



THE DOMINION WAR SOURCEBOOK: THE FIRES OF ARMAGEDDON

STAR TREK

DEEP SPACE NINE



THE DOMINION WAR SOURCEBOOK: THE FIRES OF ARMAGEDDON

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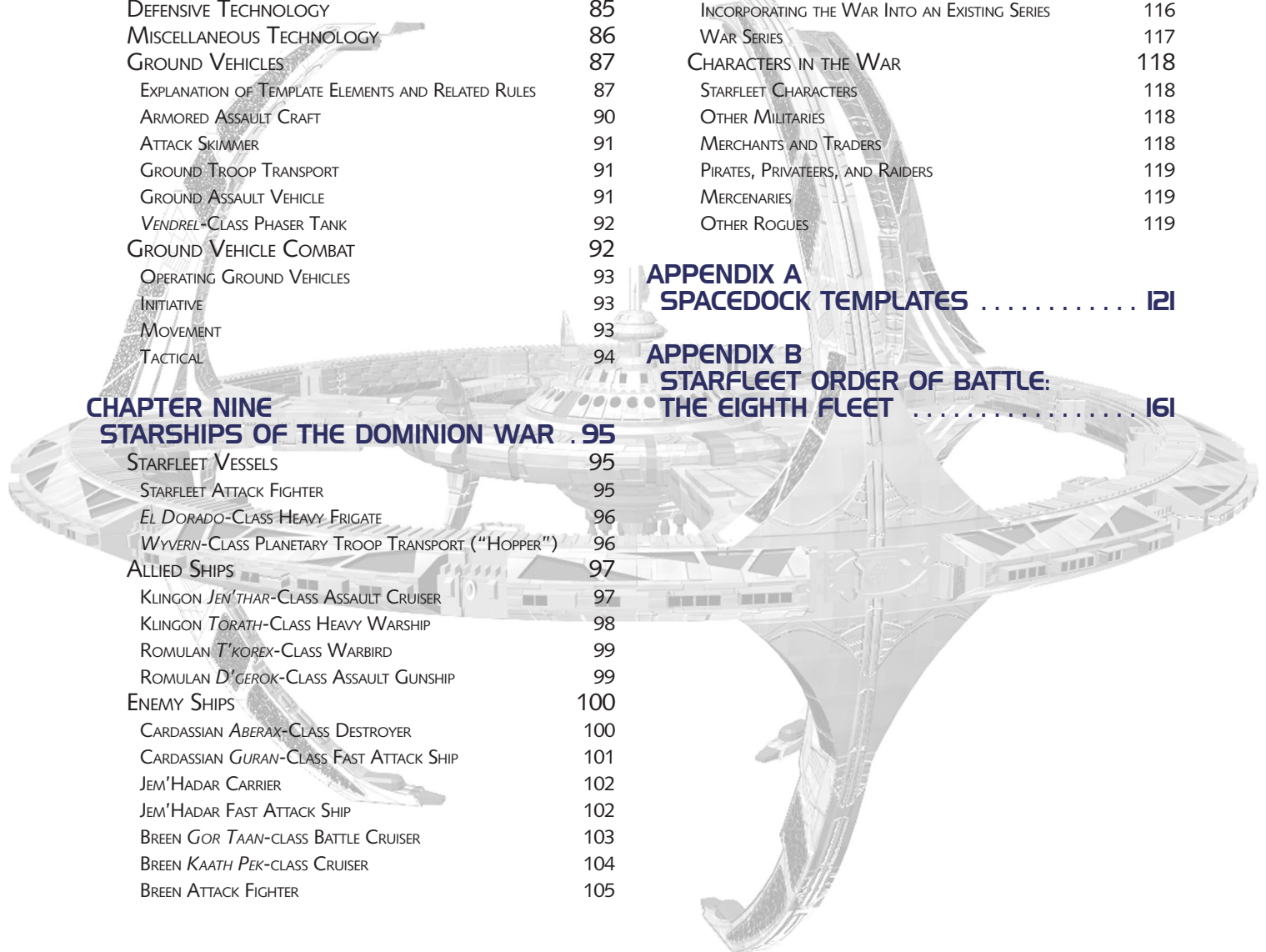
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INTRODUCTION

Of all the dramatic events in galactic history, few are more dramatic, both for good and for ill, than war. War shows us the most brutal, horrifying side of humanoid existence, while simultaneously presenting some of the best opportunities for heroism, bravery, compassion, and sacrifice on behalf of a just cause. The Dominion War was no exception. The most significant event in the recent history of the Alpha Quadrant, it pitted a powerful, unmerciful foe bent on conquest against the might of the Federation, Klingons, and Romulans. Although hundreds of millions of humanoids died during the two-year conflict, without the heroism of thousands of Starfleet, Klingon, and Romulan personnel, billions more would have died under the Dominion yoke. *The Dominion War Sourcebook: The Fires of Armageddon* describes for you the events, forces, and technologies of the Dominion War, allowing you to use them in your *Star Trek: Deep Space Nine Roleplaying Game* series.

CONTENTS

Chapter One, *A Chronicle of Tears*, sets forth the events of the war—the battles, subterfuges, daring missions behind enemy lines, and personal sacrifices. From early changeling infiltration of the Federation to the signing of the Treaty of Bajor, it provides in-depth information about what happened where.

Chapter Two, *A Thunder To Shake the Stars*, complements Chapter One. It describes several significant battles in detail, accompanied by notes for the Narrator regarding how to work them into his series. It lets the crew fight the Second Battle of Vulcanis, save the day at Ricktor Prime, and participate in many other significant conflicts.

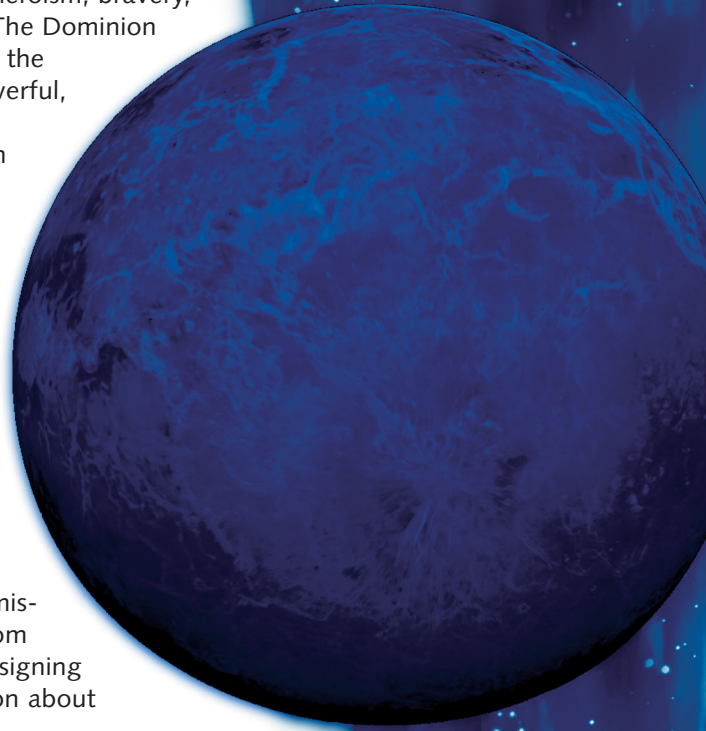
Chapter Three, *Fluid Fronts and Ultritium Artillery*, offers a general review of how governments conduct war in the 24th century. It reviews both space and ground warfare, covering the fundamentals players and Narrators need to know to make war episodes run logically and smoothly.

Chapters Four through Seven describe the major forces that fought the war: Starfleet; its allies the Klingons and the Romulans; its chief enemy, the Dominion; the Dominion's allies, the Cardassians and the enigmatic Breen. It includes information on the space forces, ground forces, tactics, and equipment used by each force.

Chapters Eight and Nine provides you with information on the technology of the Dominion War. Chapter Eight covers weapons ranging from energy rifles, to combat drones, to artillery shells, and has rules and templates for ground vehicles such as phaser tanks. Chapter Nine describes over a dozen starships that fought on the front lines.

Chapter Ten, *The Crucible of Battle*, offers character creation notes. Within its pages you'll find new Overlays and Background History packages, rules for playing characters who graduated from Starfleet Academy's "intensive training" accelerated program, and suggestions about skills and Traits for wartime characters.

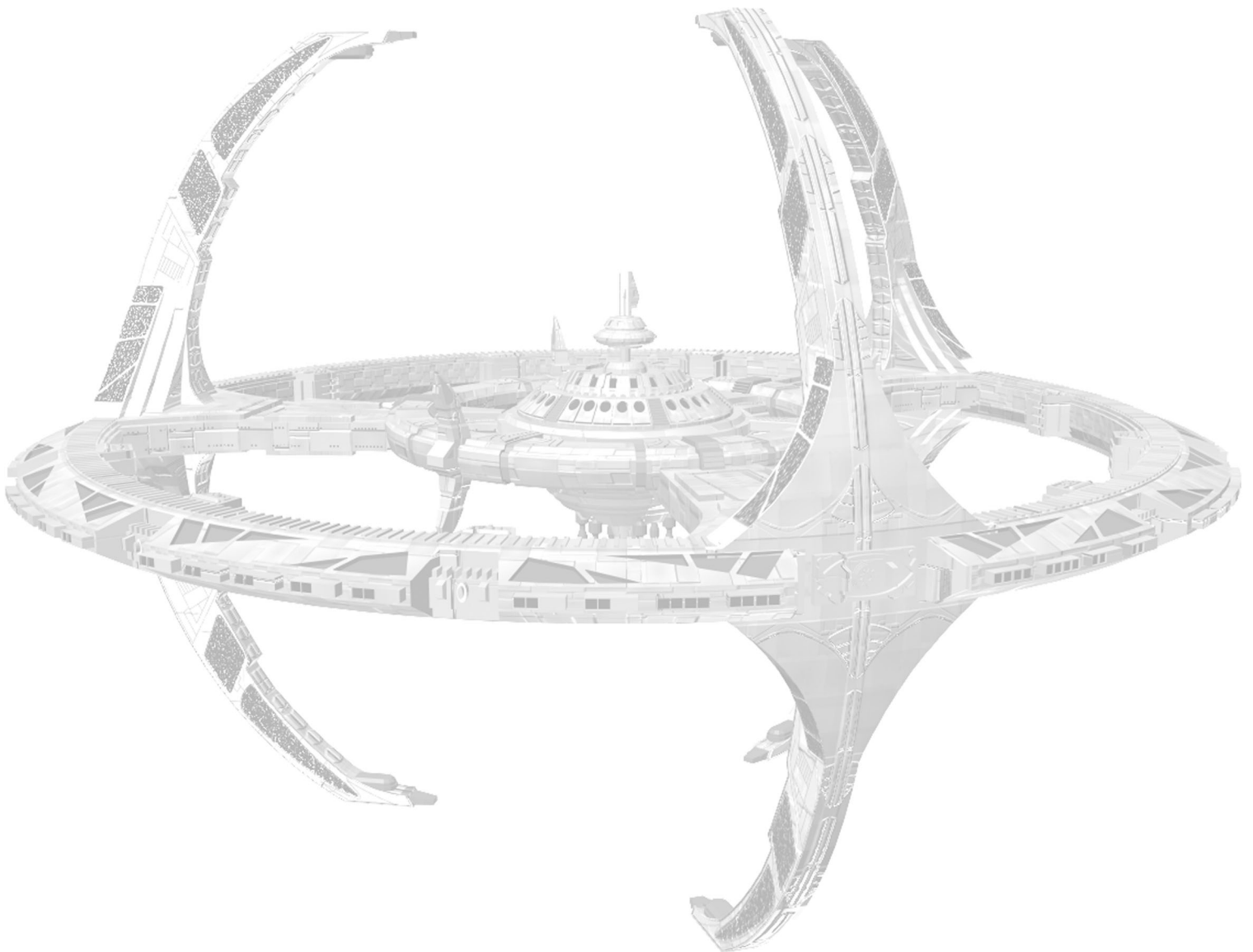
Chapter Eleven, *Fighting the Good Fight*, advises the Narrator on how to use the Dominion War in his series. Whether you want to base your entire series around the war, or simply use it as part of a broader series, you'll find helpful tips and suggestions to guide you.





SPACEDOCK WRITEUPS

This book contains starships, defense platforms, and similar objects described using the basic Icon System starship combat rules. Readers interested in *Spacedock* versions of those ships and items should refer to the Appendix.



A CHRONICLE OF TEARS: THE HISTORY OF THE DOMINION WAR

CHAPTER ONE

CHAPTER ONE

The discovery of the Bajoran wormhole in 2369 opened vast new frontiers for the Federation. Unfortunately, contact with one of the Gamma Quadrant's major political powers—the Dominion—led to a two-year-long war. The conflict cost millions of Federation, Klingon, and Romulan lives, left hundreds of millions of Cardassians dead at the hands of their erstwhile Dominion allies, ravaged dozens of Alpha Quadrant planets, and destroyed thousands of starships. The UFP and its allies won peace, but at a terrible price that will affect the Alpha Quadrant for decades to come.

A CONFLICT OF A DIFFERENT NATURE

The Dominion War was not the first war which the Federation fought in the 24th century. In the three decades leading up to the 2370s, the Federation fought the Cardassians, Tzenkethi, and Tholians. But the Dominion War differed significantly in both nature and scope from those other three conflicts.

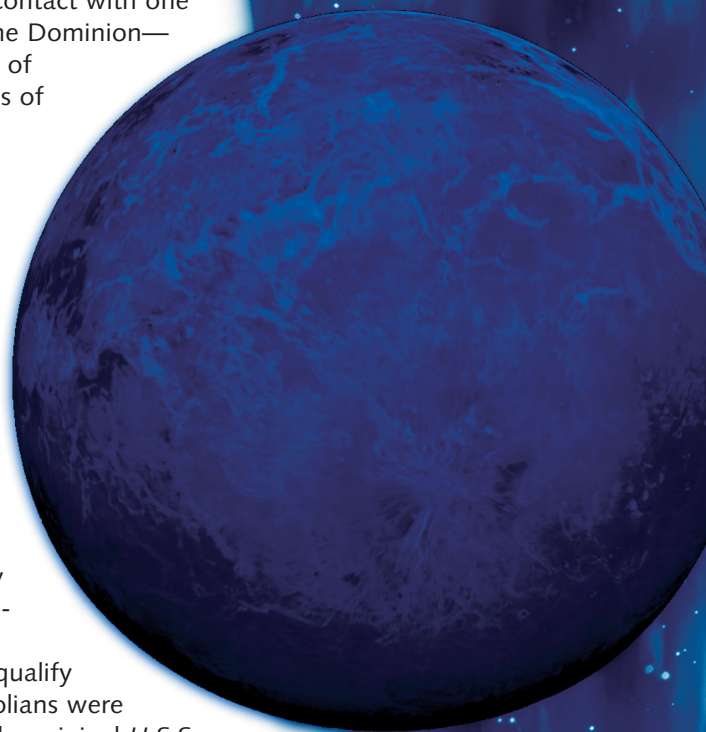
Starfleet's engagements with the Tholians barely qualify as battles, much less as a war. Relations with the Tholians were tense from the time they were first encountered by the original *U.S.S. Enterprise*, NCC-1701, but never reached a state of outright warfare. During the 2340s and '50s, several border skirmishes were fought between the two governments, and Starfleet cadets conducted training exercises against mock Tholian opponents. But gradually tension gave way to greater contact, and today trade between the Federation and the Tholian Assembly is bringing the two very different peoples closer together.

The Federation-Tzenkethi War (2358-2362) was more like a typical war. Started by the aggressive, xenophobic Tzenkethi to halt "Federation imperialistic expansion" towards their space, the war was fought mainly along the borders nearest enemy territory and the unclaimed space in between. At no time did the Tzenkethi engage in a widespread invasion of Federation space, and they never even approached the Federation core worlds.

The Federation-Cardassian War (2347-2367) most closely resembles the Dominion War. During it, Starfleet fought against a powerful, determined foe which struck fairly deep into Federation space (though again, never close to the core worlds). But it was never a sustained, desperate conflict. Instead, it more resembled a series of skirmishes and minor battles. The two sides would clash briefly, then pull back to lick their wounds and engage in negotiation, spying, and brinksmanship. It was more often a cold war than a hot one.

The relatively minor nature of these three conflicts is apparent from the fact that the Federation fought all three of them at more or less the same time. Starfleet's resources were never strained, much less used to full capacity. The total number of ships lost to all three conflicts numbered less than a hundred, the casualties less than 25,000. At no point did the Federation's infrastructure suffer significant damage, and neither Starfleet nor civilian morale diminished in any notable way.

In contrast, the Dominion War was a sustained high-intensity conflict which resulted in the destruction of thousands of Starfleet vessels and the deaths of hundreds of thousands of Starfleet personnel—more casualties than were suffered in all of the other wars fought by the Federation combined. The Federation core worlds were repeatedly



DOMINION WAR EPISODES

Listed below in chronological order are the episodes of Deep Space Nine which belong to the "Dominion War story arc" or deal with related aspects of Federation-Dominion relations. They start with "The Jem'Hadar" (the finale of the second season) and run all the way to the series finale. The most crucial War-related episodes are marked with an asterisk [*].

The Jem'Hadar
The Search, Part I
The Search, Part II
The Abandoned
Improbable Cause
The Die Is Cast
The Adversary
Hippocratic Oath
Starship Down
Homefront*
Paradise Lost*
To The Death
Broken Link
Apocalypse Rising
The Ship*
In Purgatory's Shadow
By Inferno's Light
Call To Arms*
A Time To Stand*
Rocks And Shoals*
Behind The Lines*
Favor The Bold*
The Sacrifice Of Angels*
Statistical Probabilities
One Little Ship
Honor Among Thieves
Change Of Heart
In The Pale Moonlight*
Valiant
Tears Of The Prophets*
Image In The Sand*
Shadows and Symbols
Treachery, Faith, And The Great River
Once More Unto The Breach
The Siege Of AR-558*
Penumbra*
Til Death Do Us Part*
Strange Bedfellows*
The Changing Face Of Evil*
When It Rains...*
Tacking Into The Wind*
Extreme Measures*
The Dogs Of War*
What You Leave Behind*

These episodes aren't specifically part of the Dominion War story arc, but do contain significant facts or other tidbits of information pertaining to the Dominion or the War:

The Quickening
In The Cards
You Are Cordially Invited
Resurrection
The Magnificent Ferengi
Waltz
Far Beyond The Stars
The Reckoning
The Sound of Her Voice
Afterimage
The Emperor's New Cloak
"It's Only A Paper Moon"
Inter Arma Enim Silent Leges

attacked; one, Betazed, was conquered by the Dominion and held until almost the end of the War. Even Earth, the capital and heart of the Federation, was directly attacked for the first time in Federation history. For much of the War the Federation faced the distinct possibility that it would lose the fight and be destroyed, causing major morale problems everywhere from the front lines to the homefront. Only through the unflagging combined efforts of Starfleet, the Klingons, and the Romulans was the Dominion defeated, at great cost in men and materiel.

Thus, for the first time since it was founded, the Federation actually had to fight for its very existence. That fact colored the Federation's approach to prosecuting the War, and will undoubtedly also affect the Federation's conduct in the post-war galaxy as it rebuilds its shattered planets and fleet and embarks once more on its great journey of exploration, learning, and advancement.

2370-71: STORMCLOUDS GATHERING

Shortly after discovering the Bajoran wormhole and opening relations with Gamma Quadrant species, the Federation heard about a strong, ruthless power called "the Dominion." First contact with a Dominion species, the Jem'Hadar, occurred on stardate 48058.2 when the Dominion kidnapped Commander Benjamin Sisko of Deep Space 9, destroyed the colony New Bajor, and announced to the Federation it would tolerate no more intrusions into the Gamma Quadrant. Starfleet sent a task force, led by the *U.S.S. Odyssey*, NCC-71832, under the command of Captain Allen Keogh, to investigate the matter and rescue Sisko. Although it retrieved Sisko, the task force learned that Starfleet shields provided no protection against the Dominion's phased polaron beams—and as the *Odyssey* turned to flee back to the Alpha Quadrant, a Jem'Hadar fighter rammed it, destroying it with all hands aboard.

On stardate 48211.3 Starfleet sent a mission into the Gamma Quadrant to contact the Founders (the leaders of the Dominion) and try to resolve the dispute peacefully. After capturing the crewmembers of the new *U.S.S. Defiant*, NX-74205, the Dominion subjected them to a virtual reality scenario designed to test Starfleet's resolve. The mission succeeded, in that it convinced the Dominion the Federation was determined to protect itself, but ultimately failed because the Founders refused to consider any peace overtures.

