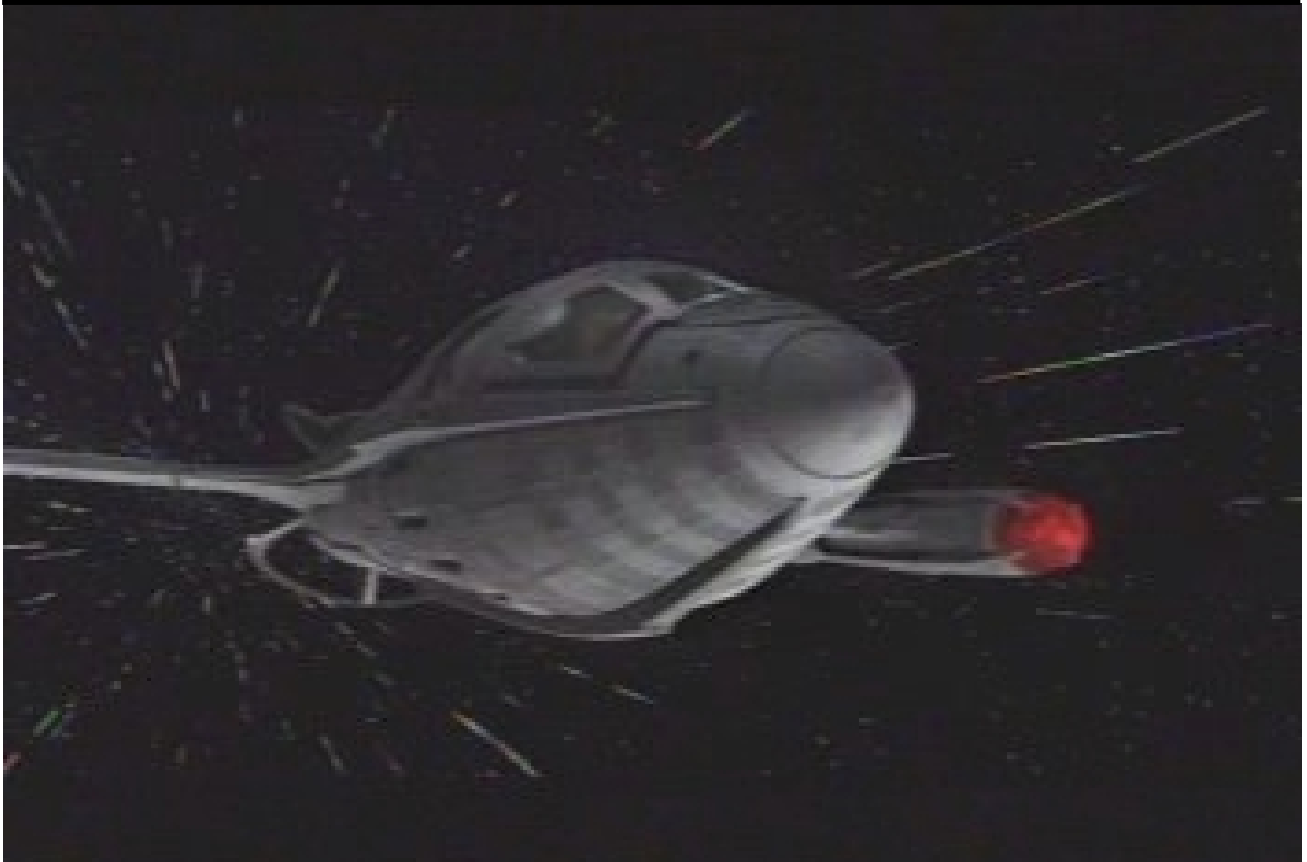


- No Fear From the Wind -



- The *Enterprise* Season II-III Sourcebook -



The second year of *Enterprise*' mission was not less exiting than its first year. The ship's enemies were joined by the Klingon Duras and later the year by a mysterious species called the Xindi and due to that *Enterprise*' mission changed dramatically.

After a one-year mission *Enterprise* ends in the hands of the Suliban and Captain Archer in a disrupted future, together with the mysterious Crewman Daniels.

However both are able to contact T'Pol with the help of Archer's equipment. Meanwhile onboard *Enterprise*, Chief Engineer Tucker is able to create a com-connection, even if it is a lousy one, and the officers can form a plan to bring their Captain back from the future, by fooling Silik. With the help of his temporal technology, the Captain is able to return to his own time. Taking the Suliban leader as hostage he is able to get back to his ship and make the Suliban retreat from it.

Enterprise rendezvous with the Vulcan ship and is able to convince Starfleet Command to continue the ship's mission.

During the next weeks the ship meets several new species as well as already known ones.

In the course of a planned investigation of a Class-M planet,

Enterprise gets stuck in a mine field, which is later revealed to belong to the

so called Romulan Star Empire. One of the mines attaches itself to the ship's hull and thus Lt. Reed tries to remove it from outside, but is trapped there himself. Pressure from the Romulan ships nearby forces *Enterprise* into a tight schedule, while Captain Archer himself exits the ship to help his Armoury Officer. He manages to free him just in time and *Enterprise* can escape into warp narrowly before being fired upon by the Romulans.

Enterprise is able to repair the damage of the minefield at an automated repair-station, but almost pays this with its helmsman, Ensign Mayweather. Thanks to the efforts of Captain Archer and Sub-Commander



T'Pol, he is rescued however and the ship leaves the base behind.

The missing Deuterium is filled up a short time later at a mining colony.



However it is threatened by a group of renegade Klingons, under the lead of Korok. The crew soon decides to

help that people, although at the beginning the colonists are not too enthusiastic.

Archer's crew then shows the miners how to defend themselves against future attacks and together they drive away the bullies. As a gift the crew receives a large amount of deuterium and leaves the planet.

The next weeks see the hunt for a missing prisoner, a lost communicator on a primitive planet and a

kidnapped Chief Engineer.

The worst news however are that Sub-Commander

T'Pol is infected by the so-



called Pa'nar Syndrome, an incurable illness. It is looked upon badly by the Vulcan society as it can only be transmitted by a mind meld, which is regarded as immoral on her homeworld. T'Pol was infected when she was forced to take part in a mind meld with Tolaris, around a year ago. Due accident three Vulcan doctors learn of her infection on a medical conference and her commission is threatened therefore.

However T'Pol refuses to tell her superior of the violent act, which might excuse her situation, even when one of the doctors reveals he himself is also able to perform a

mind meld and offers her research on a treatment for the disease. But thanks to Captain Archer, a hearing is held and the doctor reveals his own status to his colleagues and explains T'Pol's situation, which allows her to remain on *Enterprise*.



In late 2152, *Enterprise* is called into negotiations over a Vulcan and Andorian border planet. Commander Shran asks Captain Archer to intervene, which he does.

Meanwhile the Andorian Commander has trouble with his own subordinates, who are not too lucky to cease fire for peace-talks. When Captain Archer tries to reach him with a shuttle pod along with T'Pol and Ambassador Soval the shuttlecraft is heavily damaged and crash-lands on the surface. However the small away team is able to provide evidence that Shran's subordinates are behind the attack, which the Commander is able to stop. The following talks bring a cease fire between Vulcans and Andorians thanks to Archer's intervention.

Some time later *Enterprise* discovers a mysterious spacecraft adrift in space. Once aboard the ship, investigations reveal several mysteries – one is a corpse, the other is the fact that the ship is larger inside than outside.

