federation engaged in a proxy war against an enemy advised and equipped by the Klingons. Along the way, Starfleet and the Imperial Klingon Navy met in the only major fleet action that the two competitors ever fought, the *Battle of Toredar XIII*. It was here that a small squadron under the command of *Captain Kelvar Garth* from the Earth colony at Izar dealt a stunning blow to the Klingon Empire—a blow from which the Empire has not yet fully recovered.

This paper will show how that one battle not only secured *Axanar* for the Federation, but also placed the Federation in a position of military strength for the duration of the Klingon-UFP Cold War. In addition, Garth's respect toward Klingon culture during the battle, however outrageous to Terran sensibilities, established a foundation on which the peaceful coexistence envisioned in the Khitomer Accords could be based.

2.0 The Gathering Storm

Axanar explorer.
Photograph taken at time of first contact, May 6, 2151.

First Contact with the Axanar occurred when the Human explorer *Jonathan Archer* encountered an Axanar ship while returning from a mission to *Qo'noS* in 2151. Archer visited the Axanar homeworld, *Toredar VII*, paving the way for friendly relations and a Terran-Axanar free trade agreement several years later. Despite the generally friendly relationship established with Earth, the Axanar did not join the war against the Romulans, and as a result were not invited to join the founding conference of the *United Federation of Planets* at *Babel* in 2161, which was initially restricted to the Romulan War allies.

The Axanar soon had reason to regret their earlier neutrality. The *House of Duras* gained ascendancy on Qo'noS in the early 23d century. The Duras family sought personal aggrandizement, and tenaciously clung to every scrap of power they gained. Members of the Duras House stayed in the Klingon Chancellorship for nearly seventy years by directing Klingon aggressiveness toward trumped-up foreign threats and imagined domestic subversives.

The "chosen" enemy, not so coincidentally, was the same one who had humiliated a Duras ancestor in the 22d century—the Humans and their Federation allies. Klingon foreign policy became one of imperial expansion toward Federation home worlds, with an eye toward eventual confrontation of the Human enemy. The talking point at the time was: *"There are poor planets in the Klingon systems; we must push outward if we are to survive."* In fact, nothing of the sort was true. Thanks to the great dilithium reserves on *Praxis*, the Empire had far more potential wealth than even *Starfleet Intelligence* thought. As with most propaganda lines, however, once repeated often enough, the lines rang true to the average Klingon-on-the-street. All sorts of evil, cowardly, dishonorable motives were ascribed to the Humans and their Federation "lackeys".

Because confrontation with Earth was a given, Klingon attention naturally fell to Axanar. The Toredar star system lay across the main Qo'noS-Earth transit route, and as a modern, technological, spacefaring society, Axanar would be a valuable asset. The Klingons exerted intense diplomatic pressure on Axanar to voluntarily join the Empire. Their efforts were not without result—a faction sympathetic to Qo'noS developed planetside.

Nevertheless, the majority of Axanar either sympathized with Federation political motives and ideals or feared Klingon aggressiveness—or both. Axanar's planetary confederation began talks with the Federation concerning defense cooperation in the event of a war with the Klingons. Further, a political movement to petition Earth for Federation membership gathered momentum.

Sensing that the moment of action was at hand, on 5113.1 (early 2251,) Klingon agents engineered a *coup d'etat*, installing Klingon clients in control of an important regional government on Axanar. These pro-Klingon Axanar formed an empire called the *Temeraine Consortium* ("Consortium") and immediately launched a bid for world power through subversion and overt military attacks on neighboring governments. In response, a group of anti-Consortium regional governments—the *Axan Alliance* ("Alliance")—was formed to resist the Consortium. The *Great Axanar World War* was underway.

Alliance forces found themselves overwhelmed by Consortium troops, who were equipped with the latest Klingon armored vehicles and aerospacecraft. As Alliance troops were slaughtered by the thousands, their leadership appealed to the Federation for help.

Because of the distances involved, news of the war on Axanar took one week to reach Earth. Even after reports of the conflict filtered in, the Federation Congress took a considerable amount of time to formulate policy. Initial reports were sketchy, direct Klingon involvement was not immediately apparent, and the tendency of many Congresspersons was to dismiss the affair as a dispute internal to Axanar. It took repeated and strident requests for assistance from both the *United Earth* ambassador to Axanar and Axanar's own representatives to the various Federation governments before Congress agreed to dispatch an ad hoc task force to investigate.

Congress selected *Captain Kelvar Garth* of the destroyer *U.S.S. Xenophon* to lead the task force. Garth was a respected officer who had published highly-regarded articles on Klingon culture and military history in the *Starfleet Journal of Military Studies* and the *Harvard Journal of Economics and Society*. Prior to his command of the *Xenophon*, Garth had spent a year at the *Starfleet War College*, developing what would later be called "*Operation Armageddon*"—the Starfleet contingency plan for full-scale war against the Klingon Empire. When asked for an officer to lead the Axanar mission, every flag officer at *Starfleet Headquarters* replied, "Kel Garth."

Captain Garth was charged with investigating the situation, supplying limited military aid to the Axan Alliance (which the Congress designated as the legitimate Axanar planetary government,) and, if "*alien*" involvement in the war was apparent, to "*recommend such additional actions as may be necessary to re-establish the peace.*" Because of the delay due to the debate and the travel times involved, Garth's squadron did not reach Axanar until almost a year after the war began.

2.0 Operation Python: The Political Debate

After surveying the strategic situation on Axanar, Garth bluntly told the Congress that absent Starfleet intervention, the Alliance would be defeated within three months. To forestall this defeat, Garth drafted a limited war strategy called "*Operation Python*", which he forwarded for Congressional approval.

Operation Python had three components. Starfleet orbital firepower would support Alliance ground positions as needed. A naval exclusion

zone would be set up around the Toredar system, in which ships from Garth's squadron would halt, capture, or destroy all shipping bound for Consortium ports. And in addition to the advice and training already being supplied on the ground, the squadron's *Infantry Expeditionary Unit* ("IEU") would be sent planetside to attack base areas where Klingon advisers were known to be present.

It took two weeks of intense deliberation for Congress to make its decision. Although all recognized the justice of the Axan Alliance's fight, many feared that intervention would provoke a devastating war with the Klingons. Doubts were voiced over whether the Federation could win such a war—especially if the Romulans became involved. Other delegates charged that Operation Python was the first step in an imperialist effort to establish a Terran-Vulcan condominium over neutral systems of strategic importance—a charge that was given teeth by evidence that Earth was prepared to act with or without Federation sanction.

Despite these worries, Congress narrowly approved Operation Python. Ultimately, a majority feared the consequences of allowing Klingon aggression to succeed in an important system such as Axanar. Further, Python was appealing because of what it did not propose. Garth believed that his fifteen-ship squadron along with a steady stream of military aid to resupply the Alliance would be sufficient to hold the line. He did not believe that attacks on Klingon ships or bases outside the Toredor system would be necessary. Further, the Klingons themselves obviously did not want a direct confrontation—otherwise, why did they not send an invasion force to Axanar in the first place? The Klingons were weak in the Toredar sector, and did not want to become caught directly in a planetary war. A strong response, therefore, would force the Klingons to withdraw. It was all a matter of showing the flag and flexing Federation muscle. At least, so Garth had argued.[1]

3.0 Operation Python: The Fight is Joined

Python worked beyond Garth's expectations. Fleet actions coupled with a spacelift of military aid from the Federation arsenals on Earth and Andor stopped the Consortium in its tracks. Resupplied and supported by Garth's orbital firepower, Alliance forces gained the initiative and, within a year and a half, regained much of their lost territory. Within two years, the Alliance, equipped with Federation armor and phasers, and backed by Starfleet fire support, was making deep penetration raids into the Consortium's home territory.