The Federation soon learned, to its horror, that the Jem'Hadar were not a member species of the Dominion, but "super-soldiers" genetically engineered by the Founders. Strong and tough, with no need to eat, sleep, or reproduce, the Jem'Hadar had only two weaknesses, both designed to ensure obedience and loyalty: first, they instinctively consider the Founders gods; second, they lack a vital isogenic enzyme they receive from an addictive drug called ketracel-white ("white").

Without the white, they weaken and die, and only the Founders can provide it to them.

RESPONSES TO THE DOMINION THREAT

The Federation reacted to these events cautiously, convening conferences to discuss the Gamma Quadrant matter and commissioning studies and reports regarding the Founders. Admiral Robert Leyton, a prominent member of Starfleet Command, prepared a report recommending sweeping security measures to deal with the changeling threat. Federation President Jaresh-Inyo rejected Admiral Leyton's recommendations as unnecessarily broad and repressive. Disgusted by this "blindness to a danger which could affect the very existence of the Federation," Leyton hatched a scheme to stage a Starfleet takeover of the Federation. Working with several key officers, he began re-assigning personnel sympathetic to his views to key positions throughout the fleet. (Unknown to him, behind the scenes he had the assistance of Section 31, a super-secret intelligence agency within Starfleet.)

Meanwhile, the Romulans and Cardassians tried to address the Dominion threat in a more proactive fashion. A joint Obsidian Order-Tal Shiar force assembled a fleet of approximately 20 starships to obliterate the Founders and their homeworld. Unfortunately for them, the Founders anticipated such a maneuver. One of their own infiltrated the task force in the shape of the Romulan Colonel Lovok. When the fleet arrived at the Omarion Nebula, it discovered that the Founders had departed—and left over 150 Jem'Hadar ships behind to greet their would-be attackers. The Jem'Hadar obliterated the Cardassian-Romulan fleet.

FURTHER DECEPTIONS

Changelings also insinuated themselves into many Alpha and Beta Quadrant worlds, to learn about them and attempt to weaken them through carefully-planned deceptions. Recognizing the Federation as their chief opponent, they focused much of their effort on Earth, assuming the identities of high-ranking personnel in the most vital Federation offices. This gave them extensive, and often unrestricted, access to some of the Federation's most important secrets and resources. Near the end of 2371, the Dominion tried to spark a second Federation-Tzenkethi War by having a changeling in the shape of Ambassador Krajensky trick Captain Benjamin Sisko into entering Tzenkethi space. Fortunately for the Federation, Sisko and his crew saw through the deception and avoided the trap.

Nor was the Federation the only victim. Changelings replaced high-ranking personnel in the Cardassian, Romulan, and Klingon governments. In a brilliant espionage coup, the Founders kidnapped General Martok, commander of the Imperial Klingon Defense Forces, and substituted a changeling for him. This allowed them to direct Klingon military policy for well over a year.

THE DESTRUCTION OF NEW BAJOR

Founded in early 2370, New Bajor was the first Bajoran colony in the Gamma Quadrant and, in fact, the first Bajoran colony founded since the ending of the Cardassian occupation. Located on the third planet of the star system identified as Kotha Tremali by the Dosi, New Bajor was a lush and fertile world similar in many respects to Bajor or Earth. The two thousand colonists who settled there were adherents of the pacifistic and orthodox Um'thara sect of the Bajoran faith. They planned to establish an agricultural society free from the ravages of the Cardassian occupation and the hatred of the Cardassians which had so poisoned the Bajoran mind. Their first harvest was a bountiful one which allowed them to send shipments of grain and other foodstuffs back to Bajor in exchange for needed supplies.

Unfortunately, the colonists' dreams of a peaceful home for themselves and their families was shattered by the Dominion fist. Seeing New Bajor as an intrusion into space it claimed, on stardate 48043.6 the Dominion sent two columns of Jem'Hadar troops to remove the colony. Landing unopposed, the Jem'Hadar rounded up the colonists, marched them to the center of their settlement, and then massacred them down to the last woman and child. Then they killed all the farm animals, burned the crops, and methodically destroyed every single structure. When Bajoran and Starfleet forces arrived about a week later to investigate the Jem'Hadar's report of the colony's destruction, they found the corpses unburied, rotting in the sun; they buried them following a brief memorial ceremony. To this day no one else from the Alpha Quadrant has settled on Kotha Tremali III.

2372-73: THE STORM BREAKS

KLINGONS ON THE WARPATH

After the Omarion Nebula incident substantially weakened the Obsidian Order, the Detapa Council, the oft-impotent civilian government of Cardassia, took control of Cardassia from the military-espionage combine. Preferring a destabilized Cardassia, the Dominion, through "General Martok," convinced the Klingon High Council that changelings had taken over the Detapa Council. Chancellor Gowron declared war on Cardassia, and when the UFP refused to assist him, dissolved the Khitomer Accords and declared war against the Federation as well. Not until early 2373, when Starfleet discovered that "Martok" was a changeling and revealed him to Gowron, did peace between the Federation and the Klingon Empire resume.

THE LEYTON COUP

On Earth, after the Dominion planted a bomb at a Romulan-Federation conference in Antwerp on Earth, kill-

ADMIRAL ROBERT LEYTON

Attributes

Fitness 3
Coordination 2
Intellect 3
Presence 4
Willpower +1
Psi 0

Skills

Administration (Starship Administration) 4 (5)
Bureaucratic Manipulation (5)
Athletics (Running) 2 (3)
Parrises Squares (3)
Command (Starship Command) 5 (6)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Dodge 1
Energy Weapon (Phaser) 2 (3)
Phaser Rifle (3)
History (Human) 1 (2)
Federation (2)
Language
Federation Standard 3
Law (Starfleet Regulations) 5 (6)
Personal Equipment (Tricorder) 2 (3)
Persuasion (Debate) 2 (3)
Planetside Survival (Mountains) 1 (2)
Shipboard Systems (Flight Control) 3 (4)
Space Sciences (Astronomy) 1 (2)
Starship Tactics (Starfleet) 3 (4)
Strategic Operations (Dominion) 3 (4)
Systems Engineering (Computer Systems) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 3 (4)

Advantages/Disadvantages

Contacts (various throughout Starfleet and the Federation government) +10. Promotion (Admiral) +18. Dark Secret (leader of conspiracy to take over the Federation) -3 (after his plot is revealed, substitute Dark Secret Revealed or Shady Background). Fanatic (protect the Federation, even from itself) -3. Intolerant (shapeshifters) -1

Courage: 5

Renown: 80

Aggression: 13

Discipline: 21

Initiative: 15

Openness: 14

Skill: 17

Resistance: 3

A veteran officer who served Starfleet admirably during the Tzenkethi and Cardassian conflicts of the mid-24th century, Admiral Robert Leyton is best known for his unsuccessful attempt to take over the Federation in 2372 so that he could impose martial law and prepare for war against the Dominion. Many Federation citizens charitably give him credit for the nobility of his motives—saving the Federation from a deadly enemy—even as they condemn the illegal and usurpative actions he performed in pursuit of that goal. He is due for release from the Federation Penal Settlement on the island of New Zealand on Earth in 2385; many of his co-conspirators are serving shorter sentences at other penal colonies throughout Federation space.

ing 27 persons, Admiral Leyton set his scheme in motion. Fortunately for the Federation, Captain Benjamin Sisko discovered what Leyton was doing. When one of Leyton's key allies turned against him, his plot unravelled and Starfleet imprisoned him.

Ironically, Leyton's coup did achieve some of his intended results, by drawing greater attention to the Dominion threat. Starfleet stepped up its preparations for war. After considerable soul-searching, President Jaresh-Inyo decided he was ill-suited to lead the Federation in such times. In late 2373 he resigned from office. The Council elected Rosarev of Andoria, a former captain in Starfleet known for his support of more aggressive defense policies, to replace him.

DOMINION-BREEN CONTACT

2372 also saw the first dealings between the Dominion and the Breen. As part of their efforts to destabilize the Alpha Quadrant, the Founders secretly funnelled money to various pirate and privateer groups, ordering them to attack vulnerable targets and, hopefully, pin down part of Starfleet in a fruitless attempt to keep the quadrant peaceful. One of the rogues they used was Thot Graal, a powerful Breen military leader who frequently masqueraded as a mercenary. The Dominion hired Graal and his band of "pirates" to attack targets throughout the Bajor Sector. On stardate 49775.3, Graal attacked the Bajoran colony of Prophet's Haven, forcing the *U.S.S. Defiant* to come to the colonists' rescue.

While the attack on Prophet's Haven was a relatively minor incident, the contact between the Breen and the Dominion was anything but. Both parties recognized in the other a potentially useful resource and potent ally. The Founders admired the efficiency, ruthlessness, and lack of scruples with which the Breen undertook any task assigned to them; the Breen, for their part, respected the wealth and power possessed by the Dominion. The Founders took care to remain in contact with the Breen and learn as much as they could about them. When the time was right, they opened formal negotiations for an alliance with them.

THE SHIP

A few weeks after Captain Benjamin Sisko and his crew exposed the Martok changeling, the Federation got another lucky break. While surveying Torga IV in the Gamma Quadrant, Captain Sisko and his crew witnessed the crash of a Jem'Hadar Attack Ship. They captured the vessel and held it against a determined Dominion assault. Recovery of the craft was the first major military intelligence coup the Federation scored against the Dominion. By studying the ship and its weapons, Starfleet engineers learned how to reconfigure their shields to resist the Dominion's phased polaron beam weapons—an advance which prevented the Dominion from achieving an early victory in the war with irresistible weapons.

THE DOMINION-CARDASSIAN ALLIANCE

Deep Space 9 soon learned that a fleet of at least 50 Dominion ships was preparing to come through the wormhole to begin the invasion of the Alpha Quadrant. With Starfleet reinforcements at least two days away, the Cardassians offered a few ships, commanded by Gul Dukat, to assist the station's defense. That wasn't enough, so Captain Sisko decided to collapse the Bajoran wormhole to protect the Federation. But a changeling disguised as Dr. Julian Bashir, whom the Dominion had kidnapped while he attended a medical conference, sabotaged the emitter array, thwarting Sisko's plan. The station braced for an attack, but the approaching Dominion forces suddenly turned away, towards Cardassia. Dukat's ships broke ranks to join them. He announced that, pursuant to his secret negotiations with the Founders, the Cardassian Union was joining the Dominion!

After Dukat revealed the Dominion-Cardassian alliance, a contingent of Klingon vessels, led by the flagship *Negh'Var*, came to Deep Space 9. Chancellor Gowron renewed the Khitomer Accords and reforged the Federation-Klingon alliance to oppose the Dominion. A huge fleet of Starfleet and Klingon vessels assembled at Deep Space 9. Even the Romulans sent ships in support. As a large enemy fleet neared the station, the Bashir-changeling tried to destroy the star Bajor-B'hava'el with a runabout full of trilitium explosives. When the *Defiant* stopped him, the enemy fleet—intended only to distract Starfleet so “Bashir” could carry out his plan—withdrawed without firing a shot. Acutely aware of their narrow escape, Starfleet and the Klingons realized they had to prepare for all-out war. To coordinate the anti-Dominion effort, Gowron posted the real General Martok and a contingent of Klingon warriors to Deep Space 9.

THE LOSS OF DEEP SPACE 9

Soon preparations for war engulfed the Alpha Quadrant. The Dominion sent an average of one large contingent of ships and Jem'Hadar to Cardassia each week for five weeks. It stationed thousands of ships and personnel, including several Founders, on key Cardassian military facilities and worlds, and increased Cardassian military production. Fearful of Dominion attack, many Alpha Quadrant powers, including the Bajorans, the Miradorn, the Tholians, the Gorn, and the Romulans, signed non-aggression pacts with the Dominion-Cardassian alliance. Starfleet increased its patrols of the Cardassian border, in the process losing several ships, including the *U.S.S. Tian An Men*, NCC-68022, and the *U.S.S. Traben*, NCC-48215, to Jem'Hadar attacks.

Starfleet knew it had to find a way to block the wormhole, which the Bashir-changeling's sabotage had made so stable that collapsing it was now impossible. With an enemy fleet approaching, and no reinforcements able to reach Deep Space 9 in time, Captain Sisko played for time while the station's crew laid a field of self-replicating

DESTRUCTION OF THE MAQUIS

As a favor to their Cardassian allies, the Jem'Hadar conducted a brief campaign against the Maquis rebels, wiping them out almost to the last man. The Jem'Hadar succeeded so easily in comparison to earlier Cardassian efforts due to nothing more than their utter ruthlessness. While brutal, the Cardassians were unwilling to engage in full-scale warfare against the “mere terrorist” threat of the Maquis.

The Jem'Hadar had no such scruples. Wherever they suspected the Maquis were hiding, they simply bombed entire populations, or released biogenic weapons into the atmospheres of planets. Within three weeks, only a handful of Maquis were left alive, and with their ships and other resources destroyed, all they could do was hide impotently in deep caves on a few isolated worlds and planetoids. Most former Maquis planets remain uninhabited today; some will never be habitable again without extensive efforts to remove biogenic warfare agents from the air and soil.

SELF-REPLICATING MINE

Size: 1.76 x 1.76 x 1.85 meters

Mass: 135.7 kilograms

Damage: 20 (in the **Spacedock** rules, 200)

Self-replicating mines include thrusters allowing them to move 1 MU per round. Up to 20 of them can swarm detonate on a single target. Each mine contains enough raw replicator material to create one-sixty-fifth of a new mine, and can draw on other mines for the remainder (and, when necessary, on the zero-point vacuum domain to replenish its raw material stock). Thus, when one of these mines explodes, the Narrator should create another mine in its place the next round.

mines. Sisko's ploy worked. The Dominion-Cardassian alliance attacked, but the *Defiant* finished laying the minefield, and DS9's meager forces inflicted serious damage on the enemy—the destruction of fifty ships—before Starfleet personnel fled the station (after wrecking its most important systems and stripping the computers of all sensitive data). The triumphant Dominion immediately began searching for a way to remove the minefield so it could obtain endless reinforcements from the Gamma Quadrant.

Although the Federation lost DS9, it achieved victory elsewhere. On stardate 50975.2, as Dominion-Cardassian forces were taking Deep Space 9, a strike force of Starfleet and Klingon vessels crossed the Cardassian border and destroyed the Cardassian shipyards at Torros III.

GUL PETTAR

Attributes

Fitness 3
Strength +1
Vitality +1
Coordination 3
Dexterity +1
Intellect 3
Perception +1
Presence 3
Willpower +1
Psi 0

Skills

Administration (Starship Administration) 3 (4)
Bureaucratic Manipulation (4)
Athletics (Lifting) 2 (3)
Running (2)
Command (Starship Command) 4 (5)
Computer (Research) 1 (2)
Culture (Cardassian) 2 (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)
History (Cardassian) 2 (3)
Interrogation (Torture) 2 (3)
Language
Cardassian 3
Law (Cardassian Military Regulations) 3 (4)
Personal Equipment (Tricorder) 1 (2)
Persuasion (Oratory) 1 (2)
Planetary Tactics (Mechanized Ground Warfare) 2 (3)
Planetside Survival (Cardassia) 1 (2)
Primitive Weaponry (Knife) 2 (3)
Shipboard Systems (Tactical) 3 (4)
Space Sciences (Astronomy) 1 (2)
Starship Tactics (Cardassian) 4 (5)
Starfleet (5)
Unarmed Combat (Cardassian Military Combat) 3 (4)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Cardassia Prime) 1 (2)

Advantages/Disadvantages

Department Head (commander of a battleship) +4.
Eidetic Memory +3. High Pain Threshold +2. Promotion (Gul) +5. Code of Honor (Union Loyalty) -2. Medical Problem -1 (can be poisoned with cobalt diselenide).
Species Enemy (Bajorans) -4

Courage: 4

Renown: 33

Aggression: 11
Discipline: 9
Initiative: 3
Openness: 2
Skill: 8

Vesala: 84

Spent: 72

Unspent: 12 (minimum level of 5 based on rank and position)

Resistance: 4

Known in some circles as the "Butcher of Tyra," Gul Pettar enjoyed a well-deserved reputation as a cruel and merciless commander. While his military victories throughout the Federation-Cardassian War and the early days of the Dominion War were lauded by the Cardassian High Command, few soldiers wished to serve with him due to his harsh disciplinary policies and belligerent attitude towards the enemy. Scorning the "prevarication and subterfuge" favored by the Obsidian

2374: THE EARLY WAR

STARFLEET ON THE DEFENSIVE

Nevertheless, the early months of the Dominion War went badly for the Federation-Klingon alliance. Facing an enemy as aggressive as the Klingons and technologically superior to the Federation, it spent over three months in a disheartening series of engage, lose, retreat confrontations with Dominion-Cardassian forces. Starfleet established initial fronts along the former Federation-Cardassian border, such as in the Gethar system and the Rumarda Sector, but the enemy pushed Starfleet and the Klingons back from those fronts every time, gaining much territory in the process. The Battle of Rumarda alone resulted in the loss of 54 Starfleet ships of the Fourth Fleet and the deaths of 13,200 Starfleet personnel.

THE DISASTER AT TYRA

But there was worse to come. While the Fourth Fleet fell back to regroup and lick its wounds, the Seventh Fleet moved into position at Tyra, a system 12 light-years inside the Federation border, to halt the Dominion advance. Admiral Borren D'gret organized his 112 ships into a classic defensive bulwark three ranks deep, six wide, and three tall in the region between the sixth and seventh planets.

The enemy attacked with a fleet of 248 ships. The commander of the enemy fleet, the infamous Gul Pettar, split his forces into three groups, one to hit the Seventh Fleet head-on and two to flank it. The initial clash destroyed 15 Starfleet ships and damaged dozens more as the Jem'Hadar concentrated their fire on specific, high-profile targets such as *Excelsior*- and *Steamrunner*-class ships. D'gret's flagship, the *U.S.S. North Star*, NCC-71602, survived the first wave, but Pettar's own flagship, the *Gevrok*, obliterated it with multiple torpedo spreads when he came around for a second pass.

Thus decapitated, the Seventh Fleet fought a losing battle from the beginning. Although it struggled on valiantly for over an hour, it could not overcome the Dominion-Cardassian fleet's superior numbers and firepower. It suffered a bitter defeat—of its 112 ships, 98 were destroyed or too badly damaged to retreat, leaving 14 vessels to flee the carnage when the order to withdraw finally came. As they warped out of the system, the survivors saw Gul Pettar's forces methodically demolishing the disabled ships without taking any prisoners. In all, 24,000 Starfleet personnel lost their lives at Tyra.

When word of the near-destruction of the Seventh Fleet reached the rest of Starfleet, morale, already at an all-time low due to months of losses, plummeted to new depths. Dispirited Starfleet officers, many for the first time facing a seemingly intractable problem, began the morbid ritual of checking weekly casualty lists for the names of classmates and friends killed.

THE BOLIAN AND VULCAN FRONTS

The Dominion's greatest advances into Federation territory during this period brought it perilously close to Bolarus IX and Vulcan, two of the core worlds of the UFP.

THE BOLIAN FRONT

A fleet composed of the Fifteenth and Seventeenth Orders and a corresponding number of Jem'Hadar ships came within two systems of the Bolian system before intense fighting near Kumarek IV ground its offensive to a halt. The Twentieth and Twenty-First Fleets, reinforced by the Klingons, bottled the enemy up in the Kumarek system and attempted to push them back, to no avail. The Federation's second attempt at a counteroffensive cost it, among other things, the life of Admiral Urosg Vharr when the Cardassians destroyed his ship, the *U.S.S. Baikonur*, NCC-51900.

Determined to earn itself some breathing room, Starfleet planned a third assault. On stardate 51136.8, it commenced Operation Blue Room, better known as "the Bolian operation." The enemy assumed a loose formation ranging between Kumarek III and V, hoping to catch the larger, more densely organized Starfleet force in a firesack. Admiral Mitchell Halliwell didn't fall for the trap. Dividing his forces into four separate groups, he hit the Dominion-Cardassian forces from multiple strike points. After four hours of bloody, close-range fighting, the battle remained undecided. Then both fleets learned that a detachment of Klingon birds of prey had destroyed the supply convoy. Rather than become stranded in hostile territory for weeks without fresh supplies of ketracel-white, the Dominion-Cardassian forces withdrew. As the enemy retreated to a more defensible position several light-years closer to the Cardassian border, Federation forces secured their victory and re-established the Bolian outer defensive perimeter.