Shortly later the earth vessel is attacked by Suliban and infiltrated by a strike team, trying to get hands on the derelict ship.

Further investigation of the wreckage indicates a connection to the future – that is why Captain Archer decides to use the databank stored in former Crewman Daniels quarters and try to learn more.

Then suddenly a so-called Tholian ship approaches *Enterprise* and as well tries to get hands on the future vessel – again Archer can prevent this.

Only shortly later *Enterprise* is trapped in crossfire between Tholians and Suliban, both trying to secure the ship from the future. However Archer's crew is able to trigger a micro-transceiver in the future ship, which causes it to vanish.

Enterprise' routine mission changes drastically when Earth is attacked by an unknown alien force – seven million are killed in late April of 2153.



The famous human vessel has to return to Earth and is sent on a mission to unravel the mystery behind the attack. Its destination is the Delphic Expanse an uncharted region of space, filled with anomalies. Due to contact with the Suliban's aide from the future, Archer learns all this along with the fact that the attackers are called Xindi and are building an even larger weapon to destroy the planet once and for all – as they believe humanity will do the same with their place in the future.

Since the Vulcans disapprove of the mission, rendering it too dangerous due to the anomalies, T'Pol has to retire from Vulcan High Command in order to stay on *Enterprise*, which makes its way into the expanse – not after a significant refit of the vessel and an addition to their crew – a special tactical unit called MACO for Military Assault Command Operation. In early June of 2153, *Enterprise* learns that a Xindi is working on a trillium-D mine on a nearby planet. Once there, the mine's head agrees to provide the crew with the Xindi, for a price. However during the exchange it is revealed that it is

actually is a trap and the alien wishes to add the crew to the mine's staff of workers.

However the also trapped Xindi – which is in fact not reptilian like the body found in the assault vessel weeks earlier – agrees to help Archer get off planet if he takes him along. During the escape the Xindi is severely injured despite Lt. Reed's and MACO involvement. Once back on *Enterprise* he dies from the injuries – not without providing Archer with the coordinates of the Xindi homeworld, Archer now knows to be home to five species.

But when the Earth vessel reaches the specific location of the planet it only finds debris of it.

During more weeks in the expanse, which left *Enterprise* to the mercy of several anomalies but also let it gain more information about the Xindi, the human vessel gained the data that the anomalies of the expanse originate from several sources built like spheres with gigantic dimensions.

However Archer is able to get his hands on the head of the weapon's design project, a primate Xindi called Degra. Creating an artificial illusion, Archer is able to lure information out of the Xindi hoping to learn the location of the superweapon's construction site and in fact learns that it may very well be on Azati Prime, a Xindi colony.

During their way towards the presumed location of the weapon, *Enterprise* encounters an enormous spatial distortion – shortly after Christmas of the year 2153. Within the distortion the crew finds a near dead body of an unknown species – hardly able to survive in the expanse. Further investigations raises the assumption that the alien is a test subject and that it belongs to the same species that created the spheres causing the anomalies in the expanse.



When finally arriving on the superweapon's construction site at Azati Prime, the crew is able to sneak into the system with the help of a small Xindi shuttlecraft. With the received data, Archer plans a suicide mission on how to destroy the weapon.

But before he can make that endeavour, Archer is transported forward in time by the former crewman Daniels. He tells the Captain that the sphere builders are behind the scheme to destroy Earth since

the Federation of Planets will defeat the aliens in the future and save the Xindi.

Archer can be convinced by Daniels to seek a peaceful solution of the conflict in order to be able to defeat the



sphere-builders in the future. When Archer is captured by the Xindi he still is able to speak with Degra and make him listen to his information. But the Reptilians still decide to attack *Enterprise* and damage it heavily before suddenly ceasing fire and returning Archer to his ship.

Since the ship is robbed of its war engine, *Enterprise* is searching for help in the near vicinity. When meeting another vessel Archer tries to negotiate an exchange of spare parts – but the alien captain refuses to give Archer the parts necessary to repair the warp drive. As a consequence Archer decides to take the parts with force – not without providing the aliens with his offered parts.

Archer makes his way towards a rendezvous point with Degra and is able to meet with some of the Xindi Council members onboard his ship. Archer gives him proof of the evidence of the sphere-builders and

reveals treachery of the Reptilians – working behind the others' backs to create a bio-weapon.

When a Reptilian ship discovers the meeting, Degra is forced to destroy it – sealing his alliance with Archer by that.



But Degra convinces Archer to address the Xindi Council and show him the proof he has got of the sphere-builders plot. He provides him with coordinates of a subspace corridor which can accelerate *Enterprise*' travel drastically. He himself leaves to stop the launch of the superweapon.

Despite major obstacles *Enterprise* is able to reach the waypoint with Degra and both prepare to encounter the Council. Archer learns that the sphere-builders became guardians of the Xindi after the destruction of their homeworld a century ago.

But the meeting is not proceeding as planned, the Reptilians claim Archer's proof is manufactured and the talks are recessed. When with Degra's help he is able to show them a picture of the body of one of the sphere-builders found earlier by *Enterprise*, the Council begins to listen more closely.

As a consequence the Reptilian Dolim kills Degra and together with the Insectoids and driven by the lures of the sphere-builders, steals the weapon and makes his way towards Earth. But Archer follows them with the help of the rest of the Xindi and in battle can defeat the Reptilians – but the intervention of the sphere-builders cuts them off from the weapon. Archer decides on infiltrating it, while T'Pol helps to disable the spheres.

Both plans succeed and Archer is able to detonate the superweapon's reactor shortly after it reached Earth, while T'Pol destroys the spheres. However Earth is different from what it should be afterwards...



Not only did *Enterprise* encounter many more new starship types during its ongoing mission, it also was significantly upgraded in the early 2153, two years after its first launch. Its spatial torpedoes are exchanged with so called photon torpedoes – developed not with influence of data provided by Lt. Reed when *Enterprise* encountered a damaged Klingon vessel in 2151. But along with the modification on weapons, *Enterprise* is now equipped with a command centre. Basically a room to gather and analyse tactical intelligence and data this room is connected with the ship's sensors and computer systems it is able to receive any information necessary from the vessels databanks to ensure best preparation and support of away missions and starship battles.

2.2 Starship Stats

Besides the update of the NX-Class vessels, there are several more

starships that are noteworthy. The Klingons revealed more of their military power and the mysterious Xindi do have quite an arsenal as well.

NX-Class (Earth)



Class and Type: NX-Class Explorer
Commissioning Date: 2151

Hull Characteristics

Size: 4 (220m, 7 decks)
 Resistance: 3 +10 (Pol. Hull Plating)
 Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 80/10/150
 [5 pwr/rd]
 Computers: 2
 [1 pwr/rd]
 Transporters: 1
 [1 pwr/rd]



Tractor Beams: none (grapplers)
Propulsion and Power Characteristics

Warp System: 2.0/4.5/5.0 (12h)
[2/warp factor]

Impulse System: .36c/ .58c
[5/ 6 pwr/rd]

Power: 80

Sensor Systems:

Long-Range Sensors: +0/8 ly
[6pwr/rd]

Lateral Sensors: +1/ 0.5 ly
[4pwr/rd]

Navigational Sensors: +0
[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasma Pulse Cannon:

Range: 10/3000/10000/30000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 6

Power: [6]

Phased Cannon:

Range: 10/3000/10000/30000

Arc: fv, fd (360 degrees)

Accuracy: 5/7/8/11

Damage: 10

Power: [10]

Photon Torpedoes:

Number: 40

Launchers: 1 ad, 2 fv

Spread: 2

Arc: F or a, but self-guided

Range: 10/100k/500k/1500k

Accuracy: 6/7/9/12

Damage: 14

Power: [6]

Weapons Skill: 4

Defensive Systems:

none

Description: The NX-01 Class is the first Human vessel, which is able to reach a speed of warp 5. While the first ship, the *Enterprise*, was a testbed for new technology, e.g. phased cannons, force fields and especially the new warp drive and transporter system, later ships were more routine. This ship was the first real explorer class, able to travel space independently for a long time.