The House of Duras was terrified by the possibility of a Consortium military defeat. It would be an embarrassment for their own strategy of indirect conquest of Axanar to fail, and leave the door open to charges of cowardice and dishonor against the Duras Chancellor. A direct confrontation was necessary to "prove" the honor of the House. Qo'noS upped the ante by sending the forty-ship *Blood Terror Battle Fleet* to Axanar with orders to defeat Garth, resupply the Consortium, and take Axanar for the Empire. Garth was advised of this move by Starfleet Command, which "recommended" that Garth withdraw to the nearest Starbase to "preserve and protect" his squadron. [2]

Garth would not retreat. He knew that the Klingons respected honor and strength above all else. He also knew that most Klingons already viewed humanity as weak and indecisive. A retreat without battle would be seen as outright cowardice. Not only would Axanar be lost, but the Klingon Empire might be goaded into launching an all-out attack on the "cowardly" and "dishonorable" UFP. The only chance for a Human-Klingon peaceful coexistence would be on the basis of mutual respect and, Garth believed, an honorable fight by the Federation—even if it ended in defeat—could be the foundation of a future peaceful relationship. With these thoughts in mind, Garth decided to attack.

4.0 The Battle of Toredar XIII

Garth withdrew the IEU from Axanar despite Alliance protests (diplomacy was never one of Garth's strong points,) and reorganized them into boarding parties distributed among the squadron. Next, he sent a series of dummy communications, fooling the Klingons into halting their fleet just outside the orbit of Toredar XIII and coming about to face what they thought was an approaching Starfleet task force. Garth's engineers, using ships and equipment seized during the quarantine operation, rigged gamma radiation emitters to scramble Klingon sensors.

The squadron marshaled its strength behind Toredar XIII—using the gas giant to stay outside the range of Klingon sensors. Meanwhile, the decoy force of captured ships armed with the jury-rigged gamma radiation scramblers approached the Klingons from their forward arc. As the Klingons approached what they thought was the Starfleet relief force, the gamma scramblers hit them with a full blast of radiation, making the Klingons deaf and blind. Garth's squadron executed a slingshot around Toredar XIII at warp 5, coming to a halt within only one hundred nautical miles of the Blood Terror Fleet's capital ships.

The D-7 Battlecruiser was the epitome of Klingon Power in the early 23d century.

Garth caught the Klingons completely by surprise. Barrage after barrage of overloaded photon torpedoes were launched from close range at the Klingon ships' unshielded aft regions. Starfleet ships launched anti-matter missiles at point-blank range, so close that debris from exploding ships struck some of them. Finally, boarding parties beamed and shuttled over to the smaller ships, destroying engines, smashing computers, and seizing command centers.

The result was a rout, the likes of which had not been seen since the Klingon contact with the *Hur'q* two hundred years previous.

Although several Klingon ships were captured intact, there were few prisoners, most warriors preferring suicide to the shame of capture. The crew of the *IKS Honor Blade*, its engine reactors destroyed by photon torpedoes, committed suicide en masse. When a Starfleet boarding party arrived to take control, they discovered that the Klingons had set the ship to a timed autodestruct sequence. Fifty infantry officers died in the explosion, the worst single loss of Federation life during the entire battle. Despite the ferocity of the battle, Garth sympathized with Klingon sensibilities. The Captain personally lead a boarding party to the bridge of the *IKS Mek'leth*, forced the crew to submit, then allowed surviving captives (all of whom had been crippled or maimed in the intense hand-to-hand combat,) to commit *Hegh'bat*.

In all, thirty five Klingon warships and ten military transports were destroyed or captured in the so-called "*Toredar Turkey Shoot*". Federation losses were minimal—one hundred marines and 52 auxilliary craft. Unfortunately for Garth, this victory immediately thrust him into controversy and legal issues that cast a shadow over the rest of his career.

5.0 The United Earth Republic v. Captain Kelvar Garth

When the situation on Axanar stabilized, Captain Garth was immediately recalled to Earth. Upon arrival, he was charged with exceeding his orders by engaging the Klingon ships without consulting headquarters, and the murder of the Klingon warriors on the *IKS Mek'leth*.

Garth's actions before and during the Toredar XIII engagement had created a firestorm in the Federation. Civil liberties groups and allied governments accused Garth of recklessness, heedlessly risking war with

the Klingons to serve his own ego. The Duras family further muddied the waters, claiming that a "peacekeeping force" sent to Axanar was slaughtered by "Federation tyrants" and that Garth was wanted for trial on Qo'noS as a war criminal. The Klingons threatened war if Garth was not handed over. Fortunately, the Federation Congress denied Qo'noS's extradition request, firmly insisting that the *Starfleet Code of Military Justice* would be sufficient to adjudicate any of Garth's alleged crimes.

Garth declined the offer of counsel from the Starfleet JAG corps, instead hiring *Samuel T. Cogley*—the famous, but eccentric, defense attorney from North America—to defend him. Cogley launched a passionate defense, portraying Garth as a war hero who followed both the letter and spirit of his orders. The Klingon ships had, after all, entered the naval exclusion zone and (warships or not,) were subject to the quarantine. Garth permitted the Klingons to perform the *Hegh'bat* out of respect for Klingon traditions and honor—respecting *Infinite Diversity in its Infinite Combinations* was a Federation principle, was it not? Certainly, in an ideal world, Garth would have consulted San Francisco at every turn, but transmissions from the fleet to Earth were subject to interception, which could have tipped the enemy to the planned attack. And if Garth's instincts were wrong—where was the great interstellar war that everyone was predicting? Why did the Klingons not attack?

Garth was exonerated on all charges. Afterwards, almost in apology, Starfleet showered every conceivable award on him for his heroics, notably the *Federation Medal of Valor*. Because of the controversy surrounding Axanar, he never would make flag rank. Instead, a new rank was created. Garth was designated a "*Fleet Captain*"—a rank somewhere between "*Captain*" and "*Commodore*". Garth himself harbored no illusions about the intent—as a *Fleet Captain*, he had all of the duties and headaches of a Commodore, while being given the pay and respect accorded a Captain. It is significant that the only other officers to subsequently receive the 'honor' of Fleet Captain were heroic lone-wolf Captains that Starfleet was reluctant to promote but could not cashier, including the tragically disabled *Christopher Pike* and the (in)famous wild card, *James T. Kirk*.

By then, the Axanar Peace Mission was in its final stages, so the Fleet Captain was given command of a starship in the *Exploration Command*. Unfortunately, during his first five-year exploration mission, Garth sustained serious injuries while on a landing party, and subsequently developed a severe mental disease as a result of those injuries. He lived out the rest of his life in an asylum for the criminally insane on *Elba II*. Tragically, he died shortly before the signing of the *Khitomer Accords*, and so was not able to see his prediction of a Federation-Klingon relationship based on mutual respect and cultural understanding come to fruition.

6.0 The Fall of the House of Duras

Rodek, leader of the House of Duras and Imperial Chancellor, circa 6400 (2264 AD)

The Battle of Toredar XIII had several long-lasting effects on Klingon domestic and foreign politics. First, Klingon ambitions in the entire sector were crushed. Although the Axanar War dragged on for two more years before the last Consortium diehards agreed to armistice terms (the result of the famous *Axanar Peace Mission*,) the Klingon Empire found itself helpless. One fifth of its available force projection had been destroyed at Toredar XIII, and the Empire no longer had the resources to resupply the Consortium. With the signing of the armistice after the Peace Mission and Axanar's admission to the UFP, even hardcore Duras supporters had to admit defeat.