THE VULCAN FRONT: THE FIRST BATTLE OF VULCANIS

Similarly, Dominion-Cardassian forces, this time comprised primarily of Jem'Hadar ships with the Nineteenth and Twenty-Fourth Orders acting as support, advanced all the way to the borders of the Vulcanis system—and thus uncomfortably close to Earth itself—before the beleaguered Fifth Fleet stopped them. The key to stemming the Dominion tide was the *Akira* wing commanded by Captain Bendok Vithsoomparul, which used its superior torpedo firepower to keep the enemy at a distance and destroy or cripple many of its ships. After Starfleet bolstered Vulcan's defenses with the Thirteenth and Thirty-First Fleets, the Federation alliance struck back against the invaders. In eight weeks of vicious fighting, Starfleet pushed the Dominion-Cardassian fleet back from Kir-Alep (Vulcanis VI) to a front line two light-years away. In the process Starfleet lost 127 ships and nearly 20,000 personnel, but inflicted equal casualties on the enemy.

Order and so many of his fellow Cardassians, he said exactly what he thought and went after his goals ruthlessly and unapologetically. He was killed during the Federation-Klingon assault on the Chin'toka system at the end of 2374.

DESTRUCTION OF THE ARGOLIS ARRAY

Starfleet scored a rare victory during the early months of 2374 with an assault on the Argolis Array, a large Dominion sensor array powerful enough to detect ship movements over five sectors (or cloaked ships within two light-years). Located on the Cardassian perimeter of the Argolis Cluster, an enormous group of nebulae and stars stretching across the Federation-Cardassian border, the Array gave the Dominion-Cardassian alliance a significant strategic and tactical advantage.

Starfleet assigned the *U.S.S. Defiant* to destroy the array. Approaching the target straight through the Cluster to avoid detection, the *Defiant* lost its warp propulsion system to damage from a gravitational eddy. Fortunately, the crew found a way to project a false image of over a dozen attacking Starfleet cruisers, thus luring the defenders out of position and giving the *Defiant* the chance to get close and destroy the Array with a precisely-targeted quantum torpedo attack. The resulting explosion destroyed or crippled the defending ships, allowing the *Defiant* to make its escape at impulse speeds.

THE 523RD TACTICAL WING

Using *Spacedock's* fleet combat rules, the 523rd has the following attributes:

Size: 67

Movement: .7 c

Shipboard Systems (Flight Control) 3 [4]

Maneuverability: 4

Offense: 9

Shipboard Systems (Tactical) 3 [4]

Defense: 7

OPERATION RETURN

Back at Deep Space 9, events took a desperate turn. After several months of work, Gul Dukat's staff found a way to remove the minefield. But while the Cardassians had struggled with the minefield problem, Captain Sisko was preparing Operation Return, his plan to retake Deep Space 9. Incorporating elements of the Second, Fifth, and Ninth Fleets, it involved a four-pronged assault on the station. After convincing Starfleet his plan wouldn't leave Earth vulnerable, and that losing the wormhole meant losing the war, Sisko received permission to proceed. He began assembling his forces, pulling parts of the Second Fleet back past the Kotanka system and parts of the Fifth Fleet from the fighting around the Vulcan border. But with Chancellor Gowron refusing to commit the necessary Klingon forces to the attack, and the Ninth Fleet too far away to rendezvous with the rest of the force in time, Sisko left Starbase 375 without two key components of his plan.

CAPTAIN BENDOK VITHSOOMPARUL

Attributes

Fitness 3
Vitality +1
Coordination 3
Reaction +1
Intellect 4
Presence 3
Willpower +1
Psi 0

Skills

Administration (Starship Administration) 3 (4)
Athletics (Running) 1 (2)
Command (Starship Command) 4 (5)
Computer (Research) 1 (2)
Culture (Tellarite) 2 (3)
Dodge 2
Energy Weapon (Phaser) 3 (4)
History (Tellarite) 1 (2)
Federation (2)
Language
Tellarite 2
Federation Standard 1
Law (Starfleet Regulations) 4 (5)
Materials Engineering (Structural/Spaceframe Engineering) 1 (2)
Personal Equipment (Communicator) 1 (2)
Persuasion (Debate) 2 (3)
Planetside Survival (Tellar) 1 (2)
Propulsion Engineering (Warp Drive Engineering) 2 (3)
Impulse (3)
Shipboard Systems (Command) 3 (4)
Starship Tactics (Starfleet) 4 (5)
Systems Engineering (Transporter/Replication Systems) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Tellar) 1 (2)

Advantages/Disadvantages

Commendation (Christopher Pike Medal of Honor) +3.
Department Head (Command Department of a Heavy Cruiser) +3. Mixed Species Heritage (half-Human, half-Tellarite) +6. Promotion (Captain) +5. Tactical Genius +3. Argumentative -1. Code of Honor (Defender) -3

Courage: 5

Renown: 63

Aggression: 11

Discipline: 14

Initiative: 12

Openness: 8

Skill: 18

Resistance: 4

Far more jovial than most Tellarites thanks to his half-Human heritage, Captain Bendok Vithsoomparul is nevertheless just as argumentative as his fully-Tellarite mother. Like many Tellarites, he has a fascination for mechanical and engineering matters, and came up through the ranks of Starfleet as an engineer before transferring to the Command branch. Once in command, he blossomed, displaying tactical and strategic planning skills he'd never before known he had. Since then he's established an enviable reputation as a firm but fair battlefield commander.

With the minefield due for detonation in eight hours, the two sides joined battle several light-years away from the station. The Dominion-Cardassian force of 1,254 ships outnumbered Sisko's fleet almost two to one. Using his Attack Fighters, Sisko attempted to create a hole by luring the hot-headed Cardassians out of formation, but to no avail—the Cardassians held. In pass after pass, the two sides battered each other for five hours. Then, the surprise arrival of the Klingons turned the tide. As Klingon ships smashed into the enemy lines, one ship, the *U.S.S. Defiant*, slipped past the enemy perimeter and headed to Deep Space 9. But it arrived just in time to see the minefield collapse in a tremendous explosion. Sisko desperately appealed to the Prophets. Swayed by his plea, they made the entire incoming Dominion fleet—2,800 ships—vanish. Lack of reinforcements doomed the defenders. After defeating the Dominion-Cardassian fleet, 200 surviving Federation and Klingon vessels re-took Deep Space 9. On the station Sisko found Gul Dukat, his mind unhinged by the death of his daughter, Tora Ziyal, at the hands of his chief aide Gul Damar.

FEDERATION MOMENTUM

For the first time, the war's momentum shifted. Operation Return, the first major Federation alliance victory, boosted Starfleet's morale significantly. It pressed the advantage, using new vessels from its shipyards and cadets fresh from Starfleet Academy's accelerated training program to force the enemy to give ground.

Most spectacular of the triumphs during this period was the victory of the 523rd Tactical Wing at Svandroth. While on a routine patrol of several outlying systems near the front lines, the wing, composed mainly of cruisers, frigates, and Attack Fighters, was ambushed by the Jem'Hadar. The wing's commander, Captain Jessica Murrow, was killed early in the battle when a torpedo struck the engineering section of her *El Dorado*-class flagship, the *U.S.S. Cibola*, NCC-69103, causing a catastrophic warp core explosion which damaged several other ships. Her second-in-command, Captain Daik'oth of the *U.S.S. Novgorod*, NCC-45037, took control and rallied the wing to counterattack. After creating an opening in the Jem'Hadar line with a daring feint, Captain Daik'oth pressed his attack home and destroyed all of the enemy ships after a short, furious battle. Instead of resting on his laurels, Daik'oth ordered his ships into the next system, where the Jem'Hadar had come from, to capture their base. Taking the base, Taivok Nor, completely by surprise, they managed to disable its defenses and capture it within an hour. The technical and military intelligence gained proved quite valuable to both Starfleet and the Klingons.

As if in response to the Federation's advances, Legate Damar, leader of the Cardassian government, called for peace talks. The Federation soon discovered the negotiations were a bluff—an attempt by the Dominion to gain planets containing trinucleic fungi, from which it could create a crucial ingredient in ketracel-white. Although it



rejected Damar's proposal, the Federation did not reject the possibility of peace altogether. It continued to negotiate secretly for further peace talks, using allies in the Cardassian government to make its case. Unfortunately, those overtures fell on deaf ears, especially when the Dominion-Cardassian alliance's military fortunes began to improve.

THE TIDE TURNS AGAIN

The Federation alliance's progress was not to last. In fact, some of its worst defeats were yet to come as the tide of the conflict turned against it once more. Both sides knew supply and materiel issues were crucial to the war's outcome, and now the Dominion implemented a logistics-based strategy. First, it bolstered its own resources by perfecting its breeding plants to create newer, tougher "Alpha" Jem'Hadar. It also stepped up production of ships in Cardassian shipyards, such as the massive facility at Monac IV. Approximately 70% of the ship production was Jem'Hadar Attack Fighters, which had proved their worth against the Federation alliance time and time again.

With these assets in hand, the Dominion set out to cripple key Federation production facilities. In most instances, this strategy relied on conventional assaults involving strike forces of ships. For example, on stardate 51474.3, a fleet of ships commanded by the Vorta Genlon smashed through the Federation lines at a weak point in the Benthara system to attack the dilithium mines at Coridan. The the Sixth and Sixteenth Fleets defended Coridan, one of the Federation's primary dilithium production facilities for over a century, but they were unprepared for the brutality of the Dominion assault. Using tricobalt devices to destroy two orbital defense stations, and torpedo and polaron beam volleys to punch a hole in the main defensive perimeter, the enemy flew in close to the planet and fired ultritrium concussion shells to cause heavy damage to the mine and mining facilities. The attack sealed over 1,500 miners into the mines to die of suffocation, since the Jem'Hadar also wrecked Coridan's rescue equipment. By the time the Sixth and Sixteenth drove the Jem'Hadar away, the Dominion had crippled dilithium production on Coridan for months.

Sometimes the Dominion achieved equally effective results with its old weapons of subterfuge and trickery. Shortly after the Coridan attack, a Founder disguised as a high-ranking officer in the Advanced Starship Design Bureau activated a cascading computer virus which wreaked havoc at the Utopia Planitia Fleet Yards and Antares Fleet Yards, the Federation's chief ship production facilities. Computer failures throughout the shipyards resulted in several disasters, including the explosion of three fusion plants (two at Utopia Planitia, one at Antares) when their safety interlocks switched off. Production at both yards virtually halted for many weeks, straining other yards such as Spacedock 1 and Earth Station McKinley.

UNCONVENTIONAL ALLIES

Seeking any advantage, the Founders contacted other Alpha Quadrant species. In late 2374 the Dominion sent a Founder to the Breen homeworld, who over several months forged an alliance with the Breen. The Founders also used the Orion Syndicate, the quadrant's largest and most powerful organized crime group. The bomb detonated at the 2372 Antwerp conference was of Syndicate manufacture, for example. The Dominion hired the Syndicate to perform many other minor acts of "unconventional warfare" (such as the attempted assassination of the Klingon ambassador to Farius Prime around stardate 51548.9—an effort to interfere with Klingon internal politics which Starfleet Intelligence prevented).

THE KALANDRA OFFENSIVE

By mid-2374, the Dominion-Cardassian alliance had regrouped and rebuilt enough to launch a major push to break through the Federation-Klingon lines. War historians refer to this as the Kalandra Offensive, since much of the fighting in subsequent months took place in and around the Kalandra Sector. The offensive began with increasing boldness on the part of Dominion-Cardassian forces. Federation-Klingon patrols came under fire on an almost daily basis. The attacks wore down Starfleet personnel, diminishing morale, and the occasional Dominion-Cardassian triumph (such as the total destruction of the *U.S.S. Cortéz*, NCC-63059 on stardate 51456.8) only made the enemy bolder. Squadrons of Jem'Hadar Attack Ships struck deeper and deeper into Federation-controlled territory. With the Romulans turning a blind eye to their activities, they even slipped across the Romulan Neutral Zone to attack Federation ships on the other side, destroying, among others, the *U.S.S. Cairo*, NCC-69124, on stardate 51699.4.

THE CONQUEST OF BETAZED

The Kalandra Offensive began in earnest on stardate 51721.3 with a devastating blow for the Federation: the conquest of Betazed. Earlier that day, Dominion-Cardassian forces detected that the Tenth Fleet, protector of Betazed and its outlying colonies, had strayed too far from its home base on a training exercise. Starfleet Command believes a mild subspace fluctuation affecting space near Betazed confused the Tenth's navigational sensors. Additionally, Starfleet Intelligence reports discounting the enemy fleet in Kalandra as a major risk due to its distance from current Dominion supply lines probably made Admiral Koaddar Ma'adeen overconfident. Upon detecting the Tenth's miscalculation, the Dominion-Cardassian forces in Kalandra assembled a fleet of nearly 200 ships and launched a five-pronged attack. Admiral Ma'adeen had spread the Tenth Fleet out in a mock battle formation, one quite suitable for training but not for defending against an attack. Of the Tenth's 137 ships, over 20 were

THE KALANDRA SECTOR

The most fought-over region of space for the entire Dominion War was the Kalandra Sector (sometimes spelled "Calandra"). A typical Federation sector, a cube twenty light-years on a side, Kalandra is located next to Betazed space on a direct line between Betazed and Cardassia Prime. Although relatively deep within Federation space, it nevertheless was captured early in the War by Dominion-Cardassian forces, which held it, Betazed, and a corridor of space back to Cardassian territory (thus giving it a working supply line) for most of the war.

Some of the prominent systems and stellar phenomena within the Kalandra Sector include:

Amducro Field: The Amducro Field, a region several light-years wide and long on the coreward side of the sector, contains no star systems, but instead features marked subspace instability. Because of this, ships cannot travel through it at speeds faster than Warp 2.5. Any faster would risk creating a subspace rupture which would not only destroy the ship, but increase the size of the Field geometrically.

Chudala: This system features ten planets, one of which is Class M. At the beginning of the War it was the site of a Federation colony containing mostly Human and Betazoid inhabitants. The first wave of Dominion attacks resulted in its destruction with the loss of all colonists. Dominion-Cardassian forces later established a major defense perimeter here to protect one of their major Kalandra supply lines.

Garanog: This system, on the edge of the sector closest to the Cardassian border, is home to the Garanog species. A plant-based lifeform, the Garanog are a reclusive people who maintain few ties with other spacefaring civilizations. Although entirely surrounded by Federation space, they do not belong to the UFP and have only the most tenuous relations with their neighbor. They quickly signed a non-aggression pact with the Dominion and, in exchange for assisting the Dominion-Cardassian forces with their supply lines, were left alone by the invaders.

Moreska: This five-planet system includes no Class M worlds, but two of its planets and its asteroid belt contain significant mineral and ore deposits. In the late 2360s, several Betazoid, Tellarite, and Ferengi corporations established large mining concerns there. Dominion and Cardassian soldiers took these facilities over during their initial invasion, killing almost all of the employees. Afterwards they began exploiting them heavily for their own needs, using Betazoid slave labor to work the mines.

Shar'tala'veb: A binary system composed of the stars Shar and Tala, Shar'tala'veb's fourth planet houses a native sentient species, the Shar'talans. Tall, pale green-skinned humanoids, the Shar'talans do not belong to the UFP, but have accepted the status of "Federation protectorate" to free themselves from the expense of maintaining an independent defense force (a decision which proved a poor one when the Dominion invaded, forcing a massive evacuation of the planet and flight deeper into Federation space). Instead, the Shar'talans prefer to concentrate on art and commerce. Their delicate f'mootha paintings, featuring scores of unusual colors, sell well throughout the Federation.

Violet Nebula: A small body of interstellar dust and gas just to antispinward of the sector's center point, the Violet Nebula holds little of interest. But due to its composition (which blocks most sensor and

lost in the initial assault alone.

To his credit, Admiral Ma'adeen regrouped his forces, but it was too little, too late. The ships of the Tenth fought valiantly for seven hours, but one by one the Dominion-Cardassian ships blew them out of the sky. Admiral Ma'adeen briefly considered surrender, but realized he had to buy as much time as possible for Betazed to prepare its defensive systems. On his orders, the Tenth Fleet went down fighting, destroyed to the last ship in a noble effort to save the Betazoids.

Unfortunately, even with the extra time bought by the sacrifice of the Tenth Fleet, Betazed could not resist the Dominion-Cardassian attack. Its planetary defense systems were too obsolete and undermanned, and its planetary defense force too small and undergunned, to stop the enemy. In less than three hours the planet was in Dominion hands.

THE OCCUPATION

The Dominion acted decisively to solidify its gain, bringing in hundreds of additional ships and thousands of troops to pacify the planet and reinforce its supply lines. Within two days of the initial conquest, the Jem'Hadar eradicated virtually every trace of resistance on Betazed and occupied every major facility. With brutal efficiency, they rounded up all Starfleet personnel, governmental officials, and civic leaders—nearly five million people—and executed them. The Dominion took special care to resist the effects of Betazoid psionic abilities: it brought in psionic Vorta to help control the population, and immediately killed any Betazoid who even seemed to try to use his abilities to communicate with his fellows or influence Dominion-Cardassian personnel.

The Betazoids soon felt the harsh hand of Dominion rule. Eager to strip Betazed of its usable resources, the Dominion herded thousands of Betazoids into hastily-constructed labor camps. Labor gangs commanded by Jem'Hadar overseers opened new mines, razed entire forests, used Dominion science to accelerate harvests (ruining the arable land in the process), and exploited every other resource. The Dominion allowed the rest of the Betazoids to resume their daily lives under the unwavering gaze of Jem'Hadar security forces, provided they caused no trouble. The Jem'Hadar summarily executed any Betazoid suspected of even thinking about violating Dominion law.

Despite these harsh measures, the freedom-loving Betazoids formed a small resistance movement. Composed mainly of Starfleet personnel who escaped into the wilderness before the Jem'Hadar fully occupied the planet, its members used Betazoid telepathic powers to establish communication between isolated "cells" and plan attacks on the invaders. Despite the brutality of the Dominion conquerors, the resistance had no difficulty recruiting Betazoids all over the planet. After the Vorta uncovered and killed many early members, the survivors learned how to hide their activities and avoid the enemy.

OTHER ASSAULTS AND CONQUESTS

The capture of Betazed left many other core Federation worlds, including Vulcan, Tellar, Alpha Centauri, and Andoria, vulnerable (or more vulnerable) to Dominion-Cardassian attack—and the loss of any one of those worlds would leave the Dominion within striking distance of Earth itself! Desperate to prevent further losses, Starfleet scrambled to move forces into place to defend those systems. The Sixth Fleet bolstered the Fifth, Thirteenth, and Thirty-First Fleets protecting Vulcan. The Eighth Fleet protecting Andoria, with the assistance of the Andorian Defense Forces, was reinforced by the Twenty-Second and Thirtieth Fleets. The First and Fourteenth Fleets defended Alpha Centauri, with the remnants of the Nineteenth Fleet as reinforcements. The Twenty-Seventh Fleet came from the Benzite system to back up Tellar's native defense force and the Second and Twenty-Ninth Fleets. Meanwhile, the Klingons attacked the Dominion's potentially vulnerable supply line to Kalandra/Betazed, but with little success.

THE SECOND BATTLE OF VULCANIS

The Dominion, eager to make further inroads into core Federation territory, struck at Vulcan and Alpha Centauri, deeming Andoria too well-defended and Tellar too distant for its supply lines. Vulcan was its main target, but once again the valiant officers of Starfleet and the IKDF stemmed the enemy tide and kept Vulcan safe (see page 24).

THE CAPTURE OF BENZAR

The attack on Alpha Centauri went much better for the Dominion—primarily because it wasn't an attack on Alpha Centauri at all. Realizing Benzar was much more vulnerable, the Dominion-Cardassian strike fleet changed course. Starfleet directed the Fourteenth Fleet to leave Alpha Centauri space and pursue, but by then it was too late. The Eleventh Fleet protecting Benzar was too small to resist the Dominion-Cardassian onslaught. In only an hour of fighting, the enemy reduced most of the Eleventh Fleet to floating space debris. Taking control of the remnants of the Benzar Defense Perimeter, the Dominion dug in and awaited the arrival of the Fourteenth Fleet.

Admiral Tohas Falanner organized his forces into four prongs, each composed of diverse wings designed to complement each other's capabilities. He came at Benzar from four different angles, trying to overcome the defenders before they controlled the Benzar Defense Perimeter, and partially succeeded. His forces prevented the Jem'Hadar and Cardassians from taking full advantage of their position, but not from using several intact tricobalt devices they'd captured. One of the devices so badly damaged his flagship, the *U.S.S. Fe'garren*, NCC-72105, that it was unable to move. Undaunted, he directed the

communications systems) and occasional gravitational eddies within it, it poses a significant danger to ships, which avoid it.