After the Xindi attack on Earth the vessel was upgraded to counter any threats necessary. Its scientific mission parameters were now added by military ones as well.

Noteworthy Vessels/ Service Records/ Encounters: *Enterprise NX-01*, prototype, various famous encounters and first contacts, e.g. the Andorians, the Romulans and the Klingons; *Columbia NX-02*; *Ranger NX-03*, captained by Nicolai Ivanov; *Independence NX-04*, captained by Kyle van Eyk and renumbered after severe destruction before launch due to terrorist attack; *Yuri Gagarin NX-05*, *Eagle NX-06*.

Note: The NX-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 5 power points are needed to activate it. This polarization is negated when using shields. Additionally the NX-Class uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 4' and have a range of 1000m.

Intrepid-Class (Earth)



Class and Type: Intrepid-Class Cruiser
Commissioning Date: 2147

Hull Characteristics

Size: 4 (198m, 6 decks)

Resistance: 2 +8 (Pol. Hull Plating)

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 75/4/100

[4 pwr/rd]

Computers: 2
[1 pwr/rd]
Tractor Beams: none (grapplers)

Propulsion and Power Characteristics

Warp System: 1.5/2.0/2.8 (12h)
[2/warp factor]
Impulse System: .34c/ .50c
[4/ 5 pwr/rd]
Power: 65

Sensor Systems:

Long-Range Sensors: +0/6 ly
[6pwr/rd]
Lateral Sensors: +1/ 0.5 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Plasma Pulse Cannon:
Range: 10/3000/10000/30000
Arc: f (120 degrees)
Accuracy: 6/7/9/12
Damage: 6
Power: [6]
Phased Cannon (only after 2152):
Range: 10/3000/10000/30000
Arc: fv, fd (360 degrees)
Accuracy: 5/7/8/11
Damage: 10
Power: [10]
Spatial Torpedoes (before 2153):
Number: 35
Launchers: 1 ad, 2 fv
Spread: 2
Arc: F or a, but self-guided
Range: 10/100k/500k/1500k
Accuracy: 6/7/9/12
Damage: 8
Power: [5]
Photon Torpedoes (only after 2153):
Number: 30
Launchers: 1 ad, 1 fv
Spread: 1
Arc: F or a, but self-guided
Range: 10/100k/500k/1500k
Accuracy: 6/7/9/12
Damage: 14
Power: [6]
Weapons Skill: 4

Defensive Systems:
none

Description: The Intrepid-Class vessels were figured the first real starship built by humanity. Quite large – larger than any vessel before it – the ship was built

more or less as a test for the major NX-project. Many structures and systems are the same in both ships and were first used in this type of vessel. While lacking the scientific capabilities for the NX-Class, these ships are the backbone of the military role of Starfleet. Guarding Earth's borders and colonies these ships have seen their share of combat with pirates and other criminals.

Noteworthy Vessels/ Service Records/ Encounters: *Intrepid*, prototype; *Cougar*, captained by Jasmine Forrester; *Phoenix*; *Picard*.

Note: The Intrepid-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 4 power points are needed to activate it. This polarization is negated when using shields. Additionally the Intrepid-Class uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 4' and have a range of 950m.

Neptune-Class (Earth)



Class and Type: Neptune-Class Scouts
Commissioning Date: 2139

Hull Characteristics

Size: 3 (86m, 3 decks)
Resistance: 2 +4 (Pol. Hull Plating)
Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 42/2/60
[4 pwr/rd]
Computers: 2
[1 pwr/rd]



Tractor Beams: none (grapplers)

Propulsion and Power Characteristics

Warp System: 1.2/1.8/1.95 (12h)

[2/warp factor]

Impulse System: .30c/ .50c

[3/5 pwr/rd]

Power: 50

Sensor Systems:

Long-Range Sensors: +0/4 ly

[6pwr/rd]

Lateral Sensors: +1/ 0.4 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasma Pulse Cannon:

Range: 10/3000/10000/30000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 5

Power: [5]

Phased Cannon (only after 2153):

Range: 10/3000/10000/30000

Arc: fv, fd (360 degrees)

Accuracy: 5/7/8/11

Damage: 8

Power: [8]

Spatial Torpedoes:

Number: 15

Launchers: 1 ad, 2 fv

Spread: 1

Arc: F or a, but self-guided

Range: 10/100k/500k/1500k

Accuracy: 6/7/9/12

Damage: 6

Power: [5]

Weapons Skill: 4

Defensive Systems:

none

Description: Currently the oldest design still in construction, the Neptune-Class ships are small scouts that investigate planets and search for habitable worlds to create colonies or find resources. After the crisis with the Xindi, Starfleet decided to equip these vessels with Phased Cannons as well, although the power output and general performance of these ships allow not the full capabilities of these weapons.

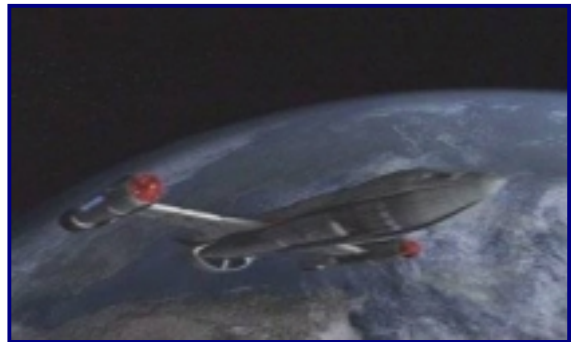
The vessel is small and therefore only senior officers have the luxury of single-bed rooms, although very small ones.

The ship carries basic laboratories for further studies on planets.

Noteworthy Vessels/ Service Records/ Encounters: *Neptune*, prototype; *Phoebe*; *Daimos*, destroyed by unknown ship, all hands lost.

Note: The Neptune-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 5 power points are needed to activate it. This polarization is negated when using shields. Additionally this scout uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 3' and have a range of 800m.