Many in the Empire were spoiling for a fight with Earth. Nevertheless, even the most bloodthirsty recognized that with the Empire in its militarily weakened and politically isolated state, Starfleet would be in the skies over Qo'noS within a year. The Navy would not regain its pre-Toredar strength until ca. s/d 6700 (2267 AD), when it challenged the Federation again in the abortive ten-day Organian War.[3]

Politically, the *Klingon High Council* fractured. Three leading Houses —*Daa'Maq, Mogh, and Kang*—quit the Council. Kang and Mogh issued a joint statement, blaming the defeat on Duras' underestimation of Federation strength, and calling for rebuilding Klingon military strength while reassessing the direction of "natural Klingon Expansion".

The *House of Daa'Maq* took a different view: "*We sent a single fleet?*" its representative hyperbolized before walking out of the Council in disgust. "*Send fifty! It's not like we don't have 'em!*" Daa'Maq pirates began making raids on Federation ships and colonies to avenge "*the lost seven thousand*", the most famous of which was *Commander Kruge's* raid into the *Mutara Sector* on 8510.3. The Daa'Maq's raids persisted even in the post-Khitomer era, and as of 10000.2 (2300 AD), Daa'Maq's seat on the High Council remains empty.

For their part, the Duras blamed "*traitors*" in the Navy for the defeat at Toredar XIII. Rumors were started about their own ships joining the "Earthers," turning their guns on fellow Klingons in exchange for high ranks in the Human Starfleet and unspecified payoffs of "*blood money*." Anyone related to the warriors at Toredar XIII or the advisers on Axanar were also considered suspect, and many members of these houses were arrested, dumped onto *Rura Penthe*, and never heard from again. The Klingon Navy was also subjected to a purge, with hundreds of warriors executed for suspected treason, only to be replaced by officers chosen solely for their loyalty to the Duras clan. Thus, while few believed the Duras' propaganda, even fewer were willing to challenge them.

To make the House more palatable, the upper echelon of Duras leaders stepped aside, allowing for the young, brash, and inexperienced *Rodek* to take the Chancellorship. Rodek possessed a youth and aggressiveness that many Klingons respected, despite their growing distaste for Duras policies. Although Rodek came under intense political (and, in some cases, military,) attack, he managed to keep the Chancellorship and his House dominant on Qo'noS for the next forty years. The Duras clan were nothing if not masters of political intrigue.

Rodek kept Klingon-Federation relations in a deep freeze for forty years. In protest at the Battle of Toredar XIII, the Klingons closed their embassy on Earth and all Federation diplomatic personnel were forced to leave Qo'noS (partly as a diplomatic protest, partly for their own physical safety in the heated post-Toredar XIII political atmosphere). Although the UFP and Klingons dealt with each other (when necessary) through the good offices of the independent *Orion* world of *Rigel VI*, there were few direct contacts between the two powers during this time period. With the Federation unwilling to launch a preventative war[4], and the Klingons unable to win a war without outside assistance, a situation of "no-war, no-peace" developed along the *Neutral Zone*. Klingon raids followed by Starfleet retaliation made life on the frontier dangerous, choking the growth of colonies, and stifling otherwise profitable cross-border trade.[5]

Two things led to the fall of the *House of Duras*. First, the Empire was in a position of military weakness after Toredar XIII vis-à-vis the UFP. To remedy this, Rodek poured tons of latinum into rebuilding the Navy's strength. The oppressive taxation necessary for this buildup proved wildly unpopular and sent the Klingon economy into a recession from which, as of 2300 AD, it still has not fully recovered. Indeed, the economic stagnation and bureaucratic lethargy that strangled the Empire's economy led to the environmental catastrophe that forced the Empire to come to terms with the UFP.

Second, and in the eyes of the Klingon populace, most damning, was the

alliance with the Romulans. True, the Klingons had gained a mutual defense pact[6] at a time when they desperately needed an ally, and had also gained the fabled cloaking device at the cost of only a few dozen outdated warships. The Romulans, however, were known to be treacherous and scheming; there was debate on Qo'noS whether or not the Romulans would actually honor their agreement if Earth launched an attack on only the Klingons. Even if the Federation had a weak, undisciplined civil society, had they not repeatedly forced the Romulans back behind the Neutral Zone? Had not the Earthers acted openly and with honor (if with an excessive concern for "rights" and "innocents",) in the past—at *Axanar*, *Organia*, and *Sherman's Planet*? Further, the economic strength of the UFP made their military operations all the more effortless. The Romulans, on the other hand, had their economy in a wartime austerity mode for over a hundred years, since the days of the *Earth-Romulan War*. The trade and economic assistance agreements with the Romulans thus proved worthless to the Klingons.[7]

It was these long-term policy choices made after Axanar that ultimately led to Rodek's assassination by an agent from the *House of Gorkon* and the rise of Gorkon himself to the Chancellorship on 8899.1. Though Gorkon wanted to reorient Klingon policies toward the UFP, it still took the Praxis environmental crisis of the 2293 to convince the majority of Klingons that their future lie in an association with the Federation.

7.0 Conclusion

Garth's bold action won Axanar for the Federation, stopped a Klingon-Federation War, and ultimately laid the groundwork for the Klingon-Federation rapprochement. For his actions at Axanar, Garth won the *Federation Medal of Valor* and the title of *Fleet Captain*, although controversy surrounding his actions led to a court-martial from which Garth was exonerated. Unfortunately, while on a mission to *Antos IV* after the war, Garth was seriously wounded, and developed a progressive mental illness from the lack of proper treatment of those wounds. Garth lived out the rest of his life at the *Elba II Correctional Facility for the Criminally Insane*—a tragic end to a brilliant career.

8.0 Bibliography

This paper contradicts most of the 'canon' information crafted by both Decipher or FASA, although your scribe arrogantly believes he has crafted a more interesting story line.

Star Trek, "Whom Gods Destroy".
Star Trek, "Court Martial".
Enterprise, "Fight or Flight".
Rick Stuart, Decision at Midnight at 36 (FASA no. 2219, 1986).

Aliens at 18, 95-100 (Decipher RPG guide; entries on "Axanar" and "Klingons").

Player's Guide at 214 (Decipher RPG guide—chronology.)

Additional Observations

[1]Some revisionist historians argue that Garth intended to provoke a battle of annihilation with the Klingons at Axanar. Garth was a man who was a habitual planner and thinker – for him to have invented both Operation Python and the battle plan for Toredar XIII on the fly, as it were, seem implausible, and his concern that the Klingons were Earth's primary enemy were well-known. These charges are not supported by anything more than speculation; Garth's personal journals were destroyed on Antos IV, and his mental condition later in life made interviews impossible. This historian, however, thinks it is a great discredit to Garth's tactical genius to assume that he was incapable of making decisions based on incomplete information, or tactical flexibility in combat conditions.

[2]As established in the subsequent court-martial, the Admiralty's communication was merely a "recommendation", not an order, permitting Garth to successfully argue that ultimate discretion in dealing with the Blood Terror Fleet was left to him.

[3]Documents revealed through the opening of the Gorkon Archives in 2296, imply that the Chancellor ordered the Imperial Navy had drawn up plans to launch a full-scale invasion of the Federation, using bases in the Toredar system as a primary logistical hub for the Blood Terror Fleet as early as 2250. Some historians now argue that Garth did not merely deter war by showing Federation ferocity, but rather prevented it by destroying the Klingon ships that would have borne the brunt of the early fighting. Most Klingon historians, however, view these documents as uncorroborated because other Houses have refused to open their archives to public scrutiny.