Zhamur: The Kalandra system closest to the Betazed Sector. Zhamur included two Class M planets which the Betazoids colonized in the mid-23rd century. Both colonies, each containing millions of inhabitants, were captured by the Dominion, though several ships of refugees managed to escape before the invasion.

THE DESTRUCTION OF CARRIER ALPHA-26

One of the linchpins of the Kalandra Sector fleet was a single Jem'Hadar Carrier, designated *Alpha-26*. In addition to ferrying dozens of Attack Fighters to the battle for Betazed, its large phased polaron cannons inflicted significant damage on the Tenth Fleet's major ships.

Recognizing its importance, Captain Roger Osmont, commander of the *Excelsior*-class *U.S.S. Carpathia*, NCC-43118, and leader of the 352nd Tactical Wing's Destroyer Wing 1 (a.k.a. the "Rigellian Roughnecks"), determined to destroy it, thus opening a major hole in the Dominion-Cardassian lines. Peeling off from the rest of the Tenth Fleet with his wing, he smashed through a group of Jem'Hadar Attack Fighters and approached the carrier's escort wing of *Minthras*-class Destroyer Escorts. Splitting his wing into two groups, he had them swerve around to flank the escorts, catching them from port and starboard in a withering crossfire of phaser beams and torpedoes. While the carrier maneuvered to escape from the assault, the Roughnecks methodically destroyed its escorts.

But this attack was not without its price. By the time the 352nd was done, it had lost over half of its own ships, and the remainder were all heavily damaged. Even worse, the carrier was getting away, heading for a group of *Galor*-class ships which would offer it protection. Unwilling to let his prey escape, Osmont and his crew made the ultimate sacrifice: increasing their impulse engines to maximum power, they rammed the *Carpathia* directly into the carrier, detonating their auto-destruct system at the same time. The resulting explosion annihilated the carrier and several Attack Fighters, and only narrowly missed destroying several *Galor*-class ships as well. Captain Osmont and all of his men were posthumously awarded the Christopher Pike Medal of Honor.

assault from the *Fe'garren* after moving two wings into place to defend it.

Over the course of the next three hours, Falanner and his personnel hammered away at an enemy weakened by its earlier fight with the Eleventh Fleet. Just as victory seemed within Starfleet's grasp, enemy reinforcements arrived, unlooked-for, from Kalandra. Fresh and fully armed, they quickly crushed the Fourteenth's starboard flank. Admiral Falanner retreated, escaping with 47 of his 124 ships. Benzar remained in the hands of the Dominion. The Jem'Hadar occupied it, treating its inhabitants just like they treated the Betazoids only days before.



THE ROMULANS ENTER THE WAR

Its core worlds under attack or occupied, its major production facilities sabotaged, its fleets badly damaged, the Federation was at its lowest point about two-thirds of the way through 2374—so low that it continued to put out secret peace feelers to the Dominion. The Klingons were a powerful and helpful ally, but the Dominion-Cardassian forces had likewise battered the Empire's navies. Another ally was needed, and quickly, or the Federation and the Klingon Empire would both fall to the Dominion.

That ally, in the eyes of Captain Benjamin Sisko, was the Romulans. They were fresh and militarily powerful. But they didn't want to get involved; they had a non-aggression pact with the Dominion. They seemed oblivious to the fact that the Dominion would eventually turn on them, pact or no pact. All he had to do was prove that to them. He recruited Garak, a former member of the Obsidian Order, to help him obtain proof. After their efforts to get real proof failed, Sisko manufactured the evidence he needed with the help of some of Garak's unsavory friends. He presented his "evidence" to a pro-Dominion Romulan senator, who quickly uncovered that it was a fake—only to die in a "shuttle accident" arranged by Garak (without Sisko's knowledge) before he could reveal the Federation's duplicity. The Romulans, convinced the flaws in the evidence resulted from the destruction of the shuttle, declared war on the Dominion and the Cardassian Union.

The Romulans quickly made good their declaration. Within two days, they struck at fifteen bases along the Cardassian-Federation border, using their tried and true "decloak and launch plasma torpedoes" tactic to devastate facility after facility. Devron Nor, Peltras Nor, the Gediron Prime Fleet Yards, Qulash Nor, and the Seguran Sensor Array, among others, fell to their attacks.

The Federation and Klingons welcomed their new allies with open arms. The Romulan entry into the war boosted Federation alliance morale and provided new hope for victory. While decades of mistrust did not evaporate overnight, the three species began working together more closely than ever before. They exchanged military advisors, held high-level strategic planning meetings, and shared substantial amounts of intelligence.

BENZAR

The legions of the Star Empire soon dispelled most of the Federation's doubts about letting them assist with the war effort inside Federation space. Starfleet Command enlisted their aid with a thorny problem: the occupation of Benzar. Several attacks by Starfleet and Klingon forces had failed to dislodge the Dominion-Cardassian forces there, who had obtained sufficient resupply from the Betazed/Kalandra front to remain strong.

Assembling a powerful force of *Vereleus*-, *D'deridex*-, *T'korex*-, *D'gerok*-, and *Meret*-class ships, the Romulans abandoned their usual subtlety (except for their standard

cloaked approach) to smash directly into the Dominion-Cardassian outer defense perimeter. Disposing of it quickly and handily, they proceeded onward to the inner defense perimeter, where they met more determined resistance. Still, an hour's worth of fighting was sufficient to win the field there as well.

The third and final obstacle—the Benzar Defense Perimeter, heavily reinforced with Dominion technology and ships—lay ahead. Without hesitating, the Romulans charged ahead, but this time did use some cloaked vessels to slip past the perimeter and strike it from behind. Surrounding the enemy, they battered him into submission with powerful disruptor blasts and short-range plasma torpedo shots. After a three-hour battle, the Dominion-Cardassian forces were defeated; several thousand prisoners of war and numerous ships were captured. It took another week for Romulan ground forces to eliminate the Jem'Hadar units on the surface of the planet, and the enemy killed thousands of Benzites in the process, but after much suffering Benzar was at last free.

THE BETAZED/KALANDRA FRONT

The same, unfortunately, could not be said of Betazed. Since the conquest, the Dominion had strengthened its position in the Betazed system and nearby Kalandra Sector, resisting all Federation-Klingon attempts to remove it or completely disrupt its supply line from Cardassian space.

Starfleet Command learned the Dominion was trying to establish a new, stronger, supply line through Betazoid space into the Argolis Cluster. If it succeeded, it would have enough supplies to attack Vulcan again. Determined to prevent this, Starfleet sent its closest available force—the battered Seventh Fleet—to intercept the Dominion-Cardassian forces at the Tibor Nebula.

As dedicated as Admiral Bellamy and the personnel of the Seventh Fleet were, they were also exhausted, with a force at only half-strength. Pushing themselves to the utmost, they fought the Dominion to the last ship at Tibor. For every one of its ships the Dominion destroyed, the Seventh destroyed two enemy vessels—but since it was outnumbered almost three to one, that wasn't enough. Only four Starfleet vessels—the *Kymyr*, the *Iberia*, the *Shima'van*, and the *Tyler*—survived the debacle.

STARFLEET GOES ON THE OFFENSIVE

Following their success in the Third Battle of Vulcanis (see page 26), Federation, Klingon, and Romulan forces fought on with renewed hope. Starfleet won several clashes in the Sybaron and Dorala systems, and the Klingons freed two systems in the Kepla Sector, a region held intact by the Dominion-Cardassian alliance since the earliest days of the war. The Romulans continued their successful attacks on Cardassian border installations.

But one prize still eluded Starfleet—Betazed. In the

last month of 2374, the Second Fleet conducted three separate offensives to free Betazed, all of them dismal failures. Determined to hold Betazed at any cost, the Dominion constantly reinforced and fortified its position. Meanwhile, its exploitation of the planet and her people increased. As the Betazoid resistance became more active, the Jem'Hadar killed innocent Betazoids by the thousands.

THE BATTLE OF CHIN'TOKA

Realizing it couldn't win by fighting a defensive war, and hoping to capitalize on its recent momentum and the repair of its shipyards, the Federation went on the offensive at the end of 2374. Captain Benjamin Sisko's chosen target was Chin'toka, a crucial, heavily fortified system not far from Cardassia Prime itself. Currently guarded only by five squadrons of Jem'Hadar Attack Ships, it seemed the ideal target. But Chin'toka had hidden defenses: Cardassia's powerful new orbital weapon platforms. Starfleet Intelligence learned about them in time for the Ninth Fleet to leave Deep Space 9 with the hope of getting there before the Central Command activated the platforms. Sadly, the Federation alliance was too late. It arrived in Chin'toka to confront a much greater force of Dominion-Cardassian ships than expected, *plus* the activated weapons platforms.

The ensuing battle was one of the shortest, yet most furious, of the major engagements of the war. While trying to bring their weapons to bear on enemy ships, Federation alliance vessels also had to contend with the awesome power of the orbital weapon platforms. A single plasma torpedo at close range could grievously damage almost any ship, and the platforms held thousands of them! After some tense moments, the *U.S.S. Defiant* defeated the platforms by tricking them into destroying their own power generating system. With the platforms eliminated, the Federation alliance could fight the enemy vessels without distraction. One by one Starfleet phasers or Klingon or Romulan disruptors shattered the Jem'Hadar Attack Ships and *Galor*-class Battle Cruisers. Soon the Federation alliance won, and Starfleet and Klingon ground forces landed on both inhabited planets of the system.

But the victory at Chin'toka came at a terrible price. With Captain Sisko, the Emissary of the Prophets, away from Deep Space 9, Gul Dukat came to the station. Possessed of the powers of a Pah-wraith he'd freed from an ancient Bajoran religious artifact, he darkened the Orb kept in the station's Bajoran shrine, and also killed Lieutenant Commander Jadzia Dax. The Orb, and its brethren elsewhere on Bajor, went black. The Prophets, in agony, convulsed. The wormhole opened, twisted, then abruptly closed—sealed away from Bajor, perhaps forever.

Thus, 2374 closed on notes of both great hope, and great sorrow. The events of the next year would test the Federation and its allies even further, pushing them to the brink of despair.

THE CHIN'TOKA SYSTEM

Affiliation: Cardassian Union

System Type: Chin'toka is a K2IV (bright orange subgiant) star located only a few light-years from Cardassia Prime itself.

Inhabited Planets: Chin'toka III is a Class M planet with a single large moon that has been home to a Cardassian colony and several Cardassian military research outposts for centuries. Chin'toka V is a Class L planet containing several large manufacturing facilities and factory towns.

Other Planets: Chin'toka I (Class F); Chin'toka II (Class F); Chin'toka IV (Class H); Chin'toka VI-IX (all Class J). Chin'toka X-XI (both Class D).

Other Stellar Objects: The Chin'toka system possesses an average size Oort cloud and Kuiper belt. It has a single asteroid belt, between Chin'toka VI and VII.

Artificial Objects: Prior to the Federation-Klingon-Romulan attack on the system in late 2374, Chin'toka contained several orbital manufacturing facilities and a large defense base, Tokara Nor. The extended fighting in the system during the war destroyed or heavily damaged all of these facilities, and left the system full of wrecked ships and related space debris.

SIS: A primary Cardassian manufacturing and defense system whose facilities were ruined by the war.

EARLY 2375: THE IMPACT OF THE WORMHOLE

THE CLOSING OF THE WORMHOLE

The shutting of the wormhole, while seemingly harmful only to the Dominion, somehow deprived the Federation alliance of its recent momentum. Suddenly, the tide of war shifted again, and the two sides became oddly stalemated. In the Chin'toka system, the Federation's first true advance into Cardassian territory in the entire war, Dominion-Cardassian forces initiated a massive, furious counterattack. The Romulans bore the brunt of it, losing three dozen warships and over 10,000 personnel, but all members of the Federation alliance suffered. While the Dominion-Cardassian forces couldn't push the invaders out of Chin'toka altogether, they regained some territory and kept Starfleet and its allies from advancing even further into Cardassian space. For the next three months, Chin'toka was nothing but a vast battlefield, the spaces between its worlds littered with the hulks of shattered ships.

Elsewhere, the Federation alliance's results were mixed. The Klingons, tasked with capturing more territory from the Cardassians, made the Monac system, home to the enormous Monac IV Shipyards, their primary target. After two frontal assaults failed, General Martok opted for a stealthier attack. Under cover of cloak, he released an electromagnetic pulse into Monac at precisely the right



point, creating a solar flare so vast and powerful that it destroyed the Shipyards and over two dozen ships, killed over six thousand enemy personnel, and rendered two of the system's eight planets permanently uninhabitable.

The Federation's efforts to free Betazed through the first three months of 2375 continued to meet with dismal failure. Hoping the Romulans could work the same magic they did at Benezar, Starfleet Command brought in a fleet of Romulan vessels to assist the Fourth and Tenth Fleets (which it had moved into position while reconstituting the Seventh Fleet). But the Dominion-Cardassian outer and inner perimeters around Betazed, which included orbital defense platforms and a large number of Dominion capital ships, withstood the attack easily. The enemy destroyed no less than 27 Romulan warbirds and a like number of Federation capital ships. Betazed remained in Dominion hands as the Jem'Hadar employed increasingly brutal means to root out and destroy the resistance movement.

THE WORMHOLE REOPENS

Utterly discouraged by the death of Jadzia Dax and the closing of the Celestial Temple, Captain Benjamin Sisko took a leave of absence on Earth. After three months of contemplation, he received a vision from the Prophets that led him to the hidden Orb of the Emissary on Tyree. His discovery of it gave the Prophets the means to reopen the wormhole. As its closing had harmed the Federation alliance, its opening injected new vitality into the war effort. Morale rose, and Starfleet personnel found it within themselves to fight harder and more cleverly than ever before. The alliance's first success in the Kalandra Sector, in the Chudala system (see page 28), was just one result of this renewed energy and sense of purpose.

KLINGON INROADS

Following his success at Monac, General Martok led the Klingon forces on raids and assaults deep into Cardassian space. Some of his targets included the Trelka IV planetary base, the ketracel-white production facility in the Pelosa system, the Manora Shipyards, the large Dominion orbital fortress in the Olmerak system, the Jem'Hadar breeding plant on Seba II, and supply depots in the Borias Cluster. With help from the Klingons and Romulans, Starfleet re-established its hold on Chin'toka. While Dominion-Cardassian forces continued to attack the fleets there, they no longer controlled any territory within the system.

MID-2375: THE FIRST STEPS TOWARD VICTORY

THE SIEGE OF AR-558

Most of the crucial battles of the Dominion War were space battles. One important exception took place in mid-2375 on an obscure planet known only as AR-558. Located in the Kepla Sector, it was the site of the largest Dominion communications relay in that region. In early 2375, Starfleet captured AR-558 and part of the system.

On stardate 52269.4, Starfleet landed the 117th Ground Forces Company on AR-558 with specific orders: overcome the Dominion's security systems and access the relay. Enduring privation, booby traps, and repeated enemy attacks, the soldiers of the 117th worked diligently to access the relay. When Captain Benjamin Sisko and the crew of the *U.S.S. Defiant* brought them supplies on stardate 52736.6, they'd been working and fighting nonstop for five months, and were at less than one-third strength. After a Dominion attack drove away the *Defiant*, Captain Sisko and his crew helped the 117th resist an assault by two columns of Jem'Hadar. Thereafter Starfleet rotated the survivors out and sent in a new company to finish the job. With just another ten days' work, Starfleet personnel defeated the security on the AR-558 relay station and gained access to its systems.

The relay was worth the effort. It provided substantial amounts of high-quality data for Starfleet Intelligence to analyze. Using this new information, the Seventh and Tenth Fleets made further progress in the Kalandra Sector, capturing nearly half of its systems (see pages 12-13 and 28). Starfleet was tightening the noose around the Dominion-Cardassian forces on Betazed.

THE BOLIAN FRONT

Starfleet also made important progress on another key battlefield, the Bolian front. Even during times of Federation-Klingon forward momentum, the alliance had not recovered the Dominion's gains near Bolarus IX or stopped its efforts to capture the Bolian homeworld. On stardate 52793.6, Starfleet brought in reinforcements from the Romulan Star Navy and attacked the Dominion-Cardassian stronghold in the Verdanis system, 1.5 light-years from Bolarus. Destroyer wings composed of Federation and Romulan vessels worked with superb efficiency, criss-crossing the zone of conflict to strafe the enemy's capital ships and inflict considerable damage. The clever, daring maneuvering of several wings of Starfleet Attack Fighters foiled a last-ditch suicide run by the Jem'Hadar against the center of the Starfleet lines. After five hours, the Federation alliance drove the Dominion-Cardassian forces back four light-years to the Daxura system, giving the Bolians more breathing room. In the wake of this victory, Starfleet transferred the Sixth Fleet,

which had fought on the Bolian front for months, to the hottest battleground of the war—the Kalandra Sector. After the way the Sixth dislodged the Dominion from Verdanis, Starfleet Command hoped its experience would help in the offensive to free Betazed.

LATE 2375: DISASTER AND TRIUMPH

THE DOMINION-BREEN ALLIANCE

Despite its recent triumphs, in the latter months of the war the Federation still had a long way to go to achieve victory. Nothing proved this more than the entry of the Breen into the war.

THE ATTACK ON EARTH

On stardate 52827.4, a fleet of nearly 300 Breen ships attacked Earth itself, the first time in Humanity's existence that any enemy did so. After using their cloaking devices to assault the Third Fleet's outer defense perimeter at Neptune before the fleet could defend itself, the Breen turned their powerful torpedoes and disruptors on the unmanned pods of the Mars Defense Perimeter and the remainder of the Third Fleet. In a two-hour battle, the Breen demolished the Mars Defense Perimeter, destroyed 139 Starfleet vessels, and killed 32,500 Starfleet personnel. Then they proceeded to Earth. Splitting their forces into four attack wings, they concentrated their assault on San Francisco, Paris, New York, and Beijing. Before the First Fleet arrived from Alpha Centauri to destroy most of the Breen ships and scare the rest away, the enemy used both orbital bombardment and atmospheric craft to ravage the planet's surface.

In San Francisco, the Breen ships assaulted Starfleet and Federation facilities. Their attacks shattered and toppled the Golden Gate Bridge, reduced large parts of Starfleet Academy and Starfleet Command's headquarters to smoking rubble, and razed Federation Hall. Breen tectonic weapons activated the region's earthquake faults, causing devastation throughout the Pacific coast. In Paris the Breen attacked the offices of the Federation President and related Federation facilities. They completely destroyed Empyrean House (though President Rosarev escaped). They also obliterated other noted landmarks, such as the Eiffel Tower and Arc de Triomphe. Their attacks on New York and Beijing were simply strikes against large population centers. Wings of fighters flew over both cities in methodical patterns, carpet-bombing them.

In all, the Breen attack killed 22 million people across the face of the Earth. The damage to Earth's infrastructure was equally great; nearly 75% of the planet's surviving population was without power and other amenities for a

THE FOUNDER DISEASE

In mid-2375, Starfleet learned that all of the Founders had become infected by a virulent, fatal disease. Even Security Chief Odo of Deep Space 9, who'd had no contact with them for months, contracted it. Doctor Julian Bashir discovered Odo was the carrier of the disease—an illness Section 31, the Federation's most shadowy and ruthless intelligence organization, had genetically engineered and then infected him with. Determined to save Odo, Bashir lured Section 31's leader, Luther Sloan, to Deep Space 9, captured him, and used illegal Romulan mind probe technology to retrieve the cure directly from Sloan's brain. The cure eventually played a crucial part in ending the war.

week or more.

THE CHIN'TOKA COUNTEROFFENSIVE

The Breen weren't done yet. They spearheaded a counteroffensive in the Chin'toka system, breaking through in two places. The Federation alliance reinforcements sent from Deep Space 9 to drive them back were met with the enemy's secret weapon: the Breen energy dissipator. Unleashed in mid-battle, the dissipator rendered 311 Federation alliance ships helpless due to total loss of power. As thousands of Starfleet, Klingon, and Romulan personnel fled in escape pods, Breen torpedoes destroyed all of those ships, including the *U.S.S. Defiant*. Chin'toka was once more in Dominion hands. The dissipator proved so effective that the Founders ordered all Jem'Hadar ships equipped with it as well.