Alpha-Class (Earth)



Class and Type: Alpha-Class testship/ patrol fighter

Commissioning Date: 2145

Hull Characteristics

Size: 2 (25m, 1 deck)

Resistance: 2 (Fighter: +5 p. Hull)

Structural Points: 40

Operations Characteristics

Crew/Passengers/Evac: 2

[1 pwr/rd]

Computers: 1

[1 pwr/rd]

Tractor Beams: none

Propulsion and Power Characteristics

Warp System: 1.0/2.0/2.5 (12h)

[2/warp factor]

Impulse System: .30c/ .40c



[3/ 4 pwr/rd]

Power: 40

Sensor Systems:

Long-Range Sensors: +0/2 ly

[6pwr/rd]

Lateral Sensors: +1/ 0.2 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Prototype: unarmed

Fighter:

Plasma Pulse Cannon:

Range: 10/3000/10000/30000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 6

Power: [6]

Weapons Skill: 3

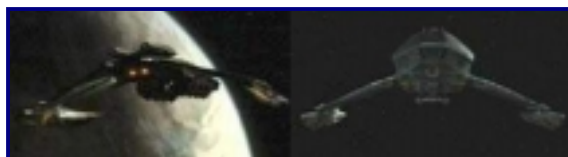
Defensive Systems:

none

Description: The *Alpha*-Class starship is the first warp three ship of mankind. Built by Starfleet in its early years, it was the testbed for technology, especially the engine, of the NX Class starships. While the first ship was destroyed during testing, the programme was continued under the lead of then Commodore Forrest. After the design proved to be successful Starfleet decided to put it to further use. Some modifications were made and now this class serves as light combat and courier vessel.

Note: The Alpha-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 5 power points are needed to activate it. This polarization is negated when using shields.

D-5 Class Cruiser (Klingon)



Class and Type: D-5-Class Cruiser

Commissioning Date: 2142

Hull Characteristics

Size: 4 (215m, 4 decks)

Resistance: 3

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 30/ 20/ 100

[4 pwr/rd]

Computers: 2

[1 pwr/rd]

Tractor Beams: 1 ad, 1 fd

[2 pwr/ rd/ rating]

Propulsion and Power Characteristics

Warp System: 3.2/4.6/5.0 (12h)

[2/warp factor]

Impulse System: .45c/ .55c

[4/ 5 pwr/rd]

Power: 70

Sensor Systems:

Long-Range Sensors: +0/6 ly

[6pwr/rd]

Lateral Sensors: +0/ 0.5 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/20000/80000/200000

Arc: fd, fv, ad (520 degrees)

Accuracy: 6/7/9/12

Damage: 12

Power: [12]

Photon Torpedoes:

Number: 25

Launchers: 1 ad, 1 fv

Spread: 1

Arc: F or a, but self-guided

Range: 10/120k/800k/2000k

Accuracy: 6/7/9/12

Damage: 15

Power: [5]

Weapons Skill: 4

Defensive Systems:

Shield System

Protection: 12/ 20

Power: [12]

Description: The D-5 cruisers are smaller vessels than D-2 and are not so prestigious in post. They are used for raids along the border and securing the Klingon planets itself.

But since the design proved to be steady and reliable, the Klingons use it for more



profane works as well. Many were equipped as tankers – even more unpopular among the warriors of the Empire.

Note: The tanker version has reduced space for crewmembers, therefore each aspect of the according stats has to be reduced by half. Additionally the transporter is not equipped with a torpedo launcher - those tend to become unstable near large amounts of deuterium.

Disruptor Cannon:

Range: 10/20000/80000/200000
 Arc: fd, fv, ad (520 degrees)
 Accuracy: 6/7/9/12
 Damage: 12
 Power: [12]

Photon Torpedoes:

Number: 20
 Launchers: 1 ad, 1 fv
 Spread: 1
 Arc: F or a, but self-guided
 Range: 10/120k/800k/2000k
 Accuracy: 6/7/9/12
 Damage: 12
 Power: [5]

Weapons Skill: 4

C-8 Assault Transport (Klingon)



Class and Type: C-8 Assault Transport

Commissioning Date: 2138

Hull Characteristics

Size: 4 (275m, 3 decks)
 Resistance: 3
 Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 20/ 50/ 400
 [5 pwr/rd]
 Computers: 2
 [1 pwr/rd]
 Tractor Beams: 1 ad, 1 fd
 [2 pwr/ rd/ rating]

Propulsion and Power Characteristics

Warp System: 3.0/4.5/5.0 (8h)
 [2/warp factor]
 Impulse System: .4c/ .5c
 [4/ 5 pwr/rd]
 Power: 75

Sensor Systems:

Long-Range Sensors: +0/5 ly
 [6pwr/rd]
 Lateral Sensors: +0/ 0.5 ly
 [4pwr/rd]
 Navigational Sensors: +0
 [5pwr/rd]
 Sensors Skill: 4

Weapons Systems

Defensive Systems:

Shield System

Protection: 10/ 16
 Power: [10]

Description: The C-8 Class cruiser is a relatively heavily armed transport vessel designed for raids on planets and to occupy enemy cities. In more remote areas they can also be found patrolling.

D1-Class Bird of Prey (Klingon)



Class and Type: D-1 Bird of Prey

Commissioning Date: 2140

Hull Characteristics

Size: 3 (86m, 2 decks)
 Resistance: 3
 Structural Points: 60

Operations Characteristics

Crew/Passengers/Evac: 10/ 5/ 20
 [3 pwr/rd]
 Computers: 2
 [1 pwr/rd]
 Tractor Beams: 1 ad, 1 fd
 [2 pwr/ rd/ rating]



Propulsion and Power Characteristics

Warp System: 2.0/4.0/4.8 (10h)
[2/warp factor]
Impulse System: .45c/ .52c
[4/ 5 pwr/rd]
Power: 60

Sensor Systems:

Long-Range Sensors: +0/6 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.5 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/20000/80000/200000
Arc: fd, fv (180 degrees)
Accuracy: 6/7/9/12
Damage: 10
Power: [10]

Photon Torpedoes:

Number: 10
Launchers: 1 fv
Spread: 1
Arc: F or a, but self-guided
Range: 10/120k/800k/2000k
Accuracy: 6/7/9/12
Damage: 12
Power: [5]
Weapons Skill: 4

Defensive Systems:

Shield System
Protection: 8/ 14
Power: [8]

Description: The Klingon Bird of Prey is a small fighter design, used by the Empire for escort missions and raids on starships, outposts and planets.

Chaka-Class Cruiser (Andor)



Class and Type: Chaka-Class Cruiser

Commissioning Date: 2148

Hull Characteristics

Size: 5 (285m long, 6 decks)
Resistance: 3
Structural Points: 100

Operations Characteristics

Crew/Pass. /Evac: 150/ 60/ 350
[4 pwr/rd]
Computers: 3
[2 pwr/rd]
Transporters: none
Tractor Beams: 1 ad, 1fd
[2/rating used]

Propulsion and Power

Characteristics

Warp System: 2.0/4.0/4.8 (12h)
[2/warp factor]
Impulse System: 0.4c/ 0.62c
[4/6pwr/rd]
Power: 80

Sensor Systems:

Long-Range Sensors: +0 / 6 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.5 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 3

Weapons Systems

Plasma Injector Cannon:
Range: 10/4000/8000/28000
Arc: f and a (2 x 180 degrees)
Accuracy: 5/6/8/11
Damage: 12
Power: [12]

Nuclear Warhead Torpedoes:

Number: 10
Launchers: 1 fv
Spread: 1
Arc: Forward
Range: 12/12000/40000/150000
Accuracy: 6/7/9/12
Damage: 10
Power: [6]

Defensive Systems:

Deflector Shield
Protection: 6/ 10
Power: [6]

Description: Named after a ceremonial dagger, the *Chaka*-Class Cruiser is the mainstay of the Andorian Imperial Fleet. It has powerful weapons, which lack only in range. The Andorian technology is not as sophisticated as the Vulcan one,



especially Andorian Warp Drives produce much waste. However this new vessel uses the waste plasma, to inject it into weapon's systems, which makes powerful guns. But the ship is much slower than the Vulcan ships and has less advanced shields.