[4]Unwilling, that is, partly because the Romulans remained at their backs, and partly because outside of Earth and Andor, an offensive war against the Klingons was unpopular among Federation governments.

[5]One of the ironies of history is that those most in search of peace are often the least successful at finding it. By repeatedly sending emissaries to Qo'noS seeking peaceful "understandings", the Federation played into the hands of those in the Empire who argued that the humans were little more than cowards, whose understanding of honor was limited. Had an enlightened administration launched a propaganda campaign, stressing the wars of Earth's past, to say nothing of the blood-soaked past of Vulcan or Andor, one can imagine a Khitomer-like rapprochement possible ten or twenty years earlier.

[6]The pact was defensive in nature, and the terms specifically stated that neither party was obligated to assist in "offensive actions launched without consultations against mutual enemies" (i.e., the UFP.)

[7]It is now believed that the Klingons and Romulans both believed each other to be stronger than was really the case. Recent intelligence from the Romulan core worlds indicates that the Romulans, so disappointed in Klingon military equipment and the utter failure of Klingon-Romulan trade to develop, effectively treated the treaty as dead by 2279 AD. The Klingons, to their credit, continued to faithfully honor all requirements of the treaty until Gorkon convinced the High Council to abrogate the agreement in 2290 AD.

Garth, First Officer To Receive The Rank Of Fleet Captain

Birds Of A Different Feather

Birds Of A Feather

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Introduction

Birds of A Different Feather is an adventure for the *Star Trek Roleplaying Game* by Decipher using the CODA System. It is suitable for 2 to 8 players of the Starship Officer profession in Starfleet, though other professions will be up to the individual Narrator. This adventure is set in the era that is post-*Star Trek: Nemesis*. However, with a little adaptation, it could be fit into just about any era the Narrator desires. There is a crew of characters included in the Appendix that can be used as player characters, or the players may use their own characters with the approval of the Narrator. Likewise, the statistics for a modified Akira-Class starship, the *USS Spector*, is included.

Birds Of A Different Feather takes place in February of 2380 in the Neguyen Sector of the Delta Quadrant. It is presumed that this is the crew's first mission in this sector. It is planned that there will be other adventures in the *Neguyen Sector*, but with a little preparation, a Narrator can place this sector in just about any quadrant.

Players taking part in this adventure should not read any more of this document.

Background

When the *USS Voyager* returned to the Alpha Quadrant, it was discovered that there were many systems and phenomena listed in the astrometrics logs that the crew of Voyager simply didn't have the chance to investigate. Most of these logs have been looked at by Starfleet astrophysicists and it has been now determined that the very last of the logs are within reach of present Federation technology. *Doctor Soo Neguyen* has headed a research outpost for the past two years and has identified several systems in what has become known as the Neguyen Sector.

The first system that he has looked at in this sector (the sector being roughly 8000 cubic light years in size) is a very ancient system. Data correlated from the system suggest that it has undergone a "Jupiter" effect, a gas giant that was close to the sun ignited into a second star some one billion years ago. The doctor estimates that this occurrence would have had disastrous effects on the other planets in the system. The only way to get more data on this system is to send a ship.

A billion years ago, the gas giant *Dalani III* experienced the "Jupiter" effect and became a full-fledged star. While several times smaller than Sol, the gravitational stress in the system wreaked havoc with the 11 planets orbiting the main star. Of these 11 planets, only *Beor'Delani* (Class-M), *Galator* (Class-T), *Voraax* (Class-H), and *Kalor* (Class-K) remain. The Federation observatory, R-312, also noted that there is some evidence to suggest that there may be an artificial object in orbit around Galator, but it is impossible to tell at this distance. The Dalani system is four weeks away at maximum warp for a Galaxy-class ship.

With the end of the *Dominion War*, the return of the Voyager, and the new treaty with the Romulans, Starfleet has once again looked towards its scientific and exploration duties. With this said, Starfleet also realizes that there are a great many warships in the fleet. One of these ships is the USS Spector, an Akira-Class Heavy Cruiser. With very little modification, the ship can be used in an exploratory way, much as the original Constitution or Ambassador classes were. However, due to the Borg threat in the Delta Quadrant, the admiralty was very hesitant to remove the teeth from this predator. She's on a mission of peace and exploration, but she's prepared for the worst.

Synopsis

This episode deals with the exploration of the Dalani system and eventual diplomatic talks with the Dakari and Mokar. In the course of these talks, the crew will need to convince the Dakari to treat the Mokar as equals, if the planet is to become a Federation member.

At the heart of this adventure is the cultural racism of the Dakari people towards the Mokar. The Dakari believe that the Mokar are second class citizens and should be treated as such. In actuality, the Mokar are little more than slaves with far less rights than the even the lowliest of the Dakari. But at the same time, the Dakari will want to apply for Federation membership once they meet up with the crew. The players will need to come up with convincing ways to not only develop a treaty between the Dakari and the Mokar, but to urge them to work together. The Mokar, while having been subservient for many generations, are no longer willing to forget the way the Dakari have treated them. Both the Dakari and the Mokar agree that membership in the Federation would help their world, but getting them to agree as to how too exactly go in that direction will be a challenge.

The Appendix of this adventure includes example profiles for both the Dakari and the Mokar. Both of these species are suitable for player characters once this adventure is concluded.

Captain's Log, stardate 56844.9…

Our story begins on Starbase-39 Sierra, on the *Romulan Neutral Zone*. While there are many research outposts much closer to the Delta Quadrant, none have the capacity to overhaul starships. The crew has recently arrived and is prepared to take command of the starship Spector. The Starbase is currently run by *Rear Admiral Varne*, a half Orion and half Human.

The Spector is currently under the command of *Captain Keira Neela*, a Bajoran. It is assumed that the captain is an NPC if the players do not have a captain of their own. Alternately, a player may take Captain Keira as a PC. This is her first command and she is a little flustered, since the ship appears to be in a shambles. The Spector was once a warship after all and it is now being turned into an exploratory vessel. Any players that step onto the bridge will find at least six Starbase-39 engineers installing various pieces of equipment over the next 24 hours, making them behind schedule since the Spector is to launch at that time! This should be emphasized to the players, giving them a chance to get into the action. You can roll randomly or assign tasks to the players from the following:

TABLE 01: STARSHIP REPAIR TASKS

Roll	Description	Extended TN	Time To Complete
02	Matter/antimatter Interphase Mix Out Of Alignment By 37%	60	6.0 Hours
03	Lcars Not Interfacing Properly With Upgraded Computer Core	45	4.0 Hours
04	New Impulse Manifolds Not Yet Installed	60	6.0 Hours
05	Emh Program Offline And Data Corrupted	40	3.5 Hours
06	Replicators Offline In Crew Lounge On Deck 14	25	1.5 Hours
07	Eps Conduit On Deck 17 Ruptured From Overload	35	2.5 Hours
08	Phasers Offline	25	1.5 Hours
09	Port Warp Nacelle's Coils Out Of Alignment	40	3.5 Hours
10	Transporter Pattern Buffers Offline	35	2.5 Hours
11	Cargo To Be Stowed In Cargobay 3	25	1.5 Hours
12	Inventory Of Quantum Torpedoes Needs To Be Done	30	2.0 Hours

*While this list is not exhaustive of the work that needs to be done, the Narrator can assume that anything that is not done by the players is handled by NPCs.