The only ship in the Federation-Klingon-Romulan fleet to resist the effects of the energy dissipator was a Klingon bird of prey, the *K'tang*. Just prior to the battle, its engineer adjusted its tritium intermix to compensate for a containment problem in the warp core. Unsure of why this prevented the energy dissipator from affecting the *K'tang*, Starfleet set out to unravel this tiny clue and find a way to make all the rest of the alliance's ships resistant to the Breen's devastating weapon. But it did not succeed until the Cardassian Liberation Front stole a dissipator-equipped Attack Fighter from the Kelvas Repair Yards on stardate 52863.5, providing the Corps of Engineers with a working model of the weapon to study.

The Chin'toka counteroffensive also signalled the first strong pushes into Klingon and Romulan space by enemy forces. Previous fighting occurred almost entirely within Federation space, but now the enemy moved in to capture several systems from both empires. The Klingons and Romulans shifted the deployment of their forces to counter these attacks.

DAMAR'S REBELLION

On stardate 52790.6, the Klingons attacked Septimus III, the headquarters of the Cardassian Eleventh Order, with 15 divisions. Because the Dominion did not send promised reinforcements, the Klingons wiped out the

THE BASE AT DAVOS II

Ever in need of new sources of ketracel-white, the Dominion turned to some unlikely allies—the Son'a—to have it manufactured. On Davos II, the Son'a, with the help of Dominion engineers, established a factory to produce white (for a high price, of course). The Son'a defended the base heavily, using several of their cruisers and additional ships tasked to the base's protection by the Jem'Hadar. It was one of the last Dominion facilities to fall during the final Federation offensive and Dominion withdrawal to the Cardassian system.

DAVOS II KETRACEL-WHITE MANUFACTURING PLANT

Type: Strategic (military manufacturing)

Location: Davos II, planetside

Commissioning Date: 2375

Hull Characteristics

Size/Structure: S/A series of domes built into the bedrock of Davos II, a Class H planet

Resistance: 5

Structural Points: 375

Docking: None (planetside facility)

Personnel Characteristics

Crew/Inhabitants/Capacity: 300/560 (5 Power/round)

Entertainment: 4 (12 Power/round)

Systems Characteristics

Computers: 4 (4 Power/round)

Transporters: 3 personnel, 4 cargo (4 Power/round)

Tractor Beams: None

Power: 450

Sensor Systems

Long-range Sensors: +1/15 light-years (6 Power/round)

Lateral Sensors: +1/1 light-year (4 Power/round)

Sensors Skill: 4

Internal Security: 4

Weapons Systems

Phased Polaron Beam Cannons

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 25

Power: [25]

Type II Photon Torpedoes

Number: 1,000

Launchers: 5

Arc: 360 degrees above base

Range: 15/300,000/1,000,000/3,000,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 4

Defensive Systems

Deflector Field

Protection: 80/80/80/80 (120) (80 Power/shield/round)

Ships: Two So'na Cruisers, two Jem'Hadar Battle Cruisers, a mix of 12-20 Son'a and Jem'Hadar Attack Fighters

Notes/Description: The Narrator can also use the statistics for this base to represent many other planetside Dominion and Cardassian military bases.

entire Eleventh Order—500,000 soldiers. This incident sparked a fire of rebellion within Legate Damar. Long angered by the way the Dominion treated his people, he began laying the ground for a military revolt.

Damar announced his rebellion in a broadcast on star-date 52801.3 that revealed an attack by detachments from the First, Third, and Ninth Orders on the Dominion outpost at Rondac III. But he did not reveal that, while the attack destroyed the cloning facilities there, it cost him over half the personnel loyal to him at that point. Damar, an old soldier, had little understanding of how to fight a guerrilla war.

The Federation, seeing in Damar a valuable ally, decided to help him. It sent Colonel Kira Nerys of the Bajoran Militia to teach him unconventional warfare techniques (after giving her the temporary rank of Commander in Starfleet to make her more palatable to her "pupils"). Under Kira's tutelage, the Cardassian Liberation Front quickly learned the basics of conducting a resistance. Its early targets included the weapons depot on Adarak Prime, several Jem'Hadar posts on Cardassia Prime, and various Dominion ships it sabotaged.

KLINGON DISCONTENT

With Starfleet and Romulan vessels vulnerable to the Breen energy dissipator, only the Klingon fleets could defend Federation territory. But General Martok could only quickly muster a force of 1,500 ships, leaving him outnumbered by combined Dominion-Cardassian-Breen forces of an estimated 30,000 ships. The war suddenly took on a desperate defensive tone for the Federation-Klingon-Romulan alliance.

Unfortunately, it was at this time that Chancellor Gowron, jealous of Martok's political popularity, chose to take his place as supreme commander of the Klingon forces. Eager both to make Martok look bad and to score major victories himself, he insisted on taking the offensive instead of fighting defensively. Choosing targets such as Avenal VII, where the Klingons were outnumbered six to one and lost seven ships as a result, he put Martok in a losing position again and again.

When Gowron announced his latest plan—an attack on Sarpedion V, the headquarters of the Twelfth Order and one of the most heavily fortified worlds in the Cardassian Union, Lt. Commander Worf had heard enough. Denouncing Gowron's plan as the product of the Chancellor's ego, he challenged him to single combat. Gowron accepted, and the battle was on. After several tense seconds of back-and-forth combat, Worf's *bat'leth* was shattered, but before Gowron could deliver the death-blow, Worf stabbed him with both pieces of the sword, killing him. Having thus earned the Chancellor's mantle, Worf bestowed it on the man most deserving of it: Martok.



THE RAID ON KELVAS

Despite weeks of study, Starfleet was still having difficulties understanding the underlying principles of the Breen energy dissipator, and thus in developing a defense to it. Needing a working model of the weapon, they turned to Damar's rebels to get one for them.

The Cardassian Liberation Front, flush with success after a recent sabotage mission vaporized the Tevak Shipyards in an explosion, devised a plan to infiltrate the Kelvas Repair Yards using Col. Kira as a "prisoner" being brought in for interrogation. After a tense period of infiltrating the station and then the ship they wanted to steal, the rebels escaped with their prize—a Jem'Hadar Attack Fighter. A few days later, after evading several Dominion patrols, Kira, Odo, and Garak delivered the ship to Starfleet, which immediately turned it over to the Corps of Engineers.

With a working model to study, it took the Corps of Engineers only a few days to develop a countermeasure for the energy dissipator. Modifications to the shield generators of every Starfleet and Romulan vessel finally provided all of the alliance's forces with protection against the devastating Breen weapon.

THE LIBERATION OF BETAZED

With the occupiers of Betazed completely cut off by the Federation alliance's successes in the Battle of the Three Suns (see page 29), Starfleet Command initiated its final effort to free Betazed. It assembled the Seventh, Tenth, Twelfth, and Thirty-Seventh Fleets, supported them with Klingon and Romulan wings, and alerted the Betazoid resistance to its plans.

As Federation alliance ships attacked the Dominion-Cardassian-Breen planetary defense perimeter, the resistance assaulted Dominion military headquarters in Medara. Exposing themselves to deadly counterfire, resistance members used ultritrium rockets and isomagnetic disintegrators to vaporize the target. The Dominion forces switched their command functions to a secondary outpost within minutes, but the temporary loss of command played a crucial role in the space battle. Taking advantage of the enemy's momentary confusion, Starfleet attacked the heart of the Dominion formation, using the Klingons and Romulans to turn the Breen wings on the enemy's flanks and expose the enemy formation to additional attacks from the sides. With nowhere to run and no allies to call on, the enemy fought to the last ship, but the Federation alliance's triumph was inevitable. At long last, Betazed was free.

But even as the Betazoids cheered, and helped the Starfleet Ground Forces round up the Jem'Hadar and Cardassian soldiers on the planet, the occupation's terrible toll lay like a shroud over their world. Directly, through punishment or execution, or indirectly, through overwork and disease, the Dominion killed 75 million Betazoids. Hundreds of millions of survivors will carry the physical

and emotional scars of the occupation with them for the rest of their lives.

THE FINAL ATTACK ON CARDASSIA

With the Federation alliance advancing in ships protected against the energy dissipator, the Dominion executed a strategic withdrawal. It pulled out of Federation, Klingon, and Romulan space entirely, establishing a new, much tighter defensive perimeter within the core systems of the Cardassian Union. While this shortened supply lines and created a zone of greater defensibility, the Dominion also intended to give the Federation alliance an opportunity to back off and recuperate—which in turn would provide the Dominion with time to build more ships and clone more Jem'Hadar. But the Federation alliance realized it couldn't afford to let the enemy rebuild. It had to strike *now*, before the enemy recovered. It recognized that shorter, stronger enemy lines would require a major offensive involving thousands of ships to break, but avoiding the problem would just drag the war out for years, probably leading to the alliance's defeat.

THE BATTLE OF GETHA

The Federation alliance fleet—8,350 ships strong—met the Dominion-Cardassian-Breen forces in the Getha system, less than a light-year from the Cardassia system itself. Although the enemy outnumbered them over two to one, Starfleet and its allies were determined to end the war; as General Martok noted confidently, "This only means more targets for us all!"

The clash in Getha lasted almost three hours. The Starfleet wings struck at the center of the enemy formation, while the Klingons and Romulans attacked the flanks. But the results were inconclusive. While the Federation alliance had better morale and a righteous cause, it was badly outnumbered, and in many ways outgunned. When the first phase of the battle ended, the enemy had heavily damaged all three components of the fleet—particularly the Romulans, who lost their flagship, the *Vereleus*-class *Ko'nar*, and nearly half their ships. With the Romulan lines about to collapse, Captain Sisko moved his part of the Starfleet forces to assist them, while Admiral Ross and General Martok struck at a perceived weakness in the enemy's center. Although the Federation alliance fought valiantly, it began to seem as if it were only a matter of time before it had to break off the attack.

Then, suddenly, the Cardassians turned on their allies! The initial surprise attack destroyed over two thousand Dominion and Breen ships and left gaping holes in the Dominion's lines. The Federation alliance forces pressed their attack, causing further destruction among the enemy forces.

ADMIRAL WILLIAM ROSS

Attributes

Fitness 3
Coordination 2
Intellect 4
 Perception +1
Presence 4
Psi 0

Skills

Administration (Space Station Administration) 5 (6)
Athletics (Velocity) 1 (2)
Command (Combat Leadership) 5 (6)
Computer (Computer Simulation/Modeling) 3 (4)
Culture (Human) 2 (3)
Dodge 2
Energy Weapon (Phaser) 2 (3)
Espionage (Covert Communications) 2 (3)
First Aid (Human) 1 (2)
History (Human) 2 (3)
 Federation (3)
Language, Federation Standard 2
Law (Starfleet Regulations) 5 (6)
Personal Equipment (Tricorder) 1 (2)
Persuasion (Debate) 1 (2)
Planetary Tactics (Small-Unit) 2 (3)
Planetside Survival (Forest) 1 (2)
Shipboard Systems (Command) 3 (4)
Social Sciences (Political Science) 2 (3)
Starship Tactics (Starfleet) 3 (4)
 Cardassian (4)
 Dominion (4)
Strategic Operations (Bajor Sector) 4 (5)
 Cardassian (5)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 2 (3)

Advantages/Disadvantages

Contacts (various ones throughout the Federation) +12, Promotion (Fleet Admiral) +20, Dark Secret (does work for Section 31) -2

Courage: 5
Renown: 81
 Aggression: 14
 Discipline: 20
 Initiative: 18
 Openness: 12
 Skill: 17
Resistance: 3

A skilled administrator and leader of men, William Ross has served in Starfleet for nearly 30 years, earning numerous accolades in his official records for the competence and dispatch with which he performed his duties. For the entire Dominion War, Ross was the admiral in charge of operations in the Bajor Sector, including command of the Ninth Fleet (a duty he usually preferred to delegate to officers with more field combat experience). Additionally, Ross is one of a select group of Starfleet officers who work for Section 31 (though of course only a few people know this).

THE BATTLE OF CARDASSIA

After re-establishing the long-range communications disrupted by Damar's rebels, the Founder leader ordered the Jem'Hadar and Breen to withdraw from Getha to the Cardassia system for a last stand. The Federation alliance forces followed close on their heels. While Starfleet moved into position to eliminate the network of orbital weapon platforms protecting Cardassia Prime, the Romulans and Cardassians teamed up to take on the Jem'Hadar, leaving the Klingons to fight the Breen.

Meanwhile, on the planet below, the Jem'Hadar were methodically razing Cardassian cities. Before the Founder leader called them off, they destroyed nearly two-thirds of the major urban centers on Cardassia Prime and massacred 800 million Cardassians.

As battle filled the skies above Cardassia with explosions and sent wrecked ships plummeting to earth, Security Chief Odo beamed into Dominion headquarters. Linking with the Founder leader, he transmitted the cure for the Founder virus, saving her life. Suddenly she realized the truth of what Odo had told her all along: the Federation posed no threat to the Dominion, it only wanted to coexist peacefully. There were "solids" the Founders could trust. Shocked, and even a little ashamed, she ordered the Jem'Hadar and Breen forces to surrender immediately—the first surrender in the ten thousand year history of the Dominion.

At long last, the war was over, and the Federation alliance had won.

THE WAR'S END

THE TREATY OF BAJOR

Two months later, the leaders of the Federation alliance and the Dominion alliance met on Deep Space 9 to sign a treaty formally ending the war. Known as the Treaty of Bajor, it principally specified:

—The Dominion swore never again to engage in hostile or aggressive conduct towards any Alpha Quadrant government or species, or to invade the Alpha Quadrant (the Breen and Cardassians made similar pledges);

—All Alpha and Gamma Quadrant species have the right to transit the wormhole freely to conduct trade, cultural or scientific studies, or other peaceful exchanges;

—The Dominion and the Federation, Klingons, and Romulans would exchange ambassadors and open economic relations;

—The Dominion and Breen Confederacy were to pay war reparations in specified amounts to the Federation, Klingons, Romulans, and Cardassians; and

—The former boundaries between the Cardassian Union and the Federation, and the Breen Confederacy and the Federation, were re-established.

CODA

Despite the treaty, it will take years, if not decades, for life to return to normal in the areas affected by the war. Even ten times the reparations specified in the treaty couldn't pay for the devastation the war caused, much less the loss of priceless humanoid lives—excluding the Cardassians, the total Federation, Klingon, and Romulan death toll for the Dominion War reached nearly 250 million. All four major Alpha and Beta Quadrant civilizations have a great deal of rebuilding, perhaps even restructuring, to do in the post-war galaxy.

But now, after incalculable destruction and the spilling of more blood than anyone in the Federation could have imagined, the Alpha Quadrant is free from the threat of the Dominion. The increasing social, cultural, and economic contact between the Gamma and Alpha Quadrants can only improve understanding and relations between all the peoples of the galaxy. The promise of the Bajoran wormhole finally seems ripe for fulfillment.

FACTORS INFLUENCING THE WAR: WHY STARFLEET WON

Although the Dominion War has barely ended, historians and political commentators have already begun analyzing what happened and why the Federation won. While their work lacks both the perspective of time, and access to currently classified Starfleet files, they have already made some significant findings.

On the face of things, it seems unlikely the Federation, Klingons, and eventually Romulans would emerge victorious from the Dominion War. The primary member of the alliance, the Federation, was and is a peaceful society devoted to personal advancement and the acquisition of knowledge, not warfare and conquest. In fact, neglect of even the most basic aspects of system defense contributed to the fall of Betazed, Bizar, and many other Federation worlds during the war—in their utopian state, they simply forgot that not everyone in the galaxy shares the Federation's ideals. The UFP faced an enemy with a ten thousand year history of conquest and empire-building that outnumbered the Federation alliance forces by a large margin—a minimum of two to one at most stages of the war, and sometimes much more. The enemy's troops were genetically-bred super-soldiers strong, powerful, and skilled enough to take on two or three average Starfleet personnel (or one Klingon) and kill them in hand-to-hand combat, and who didn't need to eat or sleep. The enemy leaders were shapeshifters who could, and did, infiltrate the highest levels of the Federation and Klingon governments.

But despite these obstacles, the Federation alliance won the war. Scholars have identified five major factors contributing to the victory.

THE ROLE OF THE CARDASSIAN LIBERATION FRONT

Shortly before the end of the war, the Jem'Hadar lured Damar to a meeting and killed most of his men, simultaneously destroying all 18 of his bases (including the ones at Atbar Prime, Regulak IV, Simperia, and Quinor VII). But Damar himself escaped. He turned to the people, calling on **all** Cardassians to rebel against the Dominion. When they did, the Dominion struck back, razing Lakarian City and killing two million Cardassians. Its heavy-handed tactics only hardened the Cardassians' resolve.

During the final battle for Cardassia, a series of coordinated acts of sabotage knocked out the power, communications, and transport facilities throughout the capital and much of the planet. The Dominion lost long-range contact with its fleet for hours. In response, the Founder leader ordered every single Cardassian on the planet killed. With most of the Jem'Hadar out slaughtering Cardassians, Damar's rebels stormed headquarters and captured the Founder leader. Sadly, during the assault the Jem'Hadar killed Damar, the one man who could have unified post-war Cardassia and put it on a path to a freer, better society. But without his noble sacrifice, the Federation alliance might have lost the war.

BREADTH OF CHARACTER

While the Klingons and the Jem'Hadar, and even the New Essentialist Movement, might sneer at "Federation weakness," in truth members of Starfleet, and indeed all UFP citizens, derive great moral and spiritual strength from adhering to the principles of the Federation: freedom, equality, nonviolence, brotherhood. The Federation's ideology is not a hollow philosophy of superiority based on military strength or conquests, but rather moral guidelines which apply both internally and externally.

Because of their belief, one might even say faith, in these principles, Starfleet members and Federation citizens were able to struggle on when other species and people would have given up in despair. They believe in something stronger, better, nobler than themselves, and that sustains them through even the worst of times. There's no doubt Starfleet morale hit all-time lows during the Dominion War—in the face of attacks by a seemingly unstoppable enemy, a little despondency is understandable. But even at its lowest, morale remained much higher than what a comparative civilization would have experienced in the same situation. The strength of the Federation character would not let despair fully take hold among the populace.

Because it was fighting to preserve ideals which were greater than itself, and more important than the goal of mere survival, Starfleet was inspired to fight better, harder, faster, and longer than its enemies. The Jem'Hadar may not need to eat or sleep, but their "philosophy" is the result of genetic tailoring and in the end is simply self-serving. By devoting themselves to a higher moral code, the peoples of the Federation were driven to fight, bloody but unbowed, until they had achieved victory and



preserved that code in the face of its greatest challenge ever.

BREADTH OF TRAINING

The Jem'Hadar are superb warriors. Strong, tough, untiring, and aggressive, they're difficult for even the best-trained troops to fight. The Dominion bred them to be the ultimate soldiers, and in many respects they are. But matched against that, Starfleet had a diversity of training and experience the Jem'Hadar, and to a lesser extent the Cardassian Central Command, lacked. While a Jem'Hadar soldier can outmatch the average Starfleet officer in skills purely military, the Starfleet officer possesses a much broader knowledge of the universe around him, and a more diverse suite of skills—and that gives him other ways to defeat the Jem'Hadar than brute force.

The Starfleet philosophy of encouraging officers to pursue many different interests—to become generalists, rather than specialists—proved its worth amply during the Dominion War. Time and again, Starfleet commanders confronted with an untenable tactical position emerged victorious by calling on their officers for solutions from a dozen different disciplines. Where the Jem'Hadar only know how to use military skills, Starfleet also applies scientific knowledge, game theory, cultural analyses, engineering ability, and psionic powers to find a way to win. Their breadth of training did exactly what it was intended to do: kept them alive and gave them the edge they needed to solve the problems confronting them.

FEDERATION PRODUCTION CAPACITY

The Founders made a critical error when they evaluated the UFP economy. Before starting the war, they studied all aspects of the Federation intently. But they couldn't examine how the Federation reacts during a period of all-out war, since it had never fought such a war before. Thus, the Founders couldn't precisely determine just how the Federation economy, among other things, would respond to their attack.

The Federation, an economic and social utopia, produces only what its citizens need or want, not whatever it thinks it can sell. To a significant extent, its economy depends on barter rather than traditional capitalistic models of distribution and trade. When the Founders analyzed the Federation's capacity to produce goods and services, they could not factor the full strength of the Federation economy into their models, because the Federation had never truly exercised that strength.

When push came to shove, the Federation wasn't limited to its peacetime production. Instead of letting factories and shipyards sit idle because no one needed a new ship or uniform or foodpack, it activated its entire manufacturing base at full capacity, retooling as necessary for military production. The number of ships, phasers, skimmers, and transport inhibitors the Federation *could* produce when it had to astonished the Dominion. Despite

the damage Dominion sabotage and attacks wreaked on the UFP's infrastructure, the Federation still exceeded its peacetime output of goods by an enormous margin—as much as 500% for some industries in some periods of the war. This production capacity kept the Federation's fleets in the field and its troops on an even footing with the Jem'Hadar when, if the Dominion's original analyses had been correct, Starfleet should have ground to an impotent halt for lack of materiel.