Ket-Cheleb-Class (Romulus)



Class and Type: Ket-Cheleb-Class Warbird

Commissioning Date: 2140

Hull Characteristics

Size: 5 (265m long, 4 decks)

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Pass./Evac: 100/ 20/ 200

[5 pwr/rd]

Computers: 3

[2 pwr/rd]

Transporters: none

Tractor Beams: 1 ad, 1fd

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 2.0/3.5/4.5 (10h)

[2/warp factor]

Impulse System: 0.3c/ 0.55c

[3/5pwr/rd]

Power: 80

Sensor Systems:

Long-Range Sensors: +0 / 5 ly

[6pwr/rd]

Lateral Sensors: +0/ 1 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Cloak: 4

[16pwr/rd]

Sensors Skill: 4

Weapons Systems

Type H Disruptor:

Range: 10/5000/12000/35000

Arc: forward (180 degrees)

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Nuclear Warhead Torpedoes:

Number: 20

Launchers: 1 fv

Spread: 1

Arc: Forward but are self-guided

Range: 15/15000/50000/180000

Accuracy: 6/7/9/12

Damage: 10

Power: [6]

Defensive Systems:

Romulan Deflector Shield

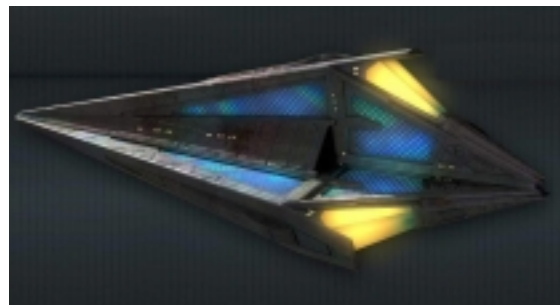
Protection: 16/ 20

Power: [16]

Description: The *Ket-Cheleb* Class Warbird is one of the earliest battleships of the Romulan Empire, of modern kind. It is fast and manoeuvrable and heavily armed and additionally equipped with a cloaking device, making it invisible for enemies. Due to intense funds of military project, this ship soon became the backbone of the Romulan Navy of the mid 22nd century. It guards the Empire's borders and often lays out mines to makes sure no one crosses into Romulan territory.

One serious flaw however is the fact that it only uses a magnetic bottle drive for warp speed – essentially a one way ticket, thus rendering mobility very low.

Annex-Class Frigate (Tholia)



Class and Type: Annex-Class Frigate

Commissioning Date: 2148

Hull Characteristics

Size: 3 (125m long, 2 decks)

Resistance: 4

Structural Points: 60

Operations Characteristics

Crew/Pass./Evac: 8/ 2/ 20
[3 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: none
Tractor Beams: 1 ad, 1fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: 2.0/4.0/5.2 (12h)
[2/warp factor]
Impulse System: 0.6c/ 0.7c
[6/7pwr/rd]
Power: 75

Sensor Systems:

Long-Range Sensors: +0 / 8 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward (180 degrees)
Accuracy: 5/6/8/11
Damage: 14
Power: [14]

Weapons Skill: 4

Defensive Systems:

Tholian Deflector Shield
Protection: 12/ 16
Power: [12]

Description: Only few is known about the *Annex*-Class vessels. Fast and nimble the small ships are unlike anything Starfleet has met before. Life support works in strange parameters and the energy readings of these ships suggest a very alien technology.

Aquatic Warship (Xindi)



Class and Type: Xindi-Aquatic Ship
Commissioning Date: 2149

Hull Characteristics

Size: 6 (311m long, 4 decks)
Resistance: 3
Structural Points: 120

Operations Characteristics

Crew/Pass./Evac: 28/ 10/ 60
[6 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: 1 personal
Tractor Beams: 1 ad, 1fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.4c/ 0.5c
[4/5pwr/rd]
Power: 85

Sensor Systems:

Long-Range Sensors: +0 / 10 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward, aft (360 degrees)
Accuracy: 5/6/8/10
Damage: 14
Power: [14]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 14/ 18
Power: [14]

Description: The most powerful ships of the Xindi Alliance, the Aquatic's ships are enormous in size and combat strength. Their weapons are very accurate and their hulls are very durable as are their shields. However due to the sophisticated needs of the Aquatics, the life support system requires much more room than on ordinary ships. As a consequence it is very vulnerable. Treat any hit on life support as if done at a resistance of 1 and double the effects.



Arboreal Warship (Xindi)



Class and Type: Xindi-Arboreal Ship

Commissioning Date: 2144

Hull Characteristics

Size: 3 (76m long, 3 decks)

Resistance: 2

Structural Points: 60

Operations Characteristics

Crew/Pass./Evac: 32/ 18/ 80

[4 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: 1 personal

Tractor Beams: 1 ad, 1fd

[2/rating used]

Propulsion and Power

Characteristics

Warp System: special

Impulse System: 0.5c/ 0.6c

[5/6pwr/rd]

Power: 70

Sensor Systems:

Long-Range Sensors: +0 / 12 ly

[6pwr/rd]

Lateral Sensors: +0/ 1 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/5000/12000/35000

Arc: forward, aft (360 degrees)

Accuracy: 5/6/8/11

Damage: 10

Power: [10]

Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield

Protection: 10/ 14

Power: [10]

Description: A very light ship, the Arboreal vessel is not much of a combat

vessel – although their synergy skills make them dangerous in numbers. The very well developed sensors enable it to act as scout and reconnaissance craft.

Insectoid Warship (Xindi)



Class and Type: Xindi-Insectoid Ship

Commissioning Date: 2146

Hull Characteristics

Size: 2 (45m long, 2 decks)

Resistance: 3

Structural Points: 40

Operations Characteristics

Crew/Pass./Evac: 6/ 4/ 20

[3 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: 1 personal

Tractor Beams: 1fd

[2/rating used]

Propulsion and Power

Characteristics

Warp System: special

Impulse System: 0.6c/ 0.7c

[6/7pwr/rd]

Power: 60

Sensor Systems:

Long-Range Sensors: +0 / 6 ly

[6pwr/rd]

Lateral Sensors: +0/ 1 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/5000/12000/35000

Arc: forward, aft (360 degrees)

Accuracy: 5/6/8/11

Damage: 12



Power: [12]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 8/ 12
Power: [8]

Description: The Insectoids' vessels are more small fighters than capital ships. They are fast and agile, making them difficult targets. They usually act in squadrons of three vessels, making them very dangerous.

Primate Warship (Xindi)



Class and Type: Xindi-Primate Ship
Commissioning Date: 2148

Hull Characteristics

Size: 4 (209m long, 3 decks)
Resistance: 3
Structural Points: 80

Operations Characteristics

Crew/Pass./Evac: 68/ 20/ 105
[4 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: 1 personal
Tractor Beams: 2 fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.4c/ 0.6c
[4/6pwr/rd]
Power: 75

Sensor Systems:

Long-Range Sensors: +0 / 8 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/5000/12000/35000
Arc: forward, aft (360 degrees)
Accuracy: 5/6/8/11
Damage: 12
Power: [12]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 10/ 16
Power: [10]

Description: The Primates' Warship is more or less average among the Xindi fleet. It is used for patrols and if in larger numbers for attacks and invasion missions. Some of them work as mobile laboratories as well.