Helping out with the technical work aboard the Spector should give the Narrator a chance to describe the ship to the players and allow them to become more familiar with their new home. The statistics for the Spector can be found in the Starships book. At the Narrator's discretion, you can allow your players five picks to add traits to the ship from the Narrator's Guide and/or the Starships books. This may allow the players a bit more of a personal investment in their ship.

A Ferengi By Any Other Name…

It will take the Spector four weeks at maximum warp (without pushing the engines) to reach the Delta Quadrant and the Neguyen Sector. This should illustrate to the players just how far out they are from the nearest Federation Starbase. This time can be spent allowing them to better get a handle on their characters and their life aboard ship, or can simply be passed over as time elapsed. From the edge of the Delta Quadrant, it will take another three days at cruising speed to reach the Dalani system.

On the outskirts of the Neguyen Sector, with a TN 15 System Operation (Sensors) test, sensors pick up a *Ferengi D'Kora-Class* ship leaving the sector on a heading for the Alpha Quadrant. The commander of this vessel is *Daimon Prot*. Prot has been in the Neguyen Sector searching out new markets from which to make a lucrative profit and has just come from the Dalani system. If the players do not decide to hail the D'kora, then Prot will hail them. Truth be told, Prot is a little concerned that a Federation vessel is in the vicinity of his newfound market. Should the crew fail to detect the D'Kora on sensors, you should make a role for Daimon Prot's crew to detect the Spector. Prot is extremely savvy and is on the lookout for other vessels. Because of this, his crew can make a System Operation (Sensors) test with a TN 10. Should both the ships pass each other in the night without so much as a glance, this may effect Prot's presence later in the episode.

Daimon Prot will try to make idle chitchat with the players, but it should be easy to tell that he is pressing them for information on why they are here. The players may be able to turn this to their advantage and get information out of Prot directly with a Negotiate (Bargain) test or indirectly with an Inquire (Converse) test. On a success, Prot tells them very little information about the Dalani system, but does slip that there is an inhabited planet in the system. A TN 20 System Operation (Sensors) test shows there to be bio signs in his primary cargo hold. Bringing this fact to Prot's attention will give the players a +5 to negotiations. A second scan, TN 15 System Operation (Sensors) test, shows there to be elevated neutrino emissions coming from the hold as well. Again, this information will give an additional +5 to negotiations (+10 total). Should the players succeed at both of the scans, Prot will begin to feel the pressure.

His "new and lucrative" market, as he puts it, has sold him 10 female infants that he intends to sell in the Beta Quadrant as "pets that can later be used as servants." Hopefully, this will light a fire under the players to do something to stop this! If it doesn't, Captain Keira will most definitely demand that the infants be turned over to her so that she may return them to their rightful home. When pressured even further on this point (opposed Negotiate test), Prot will agree to turn over the infants if he is allowed to keep the shipment of Neutrino Disruptor Rifles that is also in his hold. The rifles are more important to him, since none other than Admiral Varne of Starbase-39 placed the order for them. Varne is a man that Prot greatly fears, though he will not divulge why. Prot will turn over the infants and the coordinates of the inhabited planet in the Dalani System. A tricorder scan (TN 10 Science: Biology) tells the players that the infants are of the Mokar race.

With Friends Like These…

Shortly after arriving in the Dalani System, the crew will have the chance to meet some of the native inhabitants as four system patrol frigates de-cloak. The commanding officer presiding over the frigates is named P'Kar and he wants to know what the Spector's intentions are. Whether the crew expresses their good intentions or not, Captain P'Kar is cautious due to the fact that he has already scanned the Spector and knows that she's a warship.

Negotiating with P'Kar is an extended Negotiate test (TN at Narrator's discretion) requiring at least five successes. However, if the players bring up the 10 infants that they are carrying and that they wish to return them, they will gain a +3 bonus to their rolls. P'Kar doesn't really care about the infants, but the players' desire to return them does show good character. P'Kar explains that he is completely aware that the infants were sold to Daimon Prot and it doesn't seem out of the ordinary at all to him. Once the players have convinced P'Kar, he allows them to explore the system and points them in the direction of Beor'Delani (Delani V) and to the Galator Space Dock. He explains that these are the two location of most interest in the system.

If asked about the system, P'kar is happy to explain that the Delani system is run by the Dakari. Their main resource is latinum and the Delani system has proved itself to be a powerful banking consortium within the Neguyen Sector. Aside from banking, Beor'Delani is often used as a trading hub for many different cultures across the sector. If pressed about the infants and their sale to Daimon Prot, P'kar will point them toward Beor'Delani and explains that more information can be found there.

Don't Touch Me Lucky Charms!

As the players head for Beor'Delani and are about to make for orbit, Daimon Prot makes his return. Not wanting the Federation to ruin his new found market with their human regulations, he intends to destroy the Spector. Prot enters the system at maximum impulse, with his shields raised and weapons armed. He is confident and will take the first shot if he can. All attempts to hail him will be met with silence. If the crew of the Spector failed to detect Prot earlier, he will have learned of them from a passing freighter on the outskirts of the Neguyen Sector. This may alter

the course of this scene, since the crew will only now be able to get information on the infants. If this is the case, it is imperative that the Narrator not destroy Prot's ship so that the crew can gain access to the infants.

Four rounds into the combat, Captain P'Kar's four frigates will again de-cloak. This time, each frigate releases five Dakari Fighters. P'Kar orders the players and Prot to stand down or he will open fire on both ships. P'Kar is very confident and knows that he has both ships outnumbered; though not necessarily outgunned. While, it is likely that the players will stand down, Prot will not and will open fire on the frigates. As soon as this happens, P'Kar orders all 20 fighters and four frigates to open fire on Prot's ship. The Narrator should feel free to destroy Prot's ship to show that the Dakari mean business.

If the players did not stand down, P'Kar will still destroy Prot's ship but will also do as much damage to the Spector as he possibly can. P'Kar knows the value of attacking en-masse and will do so, ordering all of his ships to focus their fire on one target at a time. This should be sufficient enough to prove to the players that continuing on this course of action is not recommended. Once Prot's ship is destroyed, P'Kar will inform the players that they are free to go into orbit. But he also informs them that he is keeping an eye on them in case there are any further problems.

Down Home In Sweet Rolan

The players should be free to form their Away Team. However, it is recommended that all of the players beam down to the planet, since this is where the action will be. For Narrators that have players that decide to stay behind on the ship, you may need to come up with some side adventures for them to participate in.

The Away Team materializes in the square of the capital city of Rolan. Most of the buildings in Rolan are made out of the trunks of giant trees. It should be impressed upon the players just how humid it is on Beor'Delani. While the planet has an 80% Hydrosphere, the temperature is hot (around 30 degrees centigrade). This causes most of the liquid to be in the air itself. The planet is mostly a lush rain forest, dotted with small seas, lakes, and rivers. The trees that the Dakari have used to build their capitol city are hundreds of meters tall. One side of Rolan is set against the side of a granite mountain, while the rest of the city is supported by trees and overlooks the jungle below.

Shortly after arriving, the Away Team is met by Prime Minister T'Krit and the Dakari Council. Captain P'Kar radioed ahead and informed the Prime Minister of the player's arrival. Since this is the first time they have met, the Dakari Council has prepared a feast in their honor, as is traditional for all first contact situations on Beor'Delani. The Prime Minister leads the players to the Council Hall, where the feast will take place.