DOMINION SUPPLY DIFFICULTIES

In contrast, the Dominion often faced supply difficulties. Cut off from its Gamma Quadrant production bases, it struggled to refit Cardassian industrial facilities (not the most numerous or advanced facilities to begin with) to meet its needs. Its forces depended heavily on a number of items—primarily ketracel-white and new Jem'Hadar soldiers—that it could not easily manufacture in the Alpha Quadrant. The Federation alliance exploited this vulnerability by attacking supply convoys, sabotaging production facilities, and destroying breeding centers. In particular, ketracel-white often proved something of an “Achilles's heel” for the Dominion. Enraged by withdrawal symptoms, the Jem'Hadar lost the ability to fight effectively, and eventually turned on each other. Had the Dominion not bred such a weakness into its soldiers, the Federation alliance would have found it much more difficult to defeat them.

HOME FIELD ADVANTAGE

Last but certainly not least, the Federation forces fought on familiar turf to defend their homes and loved ones. Since they'd been at war with the Federation for most of the two decades prior to the start of the Dominion War, the Cardassians didn't possess extensive data on Federation space, particularly the core world regions. When they pushed deep into Federation territory, the Dominion-Cardassian forces often found themselves on unfamiliar “ground.” Starfleet, on the other hand, was intimately familiar with most of the regions where it fought. It had detailed charts, and its officers knew every asteroid belt, nebula, planet, and stellar anomaly around them. Many times Starfleet lured its enemies into ambushes or traps because it knew the battlefield better.

Knowing that their families and friends were in danger also spurred Starfleet personnel to acts of courage and sacrifice. The Dominion was fighting a war of conquest that had no real impact on its society. The Federation, on the other hand, fought for its very survival. The war had *meaning* for its officers and personnel, and their emotional stake in the fight kept them going when they might otherwise have faltered.

A THUNDER TO SHAKE THE STARS: BATTLES OF THE DOMINION WAR

CHAPTER TWO

As discrete “units” of the overall conflict, the battles of the Dominion War provide a *Star Trek: Deep Space Nine* Narrator with an easy way to involve et his players in the war. In a series that doesn't revolve solely around the war, fighting a battle or two gives the players a chance to contribute to the Federation alliance war effort. In a war-based campaign, they'll have even more opportunities to participate in major battles.

This chapter reviews, in chronological order, several significant battles or operations of the Dominion War that Narrators may wish to introduce into their series. Since most players can't stand it when Narrators place them in no-win situations—such as battles which history tells us Starfleet lost—all of the battles described here are ones the Federation alliance won. The Narrator just has to give the Crew a prominent role in the battle, one allowing them to contribute to Starfleet's success, and then let them figure out how to achieve that success. The text provides suggestions on possible roles for the Crew in each battle.

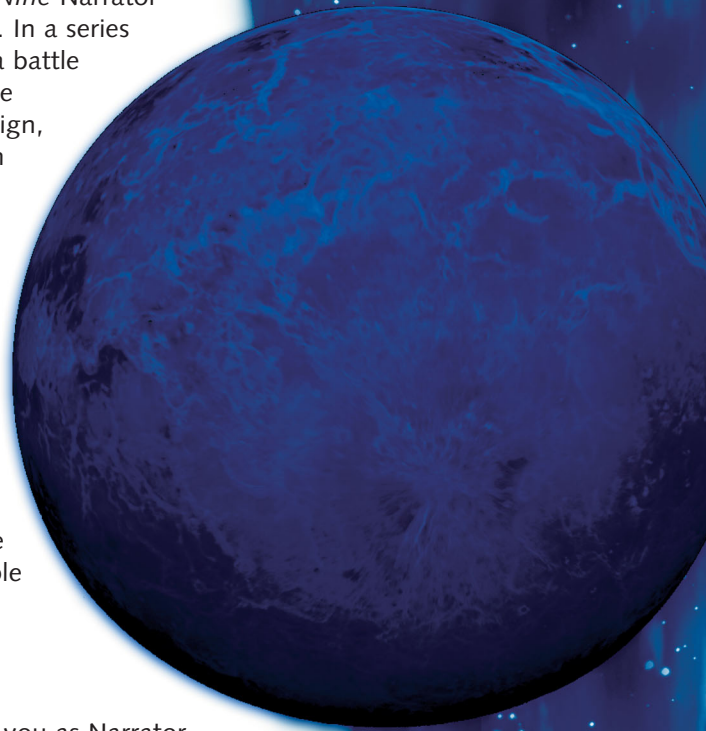
RUNNING THE BATTLES

Before incorporating battle scenes into the series, you as Narrator should decide how you want to fight those battles in game terms. If you'd like a broader, “whole-battle” perspective, allowing the players to fight the entire conflict, use the fleet combat rules from *Spacedock*, page 165. Give each player one or more wings to control, create some enemy wings to oppose them, and then play out the battle. Don't worry about whether your battle tracks all of the historical incidents accurately; as long as the end result—a Starfleet victory—doesn't change, everything's fine.

Narrators who want to focus on the role of the Crew's ship or actions and how they affect the battle may prefer to use the normal starship combat rules. But historically, most Dominion War battles last for hours, and the regular starship combat rules weren't designed for such situations. Before too long the Crew members will find their ship's shields collapsing and their ship taking heavy damage from Cardassian disruptors. To extend the life of the Crew's ship in the battle, reduce the damage done to it by all attacks to 25% (one-fourth) of normal (but do a minimum of 1 point of damage per reduced attack, regardless of the automatic defense rule). That way the ship remains intact much longer, allowing it to have a significant effect on the battle. Alternately or in addition, you can allow the Crew's ship to recharge their shields to full strength in one round, instead of the normal nine rounds.

Obviously, the Dominion War included many other important battles than the ones listed below. You can find details on those other battles in Chapter One, and use the battles in this chapter as examples for how to involve your Crew in them if you wish to.

Narrators who want to use miniatures or other objects to play out the battles should review the information on pages 125-128 of the *Star Trek: The Next Generation Roleplaying Game Players' Guide* on that subject.





THE SABOTAGE OF VULDOK NOR

Stardate: 51614.7
Location: Vuldok system

HISTORY OF THE BATTLE

Starfleet's most successful special forces operation of the Dominion War targeted Vuldok Nor, a large Cardassian orbital fortress near the former Federation-Cardassian border. Starfleet assigned Rapid Response Team 23 to prevent the ships there from reinforcing the enemy in several contested systems. In short, 45 persons—albeit 45 of the best-trained soldiers in Starfleet—had to stop 15,000 Cardassians and 33 ships.

In theory, the plan devised by Lieutenant Nosar Drin and his staff was a fairly simple one: while the team convinced the station it was under attack, several soldiers would sneak onto Vuldok Nor and sabotage its main fusion reactor. In reality, the plan called for split-second timing and a high degree of skill on the part of every team member.

After the boarding party began approaching the station by hiding in the sensor shadow of an incoming *Galor*-class ship in a shuttlecraft, Lieutenant Drin and his men reconfigured their *Saber*-class ship's main deflector and several probes to create enough echo displacements to make Vuldok Nor's sensors show a small but powerful enemy force approaching the base. Activating the station's deflector shields, the station commander ordered all ships presently at the station to remain there.

Meanwhile, the strike team docked its shuttlecraft to the outside of the station, walked down the outside of the station using EVA suits, bypassed an airlock's security sensors, and snuck directly into the fusion plant through an airlock. After disabling two guards, the team members planted a computer virus in the plant's computers that would turn off all safety interlocks in just a few minutes. Then they made good their escape.

As the strike team fled (using deflector shield modulation codes stolen from the base's computers to slip through its shields), personnel aboard Vuldok Nor detected them and opened fire. Just when it looked like the Cardassians would destroy the shuttle, the entire station and its complement of ships went up in a tremendous fireball. After rescuing the shuttle, Lieutenant Drin and his crew returned to Federation space.

THE BATTLE IN YOUR SERIES

Obviously, the Vuldok Nor action doesn't constitute a "battle" in the classic sense, but not every battle consists of two large groups of starships squaring off against each other. Various types of unconventional warfare play an equally important role in most wars, including the Dominion War.

The best way to use Vuldok Nor is to let your Crew take the place of Rapid Response Team 23. While sneak-

ing onto the station may prove more difficult with a smaller number of personnel, that should make the episode all the more challenging, and thus enjoyable, for the Crew. Alternately, your Crew can assist the Rapid Response personnel. If the team has suffered casualties or encountered other difficulties prior to, or during the planning of, the Vuldok Nor mission, your Crew may be just the replacements it needs. Or perhaps the Crew's ship has greater resources than the team's *Saber*-class Heavy Scout, providing the team with more options for the assault.

For Vuldok Nor, use the *Typical Cardassian/Dominion Base Template* on pages 207-08 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook.

THE SECOND BATTLE OF VULCANIS

Stardate: 51793.5
Location: The Vulcanis system and surrounding space

HISTORY OF THE BATTLE

After conquering Betazed, the Dominion-Cardassian alliance attacked Vulcan. With a strong central formation of Jem'Hadar Battle Cruisers backed by *Galor*-class ships and swarms of fighters, the Dominion penetrated into the Vulcanis system, making it as far as Kal-Ap-Ton (Vulcanis V) before the Federation defenders brought it to bay in a fierce six-hour battle. During the fighting, ships of both forces swooped between the dozen moons of Kal-Ap-Ton and through the upper layers of its atmosphere as they tried to outflank and outmaneuver each other.

Admiral Salok, commander of the Fifth Fleet, orchestrated several daring assaults to break the back of the Dominion offensive. First, he used wings of large capital ships to outmaneuver and then weaken one of the enemy flanks. Second, his *Akiras*, *Steamrunners*, and their complements of Starfleet Attack Fighters laid waste enemy fighter wings and then inflicted significant losses on enemy capital ships. Third, he sent destroyer wings formed from the remnants of other wings to attack weak points in the enemy formation. Backed by Klingon wings and the Admiral's *Sovereign*-class flagship, the *U.S.S. Gibraltar*, NCC-75689, they struck at the new openings, enlarging them and collapsing the enemy formation.

Realizing they'd lost the battle, the Dominion-Cardassian forces withdrew to a system six light-years away. The Federation-Klingon fleets, too exhausted and battered to pursue, let them go. The victory cost nearly 250 ships, and 37,000 Starfleet and Klingon personnel, but was crucial for Federation security.

THE BATTLE IN YOUR SERIES

If possible, run this battle using a playing field and miniatures of some sort, since the "terrain"—Kal-Ap-Ton and its 12 moons—makes for an atypical combat situation. The moons provide cover and obstacles to avoid.

Ships can also use the planet's atmosphere as cover, but at their own risk. The upper atmosphere provides +1 cover, but its pressure causes 2 points of damage per round to a ship (or its shields). The upper middle atmosphere provides +2 cover, but causes 6 points of damage per round. The lower middle atmosphere provides +3 cover, but causes 9 points of damage per round. The pressure of the lower atmosphere will crush any starship in one round. (All cover penalties from the planet apply to attack rolls, sensor and communications Tests, and the like; damage caused is not subject to the 25% reduction rule described above.)

At the Narrator's option, getting too close to the planet may expose a ship to its gravitational pull. The gravity in the upper middle atmosphere acts like a Strength 4 tractor beam dragging ships towards Kal-Ap-Ton's "surface." In the lower middle atmosphere and below, increase the Strength to 8. If a ship can't break free, gravity will drag it into the lower atmosphere to its destruction.

During the battle, the player characters' ship may lead one of the destroyer wings formed by the Admiral later in the battle, or take whatever other role the Narrator considers appropriate and enjoyable. For an unusual twist, give each player a Starfleet Attack Fighter and let them dogfight with the enemy fighters or make a swarm attack on a Jem'Hadar Battle Cruiser.

THE BATTLE OF SYBARON

Stardate: 51827.9

Location: The Sybaron system

HISTORY OF THE BATTLE

Shortly after the loss of Bizar, the Dominion sent a strike fleet to outflank some heavily-defended Federation systems and attack Tellar. Starfleet Command ordered the rebuilt and restructured Seventh Fleet to intercept the enemy. The Seventh met the Dominion-Cardassian forces at Sybaron, a little-known system on the rimward edge of UFP space. Unfortunately, the Seventh Fleet fared only a little better at Sybaron than it did at Tyra. Numbering 98 Starfleet and Klingon ships, it faced an enemy force of nearly 150 vessels. Admiral Arthur Bellamy, the Fleet's new commander, organized his capital ships into loose, roughly cubical formations of six to 10 vessels each (to create overlapping fields of fire in each cube's zone of control), with wings of smaller ships to move between the cubes—an approach providing balance and flexibility against a numerically superior foe.

The Dominion-Cardassian forces under the command of the Vorta Umala divided into multiple attack units, one for each of Bellamy's cubes, with dozens of *Hideki*-class ships and Jem'Hadar Attack Fighters in support. Initially the Federation alliance held the line; it maintained formation against several enemy assaults for over an hour. Finally the enemy broke one of the cubes apart, creating

KAL-AP-TON PLANET TEMPLATE

Planet Name: Kal-Ap-Ton (Vulcanis V)

Class: J (gas giant)

System Data: Kal-Ap-Ton has 12 moons, ranging in size from approximately 3,000 km (slightly smaller than Earth's moon) to 5,500 km. The third and eighth moons are Class G; all the rest are Class D or F.

Gravity: 2.56

Year and Day: 4.337/8.75 hours

Atmosphere: A Class J atmosphere composed mainly of hydrogen, helium, ammonia, methane, and some other substances.

Hydrosphere: The atmosphere contains trace amounts of water.

Climate: Kal-Ap-Ton has no distinct surface and no climate in the common sense of the term. Ammonia "storms" wrack its surface constantly.

Sapient Species, Tech Level, Government, Culture, Places of Note, Ship Facilities: None

Affiliation: Vulcan (United Federation of Planets)

Resources: None, other than hydrogen for use as starship fuel.

Other Details: Kal-Ap-Ton has a diameter of 153,654 kilometers. For a Vulcanis System Template and map, see *The Way of Kolinahr*, page 42, or *Planets of the UFP*, Vol. 1, page 123.

SYBARON SYSTEM TEMPLATE

System Name: Sybaron

Affiliation: United Federation of Planets

System Type: Sybaron is a Type K2 V (orange, bright, main sequence) star.

Inhabited Planets: None

Other Planets: Fifteen planets orbit Sybaron. The inner four are all Class D or F. Sybaron V is Class K. The next three are Class G or H. Sybaron IX-XIII are Class J worlds, and the outer two planets are Class D.

Other Stellar Objects: Extensive Oort and Kuiper belts.

Artificial Objects: None

SIS: A little-known system on the rimward edge of UFP space, ripe for development.

a large gap in the lines. Within another two hours, it was all over. Admiral Bellamy retreated with 48 ships to the nearby Dorala system, leaving the enemy to consolidate its gains. But while the Dominion won that particular battle, it failed to achieve its objective, an attack on Tellar. Therefore, Admiral Bellamy, not Umala, was the ultimate victor at Sybaron.

THE BATTLE IN YOUR SERIES

The Federation alliance's goal for this battle is not victory *per se*, but rather to stop the enemy forces from reach Tellar. Thus, the players don't have to fight to the last ship, just until they do enough damage to the Dominion-Cardassian fleet to make it stop at Sybaron, or even retreat to lick its wounds (crippling about 50% of the enemy ships should do the trick). Narrators can give

ADMIRAL SALOK

Attributes

Fitness 4
Strength +1
Vitality +1
Coordination 3
Intellect 5
Logic +2
Perception +1
Presence 4
Empathy -1
Psi 3

Skills

Administration (Starship Administration) 5 (6)
Athletics (Lifting) 2 (3)
Command (Starship Command) 5 (6)
Computer (Research) 2 (3)
Culture (Vulcan) 2 (3)
Dodge 2
Energy Weapon (Phaser) 3 (4)
History (Federation) 2 (3)
Vulcan (3)
Language, Vulcan 2
Federation Standard 1
Law (Starfleet Regulations) 5 (6)
Mind Meld 4
Personal Equipment (Tricorder) 1 (2)
Planetary Sciences (Geology) 2 (3)
Planetside Survival (Desert) 1 (2)
Plat-Vok ["Share Mind"] 3
Rha-Tel ["Control Body"] 3
Rha-Tel-Pan ["Master Body"] 2
Shipboard Systems (Sensors) 3 (4)
Starship Tactics (Starfleet) 4 (5)
Cardassian (5)
Dominion (5)
Strategic Operations (Vulcanis System) 4 (5)
Dominion (5)
Unarmed Combat (Nerve Pinch) 3 (4)
Kareel-Ifia (4)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Vulcan) 2 (3)

Advantages/Disadvantages

Commendation (UFP Medal of Valor) +3. Curious +1. Eidetic Memory +3. Instant Calculator +1. Promotion (Fleet Admiral) +20. Code of Honor (Starfleet Code) -4. Code of Honor (Vulcan) -3. Hides Emotions -2

Courage: 6

Renown: 90

Aggression: 10

Discipline: 28

Initiative: 20

Openness: 8

Skill: 24

Resistance: 5

Salok of Vulcan, a Starfleet officer of 40 years' experience, is one of the highest ranking Vulcans in Starfleet as of 2376. Compared to most Vulcans, others consider him innovative, insightful, aggressive, and tenacious. While his logic remains as advanced as that of his more pacifistic brethren (indeed, he has mastered many arcane Vulcan psionic disciplines), he prefers the logic of forceful, decisive action to that of observing and waiting. Given these qualities, he was well suited for a command role in Starfleet, and quickly moved up in the ranks after joining the service. Made the commander of the Fifth Fleet only two years prior to the start of the Dominion War, he nevertheless filled his post with distinction, successfully protecting his homeworld from three determined Dominion-Cardassian attacks. Since the War's end he has been one of the strongest voices arguing for the increased militarization of the fleet.

the players (or each player) a command role in one of Admiral Bellamy's "cube" formations, or if they have a smaller ship, put them in command of one of the groups of "floating" ships so they can go wherever they're needed in the battle.

THE THIRD BATTLE OF VULCANIS

Stardate: 51893.2

Location: The Vulcanis system

HISTORY OF THE BATTLE

A few days after the destruction of the Seventh Fleet at the Tibor Nebula (page 14), Dominion-Cardassian forces began their third and final attack on Vulcan. Admiral Salok, determined to spare the Vulcanis system any further damage, established his primary defense perimeter outside the system's Oort cloud. He hid part of his forces within the cloud itself.

The Dominion-Cardassian attack fleet, nearly 400 ships strong, expected to find an outnumbered and demoralized foe. While the Federation alliance forces (consisting of the Fifth, Sixth, Thirteenth, and Thirty-First Fleets of Starfleet, plus several squadrons of Klingon birds of prey backed by larger Klingon ships) initially *appeared* smaller than the attacking fleet, Admiral Salok's hidden ships provided him with an advantage the Dominion, in its arrogance, didn't even consider.

The initial clash of the fleets lit the nighttime sky on Vulcan with the force of the explosions and blasts. Aboard the *Gibraltar*, Admiral Salok calmly analyzed the interplay, moving the wings under his command like pieces in a game of *kal-toh*. After some hours, when he judged the time was right, he ordered a partial withdrawal. The Jem'Hadar and Cardassians took the bait, intending to pursue the Starfleet and Klingon vessels all the way to the steps of the capitol in Shir'Kahr if necessary. But then Salok's hidden wings pounced, catching the main body of the enemy forces in a firesack and decimating them. The *U.S.S. Kludy*, NCC-71095, captained by Myria Lillian, acquitted itself particularly well, destroying five Dominion ships, including two Battle Cruisers. Salok's "retreating" ships quickly reversed course, turning the tables on the Dominion in a matter of minutes.

After another hour, the Dominion-Cardassian forces broke off and retreated. Salok's destroyer wings harassed them until they reached the safety of their lines in Betazoid space. Less than half of the enemy ships made it to safety, while Salok's fleets suffered only 37% casualties. Never again would the Dominion directly threaten Vulcan.

THE BATTLE IN YOUR SERIES

Your Crew can play several roles in this battle. First, it could perform reconnaissance missions prior to the battle itself, or perhaps skirmish with the enemy's outer patrols and scouts. Second, Admiral Salok could assign the Crew

members a particular goal in the battle, such as destroying an enemy wing, or making hit-and-run attacks to help lure the Dominion-Cardassian forces into his trap. Third, he could put them in charge of the forces hidden in the Oort cloud.