Primate Shuttle (Xindi)



Class and Type: Xindi-Primate Shuttle
Commissioning Date: 2149

Hull Characteristics

Size: 2 (35m long, 2 decks)
Resistance: 2
Structural Points: 40

Operations Characteristics

Crew/Pass./Evac: 2/ 10/ 15
[2 pwr/rd]
Computers: 2
[1 pwr/rd]
Transporters: 1 personal
Tractor Beams: 1 fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.6c/ 0.7c
[6/7pwr/rd]
Power: 45

Sensor Systems:

Long-Range Sensors: +0 / 6 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.5 ly



[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward (180 degrees)
Accuracy: 5/6/8/11
Damage: 10
Power: [10]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 6/ 10
Power: [6]

Description: The Primates' Shuttle is the fastest vessel of the Xindi Fleet although maybe lightly armed. It is used for transporting personnel as well as cargo.

Reptilian Warship (Xindi)



Class and Type: Xindi-Reptilian Ship

Commissioning Date: 2150

Hull Characteristics

Size: 5 (276m long, 4 decks)
Resistance: 3
Structural Points: 100

Operations Characteristics

Crew/Pass./Evac: 120/ 60/ 240
[5 pwr/rd]
Computers: 2
[1 pwr/rd]
Transporters: 2 personal
Tractor Beams: 2 ad, 1fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.5c/ 0.6c
[5/6pwr/rd]
Power: 80

Sensor Systems:

Long-Range Sensors: +0 / 8 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward, aft (520 degrees)
Accuracy: 5/6/8/10
Damage: 14
Power: [14]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 12/ 15
Power: [12]

Description: Concerning combat capabilities only inferior to the Aquatic ships of the Xindi arsenal, the Reptilian warships are fast and dangerous. Their whole design was developed with one purpose – combat. It lacks scientific and luxury compounds, most of the ship is filled with weapons systems and troop quarters.

Note: Instead of ordinary warp engines, the Xindi use a Vortex Drive that opens subspace tunnels, which enable the ships to travel very fast. Such an opening needs one round to built up and requires a power usage of 4 points times the size of the entering ship. After that the vessel travels at an effective speed of warp 9.(9-shipsize) and needs three points of power for every point of size – to keep the tunnel stable.



Besides Tellerites and Romulans *Enterprise* encounters several new species in the second and third year of its mission. However none are as dangerous as the Xindi and their allies the Spherebuilders.

The Xindi

Homeworld

The Xindi's original homeworld was destroyed around a century ago. However currently their headquarters are located on an isolated planet, appearing to be Class M and very rocky.

Home Region or Sovereign Territory

The Xindi own several colonies, which are scattered on a territory several cubic lightyears in diameter. They guard their borders suspiciously but trade with other species, especially for resources.

Xindi Aquatics

Suggested Attribute and Edge Range

Fitness 3 [6]
 Vitality +1
 Coordination 2 [5]
 Intellect 3 [5]
 Presence 2 [5]
 Psi 0 [5]

Typical Advantages/ Disadvantages
 Excellent Hearing +2
 Poor Sight -2

Special or Unique Skills

The Xindi Aquatics need a water environment to survive.

Therefore they are very adept in water and are excellent swimmers.



Size

Xindi Aquatics are very long creatures, reaching a length of around three to four metres. They have tails which take around half of their body length and strong upper bodies with short necks.



Traits Common to the Species

Due to the fact that they have to swim to move, Aquatics tend to be rather strong, especially their tails. However the fact that they live most of the time under water in low light environments, let their eyes degenerate, they see very poorly. As a consequence their sense of hearing is very advanced enabling them to communicate on a range of several kilometres.

Description

The Xindi Aquatics are the gentle giants of the Xindi species. They usually remain calm and their primary goal is to keep the peace between the Council Members and the Xindi as a whole. They usually analyse a situation from any perspective possible before making a decision.

Xindi Arboreal

Suggested Attribute and Edge Range

Fitness 2 [5]
Strength +1
Coordination 2 [5]
Intellect 3 [5]
Presence 1[5]
Psi 0 [5]

Typical Advantages/ Disadvantages
Strong Will +2

Special or Unique Skills

The Xindi Arboreal developed from animals that lived on trees – therefore they have claws that enable them to climb better.

Size

Xindi Arboreals are roughly the height of humans, but are somewhat broader at the shoulders.



Traits Common to the Species

The Arboreal tend to have strong arms and are very able to climb. They are very intelligent as well, usually excelling at administrative tasks.

Description

The Xindi Arboreal are the most patient Xindi. They are almost pacifists and are true to their word – expecting others to be the same. They are usually the voice of reason within the council, calming the others down when chaos is menacing. Arboreal Xindi are covered by thick fur, which usually has bright shades, grey and white.

Xindi Insectoid

Suggested Attribute and Edge Range

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2[5]
Psi 0 [5]

Typical Advantages/ Disadvantages
Impulsive -1

Special or Unique Skills

The Xindi Insectoids have a chitin armour that provides them with a protection of one point.

Size

Xindi Insectoids are a little taller than humans but their overall mass is roughly the same.



Traits Common to the Species

The Insectoids are almost paranoid in behaviour and fear peril almost everywhere. Therefore they usually act very impulsively.

Description

The Insectoids are quick in acting and very aggressive. They distrust almost any species and guard their decedents very carefully – a light toxic force passing life

forms to care for the eggs if no Insectoid is near. The Xindi Insectoids only live for twelve years. They look like typical insects and have large eyes and antennae. Their overall colour is very dark.

Xindi Primates

Suggested Attribute and Edge Range

Fitness 2 [5]
 Coordination 2 [5]
 Intellect 3 [6]
 Presence 2[5]
 Psi 0 [5]

Typical Advantages/ Disadvantages
 Innovative +1

Special or Unique Skills

The Xindi Primates have a highly developed brain and tend to be very good at intelligence based tasks.

Size

The primates are quite exactly the size of humans.

Traits Common to the Species

The Primates are intellectuals and scientists. They are usually trustworthy and just.



Description

The Primates look the most like humans. Their colour of skin ranges from very dark to very pale, although their hair usually is quite dark. They are intellectuals and careful, gathering information and data before acting. Their social structures seem to be comparable to humanity's.

Xindi Reptilians

Suggested Attribute and Edge Range

Fitness 3 [5]
 Coordination 3 [5]
 Intellect 2 [5]
 Presence 1[4]
 Psi 0 [5]

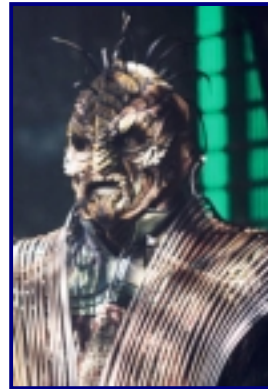
Typical Advantages/ Disadvantages
 Toughness +2
 Intolerant: Non-Xindi -2

Special or Unique Skills

The Xindi Reptilians are warriors and excel at the according skills.

Size

The Reptilians tend to be larger and stronger than humans.



Traits Common to the Species

The Reptilians are very xenophobic, mistrusting any non-Xindi and are even suspicious about the other species of their race.

Description

The Reptilians are quite aggressive and brutal, torturing their captives and killing those who became captured themselves. Their weapons use bioengineering, living components that act as projectiles and energy sources.

The Reptilians regard themselves as natural leaders of the Xindi but still want to preserve their whole people.

They have thick skins and are very strong.