The Council Hall is inside a large, hollowed out section of tree that supports the rest of the city. Upon entering, players can make Observe tests. A success on TN 15 will allow them to notice many common pieces of technology, including replicators. It seems that the Dakari enjoy an even mix of technology and nature that is very unusual. Once the players have taken their seats, a Mokar servant named Reeva serves them. A tricorder scan (TN 10 Science: Biology) of Reeva shows that the Mokar and the Dakari are actually genetically very similar.

If the players bring up the fact that they have 10 Mokar infants aboard, the Prime Minister downplays the situation but does not take offense to the implications of slavery. He will explain to the players that it is simply the Mokar way and that they should not be concerned. Once the meal is finished, the Prime Minister explains that he has some things to talk about with the Captain and any diplomatic characters in the group, but that the rest of the Away Team is free explore the city.

As soon as the other players leave, T'Krit tells the remaining players that Delani wishes to join the Federation and he believes that it would be a profitable venture for both the Dakari and the Federation. Negotiations will be opposed Negotiate (Bargain or Mediate) tests, but it should be considered that there are simply some things that T'Krit will hold fast to, as I'm sure there are things that the players will want to hold onto as well. These talks should be roleplayed, with the dice only being used when absolutely needed.

This Little Piggy Went To Market…

A large part of the square in Rolan is the Grand Market. The Grand Market is a series of open booths that are run by a number of Dakari merchants and Mokar servants. From here, just about anything across the sector, and sometimes the quadrant, can be purchased. The players may want to explore the market and spread around some of their Federation credits. There are several items here that may be considered black market items in Federation space, but these items are perfectly legal here. Players may want to be careful about the items they purchase because of this.

At some point during their exploration of the Grand Market, a sniper will open fire. The sniper is actually a Mokar named Markok. He is using a Dakari disruptor rifle with holographic sights. He has 75% cover and concealment (+11 TN to hit him). A TN 10 Observe test tells the players that they are not the targets of this attack. On an Extraordinary Success, the players will also note that only Dakari are being hit and that the Mokar servants are being given a wide berth.

It is important that the players not be allowed to capture Markok, as this would allow them hear his side of things without the benefit of having the Dakari in control. Markok must escape and the players must not know at this point that he is a Mokar.

In Every Revolution, There Is One Man…

If the players have not decided to go back to the Council Hall on their own, they will be informed that the Prime Minister wishes to see them via a Dakari constable. Once they have arrived, the Prime Minister will tell the players that there have been some instances of crime in Rolan, but that that it is a very rare occurrence.

Shortly after they arrive, Dakari constables enter the Council Hall with Markok in custody. One of the council members makes it a point to state that sedition is a crime punishable by death and that Markok will be executed tonight. Allow the players to question the councilman's use of the word sedition. After some pressure from the players, Prime Minister T'Krit admits that there have been instances of Mokar rebellion on the planet and that Markok is leader of the local resistance cell.

Markok is more than happy to tell the players of how the Dakari treat the Mokar as second class citizens. Aside from this fact, the Mokar are presently very unhappy with kidnapping and sale of their children. Two of the infants on board the Spector are his and Reeva's children. The Mokar demand to be treated with equal rights and an end to the sale of their children. Prime Minister T'Krit will try to cover this up by saying that Markok does not speak for all of the Mokar and that a great majority of them are perfectly happy with their current arrangement.

This is a chance for any diplomats in the group to shine. The first order of business is to make sure that Markok is not executed. It should be brought to Prime Minister T'Krit's attention that the Federation will reject an application from a planet that still employs slavery, even if that is not what the Dakari wish to call it. This will make the negotiations simpler, but it will still require a lot of talks. Again, this is a situation that should be role-played with little dice rolling unless needed. Should the negotiations succeed, there should be the addition of Mokar on the Council, the Mokar infants should be returned to their rightful parents, the Mokar will now be treated as equals, and an application for membership should be submitted to the Federation. Since these are extremely delicate issues, I leave the terms of success up to the individual Narrator, since these talks in and of

themselves could take several weeks.

Our Continuing Mission…
In the interest of diplomacy, the captain will suggest that the council take a tour of the ship and that the final draft of the treaty be signed aboard the Spector in the observation lounge. Again, this should help with the talks between the Dakari and the Mokar, showing them some of the benefits of Federation membership.

Once the treaty has been created and signed, the crew can submit the application (and a copy of the treaty) to the Federation. The last part of the player's mission is to take sensors readings of the Jupiter Effect on the second star in the Delani System. This should not take long, requiring a TN 10 System Operation (Sensors) test and TN 15 Science: Space (Astrophysics) test. Once these scans have been made, Starfleet will inform them that their mission is complete. A Nova-Class research vessel will be sent to do further investigation of the system and it will be bringing a diplomatic team with it for cultural research of the Dakari and the Mokar.

TABLE 02: REWARDS

Description	Experience Pts
Completed Adventure	1000
Help Get The Ship Under Weigh	150
Succeeded In Getting The Infants From Daimon Prot	200
Defeated Prot Without Aid From P'Kar	200
Created An Actual Treaty And Signed it	500

Dakari Species Profile

Personality: The Dakari are a proud yet arrogant race. Always quick to turn one man's disaster into their own personal fortune, they may be viewed as the ambulance chasers of the Delta Quadrant.

Physical Description: The typical Dakari is slightly shorter than the average human and much lighter. Their hair grows in bright multiple colors and is straight and swept back until they become excited, which then causes it to stand straight up. The most notable physical trait is a large curving bone mass that goes from their temples down to their shoulders. Dakari have hollow bones, due to their avian ancestry.

Culture: The Dakari Council is the head of government on Beor'Delani. Their biggest motivation as a people is to maintain their power as a banking consortium. The Dakari hold accounts for hundreds of races across the Quadrant. This motivation is seconded by their desire to keep the Mokar complacent in being second class citizens. Religion is very important to the Dakari, with complex rituals and holidays centered on a deity they call the "*Great Avian*."

Language: Dakari

Common Names:
Male - Buuraa, Kolack, Dontu're, Aerival, T'Krit
Female - Aerin, Krin, Tukva

Favored Profession: Merchant or Diplomat

Species Adjustments: -1 Strength, -1 Vitality, +1 Agility, +1 Perception

Species Abilities:
Evasion: Dakari have a natural agility that they use for defense. They automatically get a +1 to Quickness.

Supersonic Hearing: Dakari can hear in the ultrahigh frequencies.

Arrogant: All Dakari automatically start with this flaw.

Mokar Species Profile

Personality: A very gentle, if subservient, race. Although, they have been known to show a great temper when their families are threatened.

Physical Description: Standing on the average at only half that of humans, they are even shorter than the Dakari. Like the Dakari, the Mokar also have hollow bones from their avian ancestry. Their hair is dark and wirery, ending in white tips and is always swept back and kept close to the head. Large bone ridges protrude from the shoulder blades and extend as far up as the top of their head and as far down as below the waistline. Xenobiologists believe these to be the evolutionary left overs of wings.

Culture: The Mokar are generally considered a race of second class citizens. It was only recently (within the last 10 years) that the Mokar became disgruntled with their lot in life. While not common, Mokar resistance cells have been showing up on Beor'Delani more and more frequently.