THE BATTLE OF RICKTOR PRIME

Stardate: 52317.3

Location: The Ricktor system; the Eldronath system

HISTORY OF THE BATTLE

Following its latest failure to free Betazed in early 2375, Starfleet engaged the enemy at Ricktor Prime, a planet in a star system three light-years from the former Cardassian border. The Fifteenth and Twenty-Second Fleets, supported by multiple wings of Klingon and Romulan ships, established a defensive line 200 million kilometers from the star. They withstood the first two waves of the Dominion attack admirably. But after enemy attacks created several weaknesses in the Federation alliance's formation, the Jem'Hadar brought a powerful weapon into the fray: a Battleship, twice as large and three times as powerful as a *Galaxy*-class Explorer. Plowing almost effortlessly through the Starfleet lines, the Jem'Hadar destroyed dozens of ships. Among the losses were the *U.S.S. Grissom*, NCC-42857, from which only six of 1,250 crewmen survived, and the *U.S.S. Bonaventure*, NCC-67703, destroyed with all hands.

The remnants of the Federation alliance forces, now commanded by Centurion Velok following the death of Admiral Hannah Stallsey aboard the *Grissom*, pursued the enemy forces, hoping to prevent them from penetrating too far into Federation space. When the Thirty-Third Fleet engaged the enemy in the Eldronath system, Velok's fleet came up from behind and caught the enemy as if between hammer and anvil. The Federation alliance obliterated the Battleship and other enemy vessels—but not before they'd destroyed 115 Federation, Klingon, and Romulan ships and taken the lives of nearly 30,000 personnel.

THE BATTLE IN YOUR SERIES

The best time to bring the player characters into the battle of Ricktor Prime is after it leaves the Ricktor system—in the Eldronath system. That way the Crew doesn't get involved in the losing part of the battle. In particular, Crews are suited to the major task of taking on the Jem'Hadar Battleship. That sort of "impossible mission" is just what most player characters do best, so give them a chance. If they can't concoct a workable plan, or the plan they come up with doesn't work due to a failed Tests or the like, you can always bring in an extra wing of Klingon or Starfleet ships to help them complete the task.

For a change of pace, let the players take the role of Centurion Velok and his crew (or the commanders of

FIRST TAIMAK'TORAL

Attributes

Fitness 5
Strength +2
Vitality +2
Coordination 4
Dexterity +2
Reaction +2
Intellect 4
Perception +1
Presence 4
Willpower +1
Psi 0

Skills

Administration (Jem'Hadar) 3 (4)
Athletics (Lifting) 3 (4)
Culture (Dominion) 2 (3)
Dodge 3
Energy Weapon (Jem'Hadar Rifle) 4 (5)
History (Dominion) 1 (2)
Language, Dominionese 2
Law (Jem'Hadar Regulations) 4 (5)
Planetary Tactics (Small-Unit) 3 (4)
Planetside Survival (Mountains) 2 (3)
Primitive Weaponry (Kar'takin) 3 (4)
Jem'Hadar Combat Knife (4)
Shipboard Systems (Tactical) 3 (4)
Starship Tactics (Dominion) 4 (5)
Starfleet (5)
Klingon (5)
Systems Engineering (Tactical) 2 (3)
Theology (Jem'Hadar) 1 (2)
Unarmed Combat (Jem'Hadar Fighting) 4 (5)

Advantages/Disadvantages

Battle-Hardened +3. Excellent Sight +2. High Pain Threshold +2. Promotion (First) +3. Toughness +2. Addiction (Ketracel-White) -3. Code Of Honor (Jem'Hadar Code) -5. Fanatic -3 (suicidal devotion to the Founders and the Dominion)

Courage: 5

Resistance: 9

Nearly 10 years old, First Taimak'toral was one of the most experienced "Gamma" Jem'Hadar to fight in the Dominion War. A veteran of over a dozen major military campaigns, he was qualified to lead ground troops, command an entire fleet of starships, or meet the mightiest Klingon in single combat. He died when the Jem'Hadar Battleship which wreaked such havoc among the Federation lines at Ricktor Prime was destroyed in battle in the Eldronath system.

CHUDALA SYSTEM TEMPLATE

System Name: Chudala

Affiliation: United Federation of Planets (in the Kalandra Sector), but captured early in the war by the Dominion

System Type: Chudala is a Type 66 III (moderately dim yellow giant) star.

Inhabited Planets: Chudala III (Class M), which contained a Federation colony with mainly Betazoid and Human inhabitants until a Dominion attack obliterated it.

Other Planets: The Chudala system contains nine other planets. Chudala I and II are Class D; Chudala IV and V are Class H; and Chudala VI-X are Class J.

Other Stellar Objects: Asteroid belt between Chudala V and VI.

Artificial Objects: Extensive Dominion-Cardassian fortifications (see text).

SIS: Former Betazoid-Human colony system captured by the Dominion.



other Romulan ships). Most players rarely, if ever, have the opportunity to play Romulans, much less an entire ship of them, so playing Velok *et al.* allows them to obtain a new tactical perspective on the battle.

The Eldronath system contains five planets, all Class D or F except for one outer Class J world, and has no asteroid belts or other significant “cover.” It provides the Crew with plenty of room to maneuver and no worries about collateral damage.

THE BATTLE OF CHUDALA

Stardate: 52442.7

Location: The Chudala system, Kalandra Sector

HISTORY OF THE BATTLE

Using data derived from messages decoded by former Obsidian Order cryptographer Garak, Starfleet determined the Dominion-Cardassian lines were vulnerable in part of the Kalandra Sector. Starfleet Command assigned the newly-reconstituted Seventh Fleet to exploit that weakness and gain the Federation alliance a foothold in Kalandra.

Eager for revenge after so many disastrous defeats, the Seventh prepared to hit the enemy hard. Admiral Valerie Umstead organized a “spearhead” assault based around two wings of *Galaxy*-class ships and several destroyer wings. On the flanks she placed wings of frigates and Heavy Escorts, backed by squadrons of Attack Fighters, to harass the enemy and hold off its own fighters.

Choosing a day when a dozen Cardassian ships were away from the Chudala system escorting a large supply convoy, the Seventh Fleet struck, crashing into the Dominion’s Kalandra outer defense perimeter like a thunderbolt. The *Galaxy* wings, backed by Umstead’s flagship, the *U.S.S. Rabor*, NCC-73169, destroyed several Jem’Hadar Battle Cruisers while the destroyer wings eliminated a like number of Cardassian cruisers. Without significant losses, the Seventh swept on to the inner defense perimeter. There it met stronger resistance. After an intense five-hour battle, it captured the Chudala system, eliminating over 80 Dominion and Cardassian ships in the process. Additionally, a Klingon-Romulan task force intercepted the supply convoy and destroyed it, significantly imperilling the Dominion’s position in the rest of the Kalandra Sector.

THE BATTLE IN YOUR SERIES

Given its three stages—outer perimeter attack, inner perimeter battle, and convoy assault—the Battle of Chudala offers many opportunities for good gaming. The Narrator can send the characters into the Kalandra Sector in advance to gather crucial data on the defense perimeters, then have them rendezvous with the main body of the Seventh Fleet for one or both of the attacks—or perhaps let them take the Klingon-Romulan task force’s

place and try to destroy the supply convoy.

Either or both of the defense perimeters should include some space stations and defense platforms, since the Dominion-Cardassian alliance has had plenty of time to entrench itself in the Kalandra Sector. For the stations, use the *Typical Cardassian/Dominion Base Template* on pages 207-08 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook; for the defense platforms, use scaled-down versions of the Cardassian Orbital Weapon Platform (page 85).

THE KALANDRA CAMPAIGN

Stardate: 52808.9 and subsequent

Location: Various systems in the Kalandra Sector

HISTORY OF THE BATTLE

After its combat engineers cracked the security on the AR-558 relay station, Starfleet had the information it needed to develop a strategy for retaking the Kalandra Sector. Pursuant to this plan, the Seventh and Tenth Fleets began a systematic campaign to cut the Dominion-Cardassian forces occupying Betazed off from their sources of supply.

First to fall were the Jem’Hadar in Shar’tala’veb, a binary system having Federation protectorate status. They were running out of ketracel-white and suffering serious discipline problems as a result. After giving the defenders a few more days to stew, the Tenth Fleet hit them hard, wreaking havoc among a disorganized and demoralized foe. In less than an hour Shar’tala’veb was back in Federation hands.

Meanwhile, the Seventh Fleet initiated an extended campaign against the Ducha’asa Vell system, a heavily-fortified enemy stronghold. Over the course of a week, waves of Starfleet and Klingon vessels hit the Dominion outposts there, weakening them and whittling down their ship complements. When the crippled *Qa’tang* destroyed the Bethra Nor station in a suicide attack, the Federation alliance poured through the hole in the line, surrounded the remaining installations, and forced them to surrender.

The Dominion-Cardassian alliance brought two strike fleets into the sector to deal with this new threat. As the Klingons and Romulans fought them with hit-and-run tactics, Starfleet wings captured more systems. Then Federation alliance forces rejoined, lured the enemy fleets into an ambush near the Violet Nebula, and caught them in a three-way crossfire which left only a handful of enemy ships intact. Within another two weeks, Federation alliance forces had captured another half-dozen systems, including Trenatha, Cortule, and two on the borders of the Violet Nebula. Now the Federation controlled nearly half of the Kalandra Sector, and time was running out for the invaders of Betazed.



THE BATTLE IN YOUR SERIES

The Federation alliance's Kalandra campaign makes an excellent story arc or "mini-series" for your game. With so many systems to retake, the admirals in charge of the Seventh and Tenth Fleets can't be everywhere at once, so they've got to designate command of "sub-fleets" to worthy officers—such as the player characters. With a small fleet answering to them, the Crew members can make a major contribution to the war effort by recapturing several key systems... perhaps even the systems which will provide the jumping-off point for the liberation of Betazed.

Alternately, the Narrator can give the Crew members a recon role, sending them out in advance of the fleets to scout enemy positions, and uncover weak points in defense perimeters. Perhaps they can even harass the enemy with some hit-and-run assaults, infiltration and sabotage, or light skirmishing.

THE BATTLE OF THE THREE SUNS

Stardate: 52873.1

Location: The Chin'toka, Daxura, and Zhamur systems

HISTORY OF THE BATTLE

After Starfleet developed a defense to the Breen energy dissipator, the Federation alliance planned a major offensive on multiple fronts. It chose three star systems as the focal points of the attack: Chin'toka; Daxura, where Dominion forces still threatened Bolarus IX and the other primary Federation core worlds; and Zhamur, the Dominion's strongest remaining position in the Kalandra Sector. In each case, the tactic was the same: approach the battle diffidently, as if making a last-ditch effort to defeat an enemy armed with superior weapons, then unleash a devastating attack while the Dominion, Cardassian, and Breen forces wasted energy and effort using their dissipators.

The plan worked best in the Zhamur system, where overconfident Dominion forces extended themselves too far and quickly paid the price. A withering crossfire from Starfleet and Romulan capital ships annihilated the main body of their fleet, while smaller ships and Attack Fighters took care of the outlying vessels. In less than three hours, the Federation completed its control of the Kalandra Sector.

At Daxura, the enemy commanders were more cautious, but not cautious enough. The battered appearance of the Federation alliance fleet led them to believe they faced a weakened, demoralized enemy. Despite having suffered damage in numerous skirmishes, most of the Federation alliance ships functioned at 75% efficiency (or better). The enemy fired its dissipators, only to find them totally useless—and then Starfleet fired layered volleys of torpedoes, followed by phaser beam barrages. The Dominion-Cardassian lines quickly crumbled, and when

the remnants of the enemy fleet attempted to flee, the Klingons destroyed them.

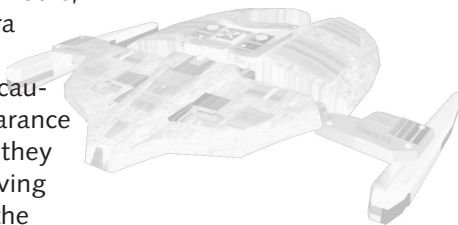
At Chin'toka, where the enemy had dug in deep after retaking the system, the Federation alliance forces faced their toughest challenge. The Breen, supported by the Jem'Hadar, seemed less surprised by the dissipator's failure than their attackers expected. But by concentrating its fire on the Breen main ships and cleverly turning the Jem'Hadar's flank, the Federation alliance fleet prevailed, sending the enemy reeling from the Chin'toka system leaving hundreds of destroyed ships in its wake.

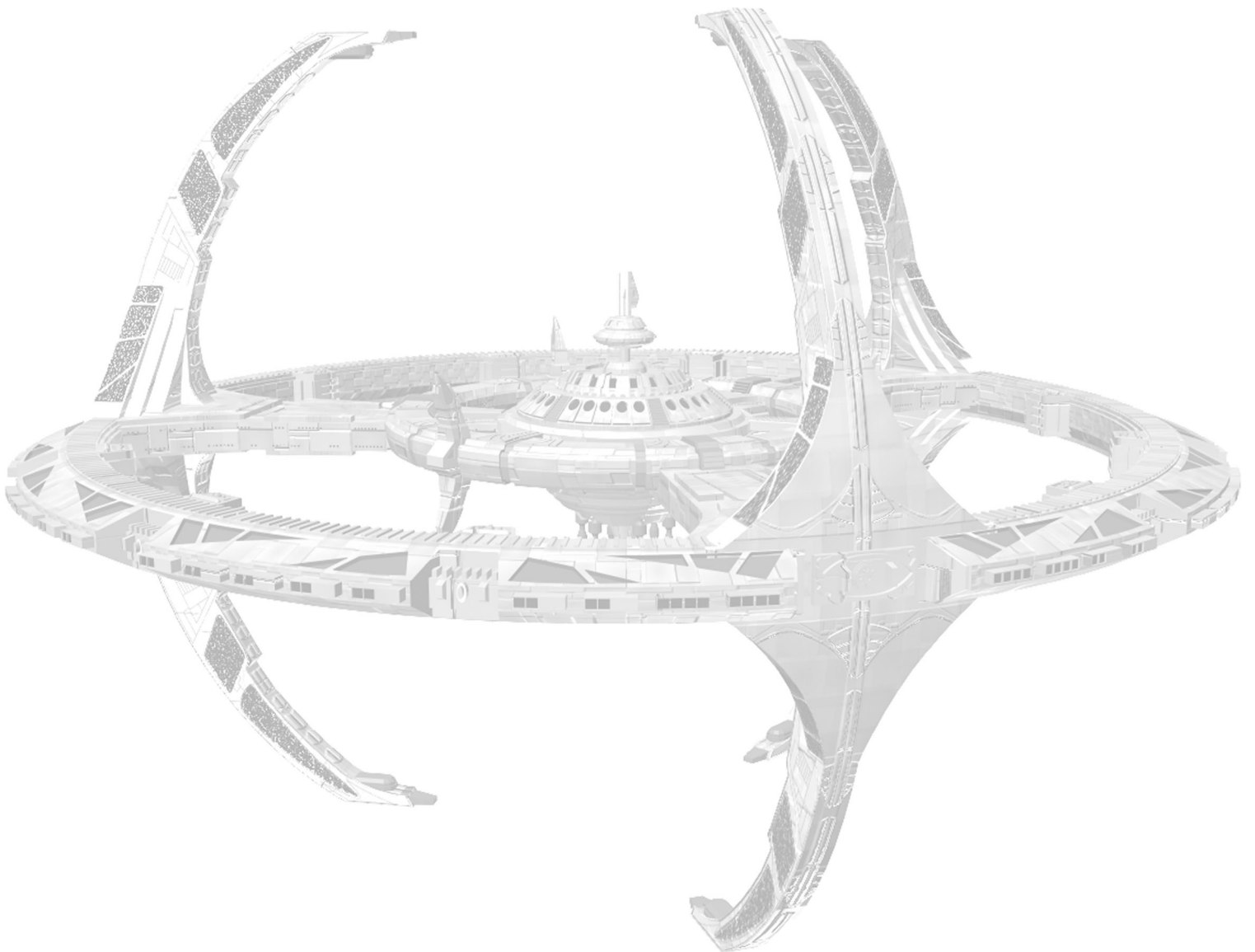
Overall, the so-called "Battle of the Three Suns," and the lesser offensives that accompanied it, accounted for *six thousand* destroyed or crippled enemy ships—approximately 20% of the enemy's total fleet. The Federation alliance lost a substantial number of ships and personnel as well, but its losses were insignificant compared to the enemy's.

THE BATTLE IN YOUR SERIES

The Battle of the Three Suns presents you with a smorgasbord of options. Depending on the types of battles you and your players prefer, you can include them in one of the three main assaults as a small part of a greater fleet, or give them a starring role in one of the lesser, but still vital, offensives which occurred at the same time. Since all of the battles took place more or less simultaneously, you should only let them get involved in one fight. For campaigns where the Crew needs an easy, rousing victory to lift its spirits, Zhamur works best; if the players enjoy outmaneuvering and out-thinking the foe, Daxura and Chin'toka will give them just the sort of fight they're looking for.

Daxura also offers an interesting battlefield. Due to the star's gravimetric fluctuations, the system contains only three planets, but five separate asteroid belts. In many places the battlefield becomes so "crowded" that conn officers have to make a Moderate (5) Shipboard Systems (Flight Control) Test not to collide with anything. This counts as an Immediate Action, but if the conn chooses to make it a normal, Timed, action, reduce the Difficulty to Routine (3)—he's doing a better job of watching where he's flying.





FLUID FRONTS AND ULTRITUM ARTILLERY: WARFARE IN THE 24TH CENTURY

CHAPTER THREE

Commentators and analysts have written literally thousands of files full of data about every aspect of the space and ground militaries of the 2300s. A thorough discussion of even a fraction of that information would exceed the scope of this volume. What follows is a brief analysis of some of the most basic, and yet most intriguing, aspects of modern combat.

WAR IN THE HEAVENS: SPACE WARFARE IN THE 24TH CENTURY

The majority of 24th century conflicts consist of space-based battles involving starships. Compared to past centuries, ground combat occurs much less frequently, and involves far fewer men.

THREE DIMENSIONS

Space combat occurs in three dimensions. An attacker can not only go through a defending force, or around it to port or starboard, he can also go dorsally (above) or ventrally (below). This opens up vast new possibilities for tactical maneuvering which ground warfare lacks.

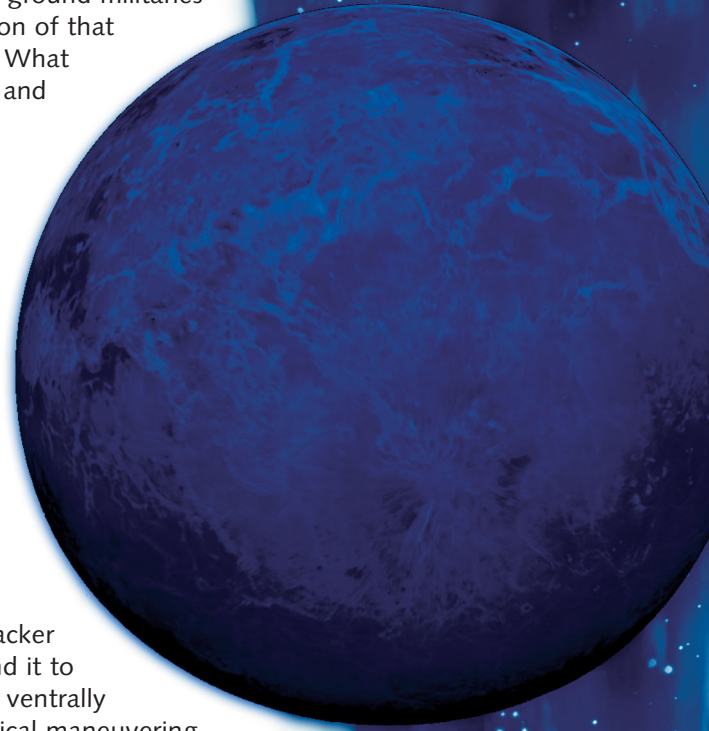
Rookie naval personnel (and noncombatants) usually have difficulty grasping the three-dimensional aspect of space combat. Intellectually, they understand that battles take place in a three-dimensional environment. But it takes them a while to comprehend fully what this means. Many a Starfleet cadet has tripped himself up in space combat simulations, or on his first tour of duty for that matter, by thinking in two-dimensionally. A space warrior who approaches combat from a two-dimensional perspective soon finds a more experienced or perceptive enemy dropping on him from above, striking at him from below, or circling in to take up a position on his tail. Starfleet and similar organizations try to inculcate recruits with the three-dimensional combat mindset quickly, to minimize training time and loss of lives and equipment. Holosuite simulations and three-dimensional games and sports are all part of this training.