General Description

Originating in the Delphic Expanse, the Xindi are a very unique species. Even in later centuries it is not known that six sapient species have developed on one planet at the same time. One of the species' is now extinct but the other five are bound together in a rather loose alliance.

In the past the Xindi were very competitive among each other, which climaxed in a war enduring for one century. The result was the destruction of the Xindi-Homeworld and with it the extinction of the Xindi-Avians, the sixth species.



After the war the Xindi agreed on a closer cooperation and founded the Xindi Council, which more or less rules the Xindi as a whole.

Although differing in methods and ideas, the Xindi try to keep their people together and alive, the death of all Avians is a warning they will not ignore.

The Spherebuilders

Homeworld

unknown

Home Region or Sovereign Territory

Besides the fact that they originate from a different dimension where time seems to be controllable nothing is known about the home territory of the Spherebuilders.

Suggested Attribute and Edge Range

Fitness 2 [6]
Coordination 2 [5]
Intellect 4 [6]
Presence 2 [5]
Psi 0 [5]

Typical Advantages/ Disadvantages
Multitasking +2

Special or Unique Skills

The Spherebuilders have the unique ability to perceive different timelines and communicate through time. With enough preparation they are even able to act in different timelines.



Size

Spherebuilders have a humanoid form and roughly the size of humans.

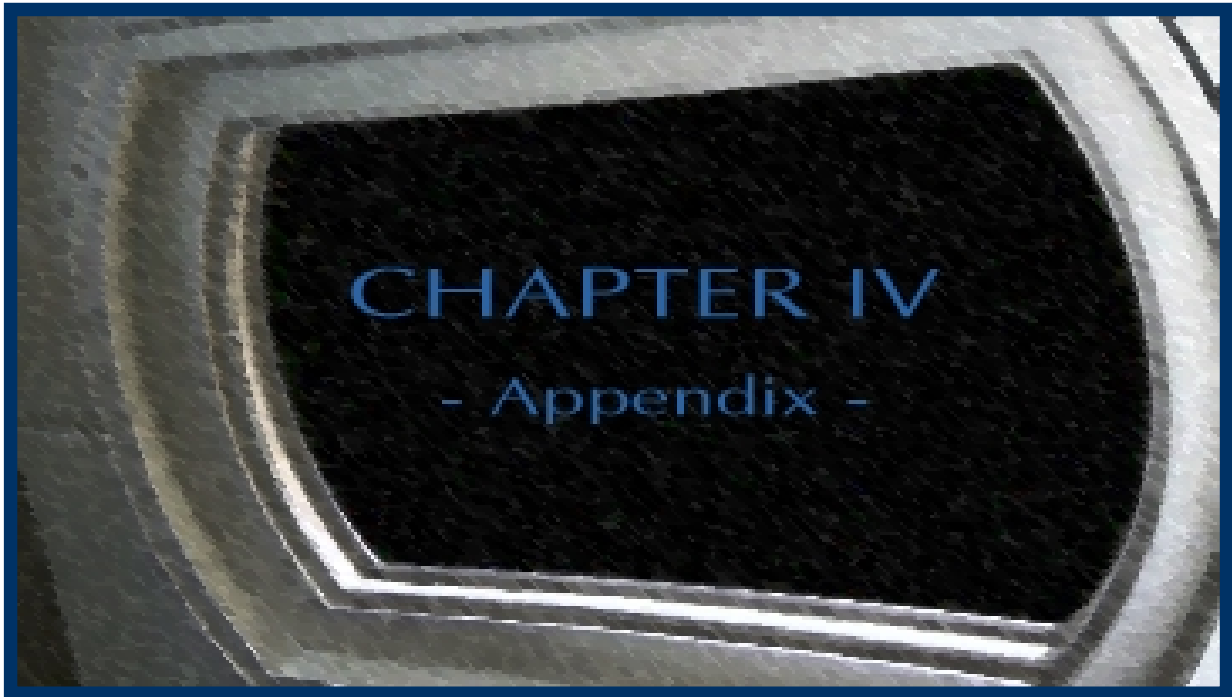
Traits Common to the Species

The Spherebuilders seem to work usually in collective and are determined to conquer space.

Description

The Spherebuilders are humanoids with a pale green skin and bald heads. Since they are originating in a dimension of temporal flux they are unable to enter the space occupied by the ordinary universe. However they have found methods to 'terraform' space. Additionally they can communicate through time and with enough preparation they can exist shortly in our space. Their technology is strongly advanced as are their corporeal abilities. They can manipulate energy and machines with bare hands.

Their society appears to be matriarchal since females tend to make decisions.



Here you will find anything that is worth noting but not extensive enough to get an own chapter.

Or
Demolitions (c.S.) 1 (2)

Templates

MACO-Enlisted Personnel

Athletics (c.S.) 1 (2)
Energy Weapon (c.S.) 2 (3)
First Aid (Wound Trauma) 1 (2)
Language English 1
Planetary Survival (c.S.) 1 (2)
Stealth (c.S.) 1 (2)
Unarmed Combat (MACO MA) 1 (2)

Promotion +1
Obligation: MACO -3

Choose one skill according to field of work:

First Aid (c.S.) 1 (2)

Or

Any Science (c.S.) 1 (2)

Or

Security (Security Systems) 1 (2)

Or

Energy Weapon (Plasma Rifle) 1 (2)

Or

Primitive Weaponry (c.S.) 1 (2)

MACO-Officer

Administration (c.S.) 1 (2)
Athletics (c.S.) 1 (2)
Computer (c.S.) 1 (2)
Energy Weapon (c.S.) 2 (3)
First Aid (Wound Trauma) 1 (2)
Language English 1
Law (Army Regulations) 1 (2)
Personal Equipment (c.S.) 1 (2)
Planetary Survival (c.S.) 1 (2)
Planetary Tactics (Small Unit) 1 (2)
Primitive Weaponry (c.S.) 1 (2)
Stealth (c.S.) 1 (2)
Unarmed Combat (MACO MA) 1 (2)

Promotion +1
Zero-G Training +2
Obligation: MACO -3

Choose one group according to field of work:

Medical Science (c.S.) 2 (3)

First Aid (c.S.) 1 (2)

Code of Honour: Hippocratic Oath -3

Or



Any Science (c.S.) 2 (3)
Or
 Any Engineering (c.S.) 1 (2)
 Security (Security Systems) 1 (2)
Or
 Command (Comb. Leadersh.) 1 (2)
 Planetary Tactics (c.S.) 0 (1)
 Promotion +2
Or
 Energy Weapon (Plasma Rifle) 1 (5)
Or
 Primitive Weaponry (c.S.) 1 (2)
 Unarmed Combat (MACO MA) 1 (2)
Or
 Demolitions (c.S.) 2 (3)



MACO is short for Military Assault Commando Operation. A branch of Earth Army, MACO is responsible to perform special missions, which need infiltration, demolitions or simply combat skills ordinary

personnel are not used to.

MACO is a unique unit within the military of United Earth Republic and is under the jurisdiction of the Minister of Defence and within the hierarchy of the army not Starfleet.

As a consequence ranks are Army ranks and not Starfleet ones:

2nd Lieutenant

1st Lieutenant

Captain

Major

Lt. Colonel

Colonel

Brigadier General

Major General

Lieutenant General

General

While the army also has a five star general, the General of the Army this rank cannot be achieved by MACO personnel and is reserved for wartimes anyway.