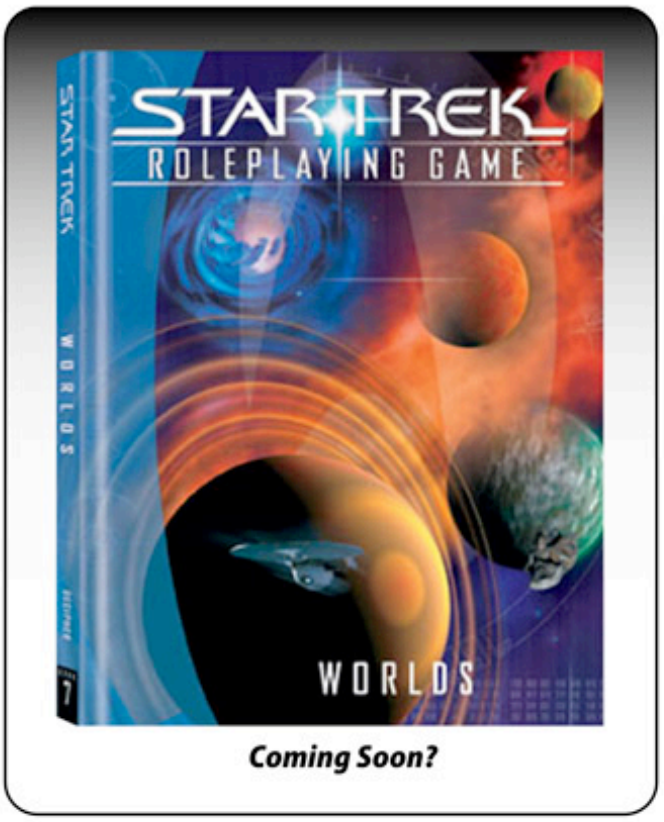
Language: Dakari, Mokar

Common Names:
-Male: Teirath, Markok, Celdaar, Kontuu
-Female: Niera, Koran, Belaa

Favored Profession: Any. The Mokar have a lot of training due to their years of subserviance to the Dakari and can hold just about any profession.

Species Adjustments: -2 Strength, +1 Perception, +1 Agility

Species Abilities:
Supersonic Hearing: The Mokar can hear in ultrahigh frequencies.
Multiple Attacks: The Mokar may make 1 additional combat action per round with their claws.
Natural Weapon: The Mokar have retractable, talon like, claws. 1d3+2 damage.



Coming Soon?

APPENDIX A: THE DELANI SYSTEM - PROFILE OVERVIEW

System Name: Delani

Affiliation: Neutral
Independent trading and banking consortium.
Delta Quadrant: Neguyen Sector
Inhabited Planets: Beor'Delani (Class-M)
Other Planets:
•Galator (Class-T)
•Varaax (Class H)
•Kalor (Class K)
Other Stellar Objects:
•Oort Cloud
•Asteroid Belt (was Delani III)
•Kuiper Belt
Artificial Objects:
•Galator Space Dock

Beor'Delani Planet Profile

Planet Name: Beor'Delani (Delani V)
Moons or Rings:
•Delani Va (Class D, 0.4g)
•Delani Vb (Class F, 0.7g)
•Delani Vc (Class H, 0.9g)
Gravity: 1.2g (15,000km diameter)
Climate: Jungle with very high humidity
•Class M
•80% Hydrosphere
•30 degrees celsius
Demographics: 2.5 billion Dakari,
2.0 Billion Mokar
Civilization:
•Tech Level 8
•Single Government
•Run by Mercantile House (House Mo'Airy)
Resources: Agriculture, Latinum mining, Banking, Trade

APPENDIX B: PRE-MADE CHARACTERS

Captain Keira Neela

Species: Bajoran
Species Abilities: Artistic, Faithful, Pagh
Attributes: STR 5 (+0), AGL12 (+3), INT 10 (+2)*, VIT 9 (+1), PRS 10 (+2)*, PER 8 (+1)
Reactions: Qu +3, Sa +2, St +1, Wp +2*
Defense: 10
Profession(s): Starship Officer
Elite Profession(s): Command: Command
Professional Abilities: Starship Duty, Commanding Presence, Starship/Starbase Protocol
Advancements: 7

Skills: Computer Use (Retrieve) +3, Engineering: Systems +3, Enterprise: Administration +5, Entertain (Sing) +3, Inquire (Fraternize) +5, Knowledge: Culture (Bajor) +5, Knowledge: Religion (Bajoran) +5, Knowledge: Law +5, Language: Bajoran +3, Language: Vulcan +2, Negotiate (Mediate) +6, Persuade (Oratory) +5, Ranged Combat: Energy Weapons +6, System Operation (Command) +5, Tactics (Space) +6

Edges: Eidetic Memory, Commanding Presence
Flaws: Addiction 1 (Alcohol)
Health: 9
Courage: 4
Renown: 1

Description: Captain Keira is 1.7m tall and around 72kg. She has deep blue eyes and red hair. However, these are not the features that make her stand out. Neela stands out because of her flaming temper and her resolute attitude. She takes a very unorthodox approach to starship command, but it is exactly this approach which won her command of the USS Spector in the first place.

Chief Engineer Lt. Commander Acacia Delacour

Species: Human
Species Abilities: Adaptable (Quickness), Human Spirit, Skilled (Demolitions)
Attributes: STR 7 (+0), AGL 7 (+0), INT 12 (+3)*, VIT 8 (+1), PRS 5 (+0), PER 9 (+1)*
Reactions: Qu +3, Sa +1, St +1*, Wp +3
Defense: 7
Profession(s): Starship Officer
Elite Profession(s): Operations: Engineer
Professional Abilities: Starship Duty, Engineering Certification
Advancements: 4

Skills: Computer Use +6, Construct +7, Demolitions +5, Engineering: Propulsion +8, Engineering: Structural +7, Engineering: Systems +11, First Aid +5, Gaming +6, Knowledge: World (Cestus III) +4, Language (Federation Standard) +3, Ranged Combat: Energy Weapons +3, Repair +8, Science: Physical (Mathematics) +4, Survival +3, System Operations +6, Unarmed Combat: Starfleet Self-Defense +1

Edges: Innovative, Meticulous
Flaws: None
Health: 8
Courage: 4
Renown: 0

Description: Lt. Command Delacour is a recent addition to the crew of the Spector. Standing at 1.65m and 49kg, she's quite an attractive site with her long brown hair and green eyes. She says that she would actually date more, but that guys are put off by the fact that she's always getting dirty by fixing things.

Chief Medical Officer Lt. Commander Amin Jasor

Species: Cardassian
Species Abilities: Eidetic Memory, High Pain Threshold, Vesala, Devious
Attributes: STR 8 (+1), AGL 4 (+0), INT 9 (+1)*, VIT 8 (+1), PRS 4 (+0), PER 8 (+1)*
Reactions: Qu +1, Sa +1, St +1*, Wp +1
Defense: 7
Profession(s): Starship Officer
Elite Profession(s): Science: Medical
Professional Abilities: Starship Duty, General Medicine, Field Medicine
Advancements: 5

Skills: First Aid +5, Influence +2, Investigate +2, Medicine +8, Science: Physical +3, Sleight Of Hand +2, Stealth (Sneak) +1, System Operations +4, Language: Cardassian +2, Language: Fenderation Standard +2

Edges: Prying, Iron Willed
Flaws: Addiction 1 (drugs)
Health: 9
Courage: 3
Renown: 1

Description: 1.8m tall and 127kg, with black hair and dark eyes. Dr. Jasor is a part of an officer exchange program between the Cardassian military and Starfleet Command. His posting to the USS Spector has not been without controversy, especially from her captain.

Operations Manager Lt. Jg. Benjamin Pierce

Species: Human
Species Abilities: Adaptable, Human Spirit, Skilled
Attributes: STR 8 (+1), AGL10 (+2)*, INT 12 (+3)*, VIT 9 (+1), PRS 8 (+1), PER 7 (+0)
Reactions: Qu +2, Sa +1, St +3*, Wp +3
Defense: 9
Profession(s): Starship Officer
Elite Profession(s): Operations: Operations
Professional Abilities: Starship Duty, Station Proficiency
Advancements: 1

Skills: Athletics +4, Computer Use (Programming) +7, Engineering: Systems +6, Enterprise: Administration +5, First Aid +4, Investigate (Inspect) +2, Knowledge: History (Earth) +4, Knowledge: World (Earth) +4, Language: Federation Standard +2, Language: Romulan +2, Observe (Spot) +4, Ranged Combat: Energy Weapons +4, Repair +4, System Operation (Operations) +7, Unarmed Combat: Starfleet Self-Defense +5

Edges: Contacts 1 (Starfleet Command), Skill Focus (Keen Sight), Suit Trained
Flaws: Proud
Health: 10
Courage: 4
Renown: 0

Description: At 23 years old, Lt. Pierce is the youngest member of the command crew. Standing at 1.8m tall and 92kg, he's tall and lanky. Pierce is generally quiet, but knows when to speak up if he is needed.

Envoy Talok Grax

Species: Betazoid
Species Abilities: Psionic 4, Peaceful
Attributes: STR 5 (+0), AGL 6 (+0), INT 8 (+1), VIT 6 (+0), PRS 10 (+2)*, PER 11 (+2)*
Reactions: Qu +2, Sa +2*, St +0, Wp +1

Defense: 7
Profession(s): Diplomat
Professional Abilities: Bluff
Advancements: 4

Skills: Telepathy +8, Computer Use +5, Construct (Translator) +2, Enterprise: Administration +6, Influence +3, Inquire +6, Knowledge: History (Betazed) +4, Knowledge: Law +2, Language: Klingon, Language: Romulan, Language: Federation Standard, Negotiate +13, Persuade +10, System Operation +2

Edges: Skill Focus (Eloquent), Skill Focus (Persuasive)
Flaws: None
Health: 6
Courage: 3
Renown: 1

Description: Extremely tall for a Betazoid, Grax stands at 1.9m tall and 45kg. Envoy Grax has no problem with using his telepathic abilities to his advantage, especially during diplomatic talks. In many cases, this has allowed him to secure a treaty where others may have failed.

APPENDIX C:NON-PLAYER CHARACTERS

Below are NPC stats for characters in this adventure. Only the base stats are listed. Individual Narrators should use the species information provided in Appendix A to further tailor these characters for their own campaign. However, full information on these characters is provided in the text of the adventure.

Captain P'Kar

Species: Dakari
Species Abilities: Evasion, Supersonic Hearing, Arrogant
Attributes: STR 7 (+0), AGL 10 (+2)*, INT 7 (+0)*, VIT 7 (+0), PRS 9 (+1), PER 9 (+1)
Reactions: Qu +2, Sa +1*, St +0, Wp +0
Defense: 9 • Health: 7 • Courage: 3

Skills: Computer Use +1, Enterprise: Business +3, Influence +2, Knowledge: Culture (Dakari) +2, Knowledge: World (Beor'Delani) +2, Language: Dakari +2, Negotiate +4, System Operation (Command) +6, Tactics (Space) +6
Edges: Alert, Bold • Flaws: None

Prime Minister T'Krit

Species: Dakari
Species Abilities: Evasion, Supersonic Hearing, Arrogant
Attributes: STR 9 (+1), AGL 9 (+1), INT 7 (+0), VIT 10 (+2), PRS 8 (+1)*, PER 7 (+0)*
Reactions: Qu +1, Sa +1*, St +1, Wp +2
Defense: 8 • Health: 11 • Courage: 3

Skills: Athletics +5, Enterprise: Business +3, Enterprise: Administration +5, Influence +5, Knowledge: World (Beor'Delani) +6, Knowledge: Culture (Dakari) +6, Language: Dakari +3, Negotiate +8
Edges: Contacts, Curious • Flaws: None

Markok

Species: Mokar
Species Abilities: Supersonic Hearing, Multiple Attacks (Claws), Natural Weapon (Claws)
Attributes: STR 6 (+0), AGL 10 (+2)*, INT 8 (+1), VIT 9 (+1), PRS 5 (+0), PER 10 (+2)*
Reactions: Qu +3*, Sa +3, St +1, Wp +1
Defense: 9 • Health: 9 • Courage: 2

Skills: Athletics +1, Computer Use +3, Demolitions +4, Influence +5, Inquire (Inspect) +5, Investigate (Search) +4, Knowledge: Culture (Mokar) +3, Knowledge: World (Beor'Delani) +5, Language: Dakari +3, Language: Mokar +2, Observe (Spot) +7, Negotiate +3, Ranged Combat: Energy Weapons +5, System Operation +5, Tactics +4
Edges: Confident, Quick Draw • Flaws: None

STARSHIP DATABASE

DELANI SYSTEM PATROL FRIGATE

NOKAE CLASS HEAVY FRIGATE: COMMISSIONED 2368

HULL DATA

Structure:	20
Size/Decks:	5/13
Lenght/Height/Beam:	200/70/65
Compliment	20

TACTICAL DATA

Phasers:	Type IV Phasers (x2/A) Penetration: 3/3/2/0/0
Torpedo Launchers:	Type III Torpedos Penetration: 3/3/3/3/3
Special Traits:	Masking/Cloaking System (16)
Deflector Shield:	Class 2a Shields
Protection/Threshold:	13/1

PROPULSION DATA

Impulse Systems:	Class 3 (.75c/C)
Warp Systems:	Class 2 (2/3/6,A)
Maneuver Modifiers:	+2C, +2H, +2T

OPERATIONAL DATA

Atmosphere Capable:	Yes
Cargo Units:	50
Life Support:	Class 2 (C)
Operations Systems:	Class 2 (C)
Sensor Systems:	Class 4 (+4/E)
Separation System:	No
Shuttlebay:	1 (Aft Ventral)
Shuttlecraft:	5 Skalor Class Fighters
Tractor Beams:	1 (Aft Ventral)
Transporters:	2 Standard / 2 Emergency / 2 Cargo

STARHIP CLASS DATA

Total Commissioned:	Unknown
Total Active Ships:	Unknown

STARSHIP DATABASE

DELANI FIGHTERCRAFT

SKALOR CLASS FIGHTER : COMMISSIONED 2363

HULL DATA

Structure:	05
Size/Decks:	1/1
Lenght/Height/Beam:	3/2/1.5
Compliment	1 + 1 Passanger

TACTICAL DATA

Phasers:	Type III Phasers (x1/A) Penetration: 3/3/2/0/0
Torpedo Launchers:	Microtorpedo Launcher (x2/A) Penetration: 3/3/3/3/3
Deflector Shield:	Class 1 Deflector
Protection/Threshold:	12/1

PROPULSION DATA

Impulse Systems:	Class 1 (.5c/D)
Warp Systems:	Class 1 (1.5/3/5, B)
Maneuver Modifiers:	+0C, +2H, +1T

OPERATIONAL DATA

Atmosphere Capable:	Yes
Cargo Units:	01
Life Support:	Basic (0/A)
Operations Systems:	Basic (0/A)
Sensor Systems:	Class 1 (+1/B)
Separation System:	No
Shuttlebay:	None
Shuttlecraft:	N/A
Tractor Beams:	1 (Aft Dorsal)
Transporters:	None

STARHIP CLASS DATA

Total Commissioned:	Unknown
Total Active Ships:	Unknown

"It is the unknown that defines our existance. We are constantly searching, not only for the answers to our questions, but for new questions."

—Benjamin Sisko