Current head of MACO is General Casey, long year veteran, who used to be on special missions himself until he reached his current position – administrative work simply no longer allows this.

While usually Starfleet officers of equal rank (i.e. a Lieutenant compared to a Captain) are not superior to their MACO counterparts it can happen that they are due to their post. When MACOs are stationed onboard a starship they fall under the 'local' jurisdiction and are subject to the ship's hierarchy. Thus all ground forces have to answer to all officers from Armoury Officer upwards (i.e. XO, CO as well) even if their rank is senior to those.

Besides their special training, which at least is called to be harder than in any other service branch, MACOs also use special equipment.

They wear modified Plasma guns and rifles (add +2 to the damage) and the later are equipped with targeting computers, which give the user a +1 modifier on the roll.

Additionally they wear uniforms which feature statistically calculated patterns to make sure the soldiers is hidden in any possible environment. Usually that provides him with a +1 modifier on stealth checks. A artificially created fabric is woven into the uniform and is able to absorb small amounts of energy, thus giving the wearer an armour rating of 1 against energy attacks.

Certain parts of a MACO team also have equipment according to their job. There are engineers, communications experts, snipers and the like.

Raider

Athletics (c.S.) 1 (2)

Bargain (c.S.) 1 (2)

Computer (c.S.) 1 (2)

Zero-G-Training +2
Disadvantages:
Obligation: MACO -3

C.P.: 5
Renown: Aggression +6, Discipline
+4, Initiative 5, Openness 0, Skill
+10

Captain Korok

Korok is captaining a D-5 tanker and is best at bullying around helpless colonists and settlers. He is the usual Klingon raider. His father lost all the family wealth in a competition and now his status in the Empire is in ruin. As a consequence Korok now is underway in a substandard ship lets others suffer for his father's failures.



Fitness 4
Coordination 2
Intellect 2
Presence 2
Psi 0

Athletics (Running) 2 (3)
Bargain (Deuterium) 2 (3)
Command (Starship) 2 (3)
Computer (Research) 1 (2)
Culture (Klingon) 2 (3)
Dodge 1
E. Weapons (Disruptor) 3 (4)
History (Klingon) 1 (2)
Intimidation (Bluster) 2 (4)
Language Klingon 3
Personal Equ. (Com) 1 (2)
Planetside Survival (Jungle) 2 (3)
Planetary Tactics (Small Unit) 2 (3)
Primitive Weaponry (Dagger) 2 (4)
Security (Security Systems) 2 (3)
Shipb. Systems (Sensors) 1 (2)
Unarmed Combat (Mokbara) 3 (4)
World Knowledge (Qo'noS) 1 (2)

Advantages:
Dep. Head +2
High Pain Threshold +2
Organ Redundancy +2

Disadvantages:
Arrogant -1
Bloodlust -2
Greedy -1
Impulsive -1

C.P.: 3
Renown: Aggression +10, Discipline
+1, Initiative 4, Openness -2, Skill
+1

Dolim

Dolim is the leader of the Xindi Reptilians and the Reptilians Council member. Dolim is as eager as brutal and intends to dominate the Xindi as a whole, strongly believing that the Reptilians should rule over all other Xindi. However he is also smart and resourceful and a very good warrior on any kind of battlefield.



Fitness 4
Coordination 4
Intellect 3
Presence 2
Psi 0

Athletics (Climbing) 2 (3)
Command (Starship) 4 (5)
Culture (Xindi) 2 (3)
Dodge 2
E. Weapons (Plasma Pistol) 3 (5)
History (Xindi) 1 (2)
Language Xindi 2

Life Science (Biology) 1 (3)
 Personal Equ. (Com) 1 (2)
 Planetside Survival (Jungle) 2 (3)
 Planetary Tactics (Small Unit) 2 (4)
 Shipb. Systems (Tactical) 2 (4)
 Vehicle OPS (Shuttle) 1 (2)

Advantages:

Dep. Head +4
 Political Rank: Council Member +4
 Promotion +10
 Toughness +2

Disadvantages:

Arrogant -1
 Bloodlust -2
 Intolerant: Non-Xindi -2
 Power Hungry -2

C.P.: 4

Renown: Aggression +12, Discipline +2, Initiative +4, Openness 0, Skill +8

Culture (Xindi) 2 (3)
 History (Xindi) 2 (3)
 Language Xindi 3
 Life Science (Biology) 2 (3)
 Material Science (Spaceframe) 4 (5)
 Persuasion (Debate) 2 (3)
 Physical Science (Physics) 4 (5)
 Propulsion Eng. (Vortex Drive) 3 (5)
 Shipb. Systems (Sensors) 2 (3)
 Systems Eng. (Weapon Syst.) 4 (5)
 Vehicle OPS (Shuttle) 1 (4)

Advantages:

Dep. Head +4
 Innovative +1
 Multitasking +2
 Political Rank: Council Member +4

Disadvantages:

Code of Honor: Protect Xindi -2
 Dependent: Family -6
 Pacifism -1

C.P.: 3

Renown: Aggression +4, Discipline +4, Initiative +2, Openness +2, Skill +18

Degra

Degra is the leading designer of the Xindi superweapon developed to destroy Earth. He is a very intelligent and innovative engineer and scientist in general. He is eager to protect the Xindi from any danger, knowing about their violent past.



Being a father and husband however he feels guilty about the deaths he caused on Earth and therefore is very enthusiastic to find a peaceful solution with Earth and humanity.

Fitness 2
 Coordination 2
 Intellect 5
 Presence 2
 Psi 0

Computer (Modelling) 3 (5)



Suz'Menna ("Floating Walk") Specialisation for Unarmed Combat

Suz'Menna is a Vulcan Martial Art of ancient origin. It was generated by one of Surak's pupils. It has many defensive moves, but also uses some attack actions. Remarkable is that this student, named Puranik, had one missing arm – therefore most moves use the martial artist's legs. This martial art depends on quick moves and floating actions, resulting in the name – Floating Walk, Suz'Menna.

Action	Difficulty	Damage	Notes
Araltek	7	3 + 1d6	This is a forward kick, which usually hits the opponent at the chest – who has to make a opposing coordination test or falls to the ground.
Peran'tek	6	2 + 1d6	This is a simple side kick.
Veralee'tek	7	2+2d6	This is the only common punch of Suz'Menna. It uses the hand edges to hit an opponent as well as fists.
Kar'tin	8	4+1d6	This is a sweeping kick, used to beat the opponent and make a takedown as well. It can be used to attack an already taken down opponent to hit certain hit areas. If used in that manner, reduce the difficulty by one.
Na'vokat	9	-	This is a defensive action. The martial artist dodges an attack and makes a defensive roll at the opponent's side. This gives the artist a better attack position and therefore the next attack's difficulty is reduced by one.
<i>Advanced Maneuvers</i>			
Narilkan	9	-	The attacker uses this maneuver to immobilize an opponent by grappling with the legs. This maneuver can be used only when being at the ground and can immobilize an opponent at the ground or can force a still standing combatant down.
Terak'Na	8	-	This maneuver is simply used to jump from ground to the feet and may be used the same round a character gets prone (with the usual



penalties, except that for an additional action).

Rhat'arik	9	2+2d6	This kick is a move to disarm the opponent by hitting hand bones, etc. to let loose the weapon.
Veral'tek	12	4+3d6	This combination of several leg moves and grapples enables the user to break bones and to make killing strikes at the head. It is taught rarely and if so only to students with decade-long experience.



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