FRONTS

The history of the Dominion War contains many references to “fronts”—the Vulcan front, the Bolian front, the Kalandra Sector front, and many more. A space warfare “front” differs significantly from the traditional, ground warfare definition of that term. On the ground, it’s usually easy to tell the location of the front, though some give and take occurs as opponents push the boundaries of control to gain more territory, find a way to flank or ambush the enemy, or the like.

THE FLUID FRONT

But in space in the 24th century, it’s not quite so easy for someone, even a Starfleet admiral, to define and delineate a front. In a three-dimensional combat environment—one up to thousands of light-years wide, broad, and deep—where ships move at many times the speed of light, combatants find it difficult to maintain sufficient control of a





region of space to establish a front. Even when Starfleet believes it's established a valid perimeter and has full control over a system or area, all it takes is one fast-moving ship traveling just outside sensor range to slip past the cordon and get deep inside Federation-controlled space to strike vulnerable targets.

Space warfare strategists call this the “fluid front.” The term recognizes the two limiting aspects of the front concept in space. First, all but the smallest, tightest fronts have a certain level of “permeability” allowing an enemy to penetrate them, like oxygen penetrating water in the form of bubbles. That's why space navies rarely dare to send all of their ships to the front; they must use some to defend planets against ships that slip past the defensive lines. Second, a front's boundaries change frequently—sometimes hourly—based on the positioning of starships and defense platforms, the movement of stars and other astronomical phenomena, sensor ranges, and many similar factors.

During a war, any stellar navy devotes a significant portion of its resources and effort to minimizing the fluidity of its front lines. Like any other type of war, space war involves controlling territory, so a stellar navy must not to fall victim to the fluid front phenomena too much. Navies that do lose territories and wars. A navy can decrease front fluidity by extending the reach of its sensors, making it more difficult for the enemy to cross the lines undetected. Navies usually do this by creating a broad sensor net with individual ships' sensors. But they need ships for many things during war, and cannot always spare enough to patrol every front thoroughly. So they often use unmanned probes and monitoring stations to exert “virtual control” over areas of the front they cannot patrol. Cheap and indefatigable, unmanned sensors vastly extend the reach of a force's sensor network.

However, enemies can sneak past or trick unmanned sensors much more easily. A sensor without a humanoid operator is only as good as its computer, and no navy can program a computer to account for every possible variable and enemy tactic. For example, studies show that cloaking devices are up to 73% more effective against unmanned probes and monitoring stations than against manned sensors. A minor subspace fluctuation a computer discounts as normal galactic “background noise” can trigger a humanoid's intuition, prompting him to examine it more closely and thus detect a cloaked ship.

A navy can also minimize front fluidity by minimizing front size as much as possible. While this may create more isolated than extended fronts (see below), it has several benefits. First, by pulling in to control a smaller area, a navy can more thoroughly cover that area with its sensors. Second, with less distance to cover, it can patrol more tightly and frequently, and respond to enemy incursions more quickly and in greater force. Third, if the zone of control includes a source of supply, a smaller front reduces the length and vulnerability of supply lines. But sooner or later a force must expand outward and conquer more territory, or it risks falling into the trap of fighting a

defensive war—usually a losing proposition. Most navies walk a fine line, balancing the need for offensives and expansion against the ease of controlling their current territory.

Every navy has departments and/or officers tasked with monitoring and maintaining front lines (among other duties). For example, Starfleet has Strategic Operations Officers, and the Romulans have Strategy and Tactics Analysts. The Klingons assign such duties to whomever seems most skilled at them.

EXTENDED AND ISOLATED FRONTS

Fronts in space warfare generally fall into two broad categories: extended fronts and isolated fronts.

Extended fronts (also called corridor fronts) more closely resemble the traditional concept of a front. To establish one, a navy must control both a forward region of space where its territory abuts enemy territory, and a corridor of space between that region and the navy's primary zone of control. For example, when the Dominion first captured Betazed, that was an extended front. The Dominion controlled both a region on the front lines—the Betazed system—and corridors between Betazed and Cardassian space. At some times the Vulcan and Bolian fronts were also extended fronts, as was the Chin'toka system when the Federation alliance first took it. Most analysts visualize extended fronts as “pseudopods” of control jutting outward from the main body of a force's territory into its enemy's territory. The longer the pseudopod, the more enemy territory the force controls, but the more vulnerable the front becomes to counterattack.

Establishing an extended front often serves as a first step in expanding a force's primary zone of control. When a force establishes an extended front, it usually tries to create other extended fronts nearby. Then it occupies the space between the corridors, broadening the front step by step until it secures enough territory to consider that region part of its territory. Dominion-Cardassian offensives in the Kalandra Sector early in the war provide a textbook example of this strategy.

Isolated fronts result when an extended front gets cut off, or a force penetrates into enemy territory to capture and hold a region unconnected to its primary zone of control. An isolated front resembles an “island” in another force's “sea” of control. For example, the Dominion forces which captured Benzar maintained an isolated front there.

Isolated fronts hark back to ancient siege warfare. The navy controlling the front tries to hold out against the surrounding force, which wants to retake the territory encapsulated by the front line. If the territory within the isolated front includes suitable sources of supply (such as a planet with mining facilities to extract and refine dilithium), the invader may hold out for a long time. Since it has small, easily-defended perimeters, it can often repulse attacks by larger forces. Even with an inexhaustible source of supply, few navies can hold an isolated front



against a determined attack forever, but often an invader simply has to maintain control until reinforcements arrive.

SUPPLY LINES

Creating supply lines to keep front-line forces properly equipped and fed is of paramount importance in space warfare. Although widespread use of replicator technology has significantly diminished the importance of supply lines, replicators cannot solve all supply problems. First, they require some raw material—the sterilized organic particulate suspension they transform into food and objects. Second, replicators cannot make some crucial military items—for example, some medicines and weapons parts. Third, replicators are not an efficient way to create the large amounts of foodstuffs. Thus, a 24th century stellar navy, like all humanoid military forces throughout history, travels “on its belly,” making traditional supply lines necessary.

Due to front fluidity, establishing supply lines (even to isolated fronts) often isn’t all that difficult. Except in rare situations, a navy cannot monitor every square light-second of space to prevent incursions by enemy supply convoys. Establishing supply lines becomes a cat-and-mouse game where one side tries to get its supplies through safely, and the other tries to detect the attempt in time to stop it. Similarly, strike wings can penetrate enemy-controlled space to destroy supply convoys before they even have a chance to get to the front.

Most supply convoys consist of five or more large cargo carriers, such as Starfleet’s *Midway*-class ships or the Cardassian *Geth'tonn*-class vessel. Military cargo ships have heavier armor than civilian cargo vessels, but not as much as a fighting ship. But since none of the major powers maintains enough military supply ships to meet all of its cargo transportation needs during a major war, each must call upon its merchant marine and civilian merchant fleets to make up for the lack, and those ships have even less armament and armor. Thus, armed military ships, such as *escorts*, usually accompany supply convoys. The typical escort is an average-sized vessel (Sizes 4-6) with relatively heavy armaments and shields. Most governments try to have one escort per five cargo vessels in “safe” zones (areas under their primary control), and proportionately more in more dangerous territory—sometimes as many as two to three per cargo ship!

STATIC TARGETS

Navies of the 24th century often find themselves using their fast, maneuverable ships to defend or attack static (immobile) targets, such as planets or space stations. This presents special challenges and opportunities that fleet versus fleet combat lacks.

STATIC TARGET DEFENSE: PERIMETERS

To defend a static target, navies establish *perimeters* consisting of both mobile forces and immobile defense assets such as orbital weapon platforms. The perimeter creates a “wall” in space to disable attackers, or that an attacking force must destroy before it can proceed safely to its ultimate target. Whether a perimeter satisfies this objective depends on its relative strength compared to that of the attacker. When confronted with a sufficiently strong attacker, even the most powerful perimeter usually falls. Perimeters generally fall into one of three categories: outer perimeters; inner perimeters; and main (planetary) perimeters.

An *outer perimeter* is the outermost line of defense established primarily to protect a specific static target. Because it must cover such a large area, a navy uses it not to stop an attacker but to *delay* him and assess his strength. Still, when a defender ascertains an enemy’s most likely approach vector, it can concentrate outer perimeter assets at the most advantageous position. In the Dominion War, outer perimeters stopped enemy attacks completely several times (for example, the failed Romulan assault on the Pelgadi system).

A defender erects its *inner perimeter* somewhere between the outer perimeter and the enemy’s target. In some cases it’s deemed most advantageous to establish the perimeter close to the target—in orbit of a world the enemy wants to occupy, for example, since it probably wants to take the planet without damaging it. But usually navies erect inner perimeters just outside or inside the main perimeter. This makes the combined perimeter even more difficult for an enemy to penetrate. Since they have less space to protect and can use data gathered by the outer perimeter, inner perimeters create a much more dangerous obstacle for attackers. During the Dominion War, less than half the planetary assaults attempted by both sides succeeded, and inner perimeters caused or contributed to approximately three-quarters of the failures.

A *main perimeter* (also called a planetary perimeter) is a long-term perimeter, often composed of unmanned facilities patrolled by ships, protecting a specific planet. Every spacefaring civilization’s core world has a main perimeter, as do many minor worlds. In times of war, navies patrol main perimeters more frequently, and if possible reinforce and upgrade them. While main perimeters aren’t impenetrable—as shown by the failure of the Betazed Defense Perimeter—any force attacking a planet protected by one must account for it or risk getting chewed to pieces by its weapons.

Military strategists constantly debate the best location for a main defense perimeter. Some prefer to keep the perimeter relatively close to its planet, arguing that the smaller volume of space covered makes the perimeter more effective. Others, concerned about an attacker’s ability to slip past such a perimeter and make direct attacks on the target, or to attack it with long-range ordnance, prefer to place a main perimeter some distance

THE MARS DEFENSE PERIMETER

Located just beyond the orbit of Mars (Sol IV), the Mars Defense Perimeter is the main perimeter protecting Earth, the capital of the United Federation of Planets. It consists of hundreds of spherical unmanned weapons pods ("platforms") deployed in a tight pattern not far from Sol's asteroid belt. After suffering extensive damage during the Borg attacks of 2367 and 2373, it was upgraded with the latest advances in Starfleet tactical technology. While that wasn't enough to protect Earth completely from the massive Breen fleet which attacked in 2375, the evidence shows that without the MDP, the casualties on Earth would have been significantly higher.

Currently, MDP platforms use Type XV planetary defense phaser arrays, multiple torpedo launchers capable of firing photon and quantum torpedoes, strong regenerative force fields, and auto-destruct systems which trigger massive explosions if any vessel approaches too closely without transmitting the proper coded signal. Although normally stationary, they can move at low impulse (.25c) when necessary.

Perhaps most importantly, the MDP platforms employ self-replication technology which allows them to replace themselves when destroyed. Each platform has sufficient raw material to generate one-tenth of a fully armed and operational platform. It draws on the other platforms through a subspace link when the time comes to create a new platform. This gives the MDP extra defensive capabilities which take most attackers very much by surprise.

Here are statistics for the MDP platforms using both the basic Icon System rules; see the Appendix for a Spacedock version of the MDP.

Mars Defense Perimeter Platform

Size: 3

Power: 430

Weapons Systems

Type XV Phaser Cannon

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 3/4/6/9

Damage: 25

Power: [25]

Type II Photon Torpedoes (may substitute quantum torpedoes, if available)

Number: 500

Launchers: 6

Spread: 10

Arc: Forward, aft, port, or starboard, but are self-guiding

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 3/4/6/9

Damage: 20 (30 for quantum torpedoes)

Power: [5]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield

Protection: 150/150 [150 Power/shield/round] (cannot be improved with extra Power, but regenerate 5 points of lost Protection per round)

In addition to the MDP platforms, Earth's defenses include several bases orbiting the planet (including Earth Station McKinley and Spacedock 1), Type XVIII phaser cannon batteries mounted on Luna and on Earth itself, and various other facilities.

away from what it defends—at the very least, further than the longest range of a typical photon torpedo.

ATTACKING STATIC TARGETS

Navies often find attacking a static target just as difficult as defending one. Aside from exceptions like Betazed that a government leaves undefended through neglect or mistake, most tactically valuable static targets are well defended. Besides the possibility of encountering defense perimeters of ships, an attacker has to face defensive weapon emplacements. These range from automated orbital weapon platforms, to armored defense stations, to manned orbital/lunar defense cannons. Due to the size of such facilities, and the capacity of their power plants, they typically have *much* heavier weaponry than even the largest known starships. For example, a single blast from one of the Type XVIII phaser batteries protecting Earth or Vulcan can destroy or severely damage just about any attacking vessel.

Furthermore, defenders usually know the surrounding region better, allowing them to prepare ambushes and lure attackers into traps. Ambient spatial and subspace conditions, well-known to natives but generally not to attackers, make some systems or planets especially easy to defend.

ATTACK GOALS

When planning an attack on a static target, a navy must define the goal(s) of the attack. Broadly speaking, the goal is either invasion/capture or destruction/incapacitation. Preparing for and executing an attack to capture differs from preparing and executing a destruction assault.

If attacking to invade or capture, as with the Dominion-Cardassian attacks on Betazed and Vulcan, the reason for choosing this option becomes important. Will the target serve as a base for further military operations, or does it possess resources (minerals, slave labor, technology) the attacker wishes to exploit? If the latter, the attacker usually prefers not to inflict serious harm on the target, because that deprives him of some or all of its value. Since he cannot use an all-out offense—he has to neutralize the defenses without ruining what they protect—the defender often has an edge. For example, when assaulting a space station to capture it, an attacker might try to damage the station's power plant enough to shut it down, but not enough to make it explode. Since he won't risk destroying the station, the defenders may have an easier time protecting it than they would if he just wanted to obliterate it.

On the other hand, if the attacker wants the target as a staging ground, or to control the surrounding territory, he just has to keep it reasonably intact. Ships can orbit and land on a bombed-out, glazed-over, irradiated rubble of a planet just as easily as an undamaged world. Since he doesn't need to preserve the target *in toto*, the attacker

doesn't have to hold back, which often gives him an advantage.

Sometimes an attacker wants to destroy or incapacitate a target, perhaps to deny it to the enemy forever, or to send a message. The Jem'Hadar used this tactic several times during the Dominion War. For example, a warp speed suicide run by a Jem'Hadar Battle Cruiser rendered Sentala III atmosphereless and partially cracked it open. Toxins spread into the atmosphere of Agleron VII by the Dominion have made that world uninhabitable for about fifty years.

TACTICS

The number of tactics and maneuvers described in the battle manuals of spacefaring civilizations for assaulting a planet runs into the thousands. Some of the most basic include:

Cutting the target off: A target unable to receive transmissions and/or supplies becomes more vulnerable. For example, Dominion-Cardassian forces succeeded in destroying many Federation communications relays, since when they found one, they knew the next one must be within 22.65 light-years to prevent signal degradation. Destroying the relays severed contact between outlying planets and the Federation core, and sometimes even between core world. Later in the war, Federation alliance forces caused similar problems in the Cardassian communications grid.

Long-range bombardment: A navy can often attack effectively, while keeping casualties to a minimum, with long-range bombardment. Photon torpedoes, tricobalt devices, dreadnoughts, and other large missiles can often travel millions of kilometers, or even several light-years. The enemy may intercept the missile, but the right technology (such as cloaking devices) and/or proper planning can reduce such problems.

Raiding: A series of short, sharp attacks over hours or days can wear down a target, reducing its defenses to the point where a conventional assault can succeed. Many attackers favor raids because they require relatively few ships (especially if those ships have cloaking devices) and, if executed properly, cause few casualties among the attacking force.

Warp speed attacks: Attacking a stationary target at warp speeds—typically by firing a torpedo as the ship passes by, but occasionally with suicide runs like the one a Sentala III—sometimes works well, but usually attackers don't use this tactic due to the difficulties and dangers involved. First, attackers often have difficulty hitting immobile targets while moving at warp speeds. Second, traveling at warp in a solar system poses dangers to an attacker; gravitational fields or collisions with physical obstacles often destroy a ship before it attacks. Third, the target can damage the attacker simply by projecting a solid object (such as an empty torpedo casing or a meteoroid) into his path. Few commanders want to risk losing their ships that way, so they restrict themselves to

WHY CAPTURE PLANETS?

Some people question the usefulness of capturing enemy planets. They argue that control of the heavens above means actually going down and invading the planet itself is pointless. Some even argue that fleets can simply pass planets by on their way to more important targets. If a space navy must attack a planet, it can just orbitally bombard it without risking the lives of personnel.

But these analyses overlook several crucial factors. First, sometimes it's worthwhile for a force to deny the enemy possession of a planet without destroying it. Perhaps the planet has valuable resources, or the attacker abhors the needless loss of life orbital bombardment causes. Second, orbital control of a planet means nothing, and can even pose a danger to the space navy, if the enemy has planetary defense emplacements with which to attack ships (as most core worlds and heavily-inhabited planets do). Third, when a force proceeds towards an ultimate target (say, the enemy's homeworld), leaving other enemy planets behind without neutralizing them often leads to attacks from behind and other problems. Thus, while sometimes a navy can settle for simply "besieging" a planet from orbit, in many cases it must send ground forces down to invade, occupy, and pacify an enemy world.

WARP SPEED COMBAT

You can find complete rules regarding warp speed combat in *Spacedock*, and those rules adapt easily to the basic starship combat rules. For readers who do not have *Spacedock*, here's a quick summary, adapted for the basic rules.

When a ship moving at warp speed attacks an immobile target or one moving at impulse, or vice-versa, increase the Difficulty of the attack Test by (Warp Factor/2). Narrators may wish to decrease this modifier for the immobile and impulse targets to discourage warp speed assaults.

See page 132 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook for rules on ramming. To determine the damage for a warp speed ram, consult the Warp Factor Table on page 213. Multiply the number in the "Multiple of *c*" column by 10 to determine the Movement Units moved by a ship traveling at warp speed. Thus, a Jem'Hadar Battle Cruiser (Size 8) moving at Warp 9.6 does $(((1.909 \times 10) \times 8) \times 2) = 305,440$ points of damage (!).

If a ship moves through a solar system or too near a star while at warp speeds, it must make a Challenging (9) Shipboard Systems (Flight Control) or Space Sciences (Astronomy) Test. If it succeeds, it takes no damage. If it fails, it takes 5+8d6 damage (no defense applies). If it Dramatically Fails, it's torn apart by the star's gravitational field and energy. The system (or parts of it) may suffer damage as well.

GAMING FLEET COMBAT

For Narrators and players interested in incorporating large-scale fleet combat into their games, *Spacedock* has appropriate rules on pages 165-169. Briefly, those rules provide that if an attacker tries to pass by a defender without “engaging” that defender in combat, the defender gets a +4 Test Result bonus for attacks against that attacker in the rounds when the attacker tries to pass it (for a minimum of 2 rounds). The Narrator determines what constitutes “engaging” a defender: simply firing at it once as the attacker passes by does not qualify.

Narrators may also wish to apply the following rules to simulate some of the tactics described in this section:

Defense Formations

When the defender lines up its forces, have the commanding officer make a Moderate (7) Starship Tactics Test. If he succeeds, he has properly arranged his forces to allow for maximum fire on attackers which try to pass him. If an attacker tries to pass through or by the defense formation without engaging 1d6 worth of defending ships equal to or greater than it in Size for at least 2 rounds per ship, all attacks against him for those rounds do 150% of their normal damage (multiply the damage before applying it to the target's shields). If the Test fails, the attacker can proceed through without engaging any ships, but does take regular damage from any attacks which hit it. If the Test Dramatically Fails, all of the defender's Tests to hit the target during those rounds suffer a -2 Test Result penalty.

Attack Patterns

The attacker can try to counteract the defender's formation by making an Opposed Starship Tactics Test against the defender commander's Starship Tactics Test Result. (It's usually best for each attack wing to make a separate Test, rather than making one Test for the entire attacking fleet.) If the attacker wins the Test, he can proceed through without engaging any ships, but does take regular damage from any attacks which hit him. If he Dramatically Succeeds, all of the defender's Tests to hit him during those rounds suffer a -2 Test Result penalty.

The attacker can also attempt to lure the defenders out of formation by provoking them, luring them into a trap, or any other way which seems appropriate to the Narrator. This involves an Opposed Starship Tactics Test between the attacker and the defending ships which he's trying to remove from the line. If the attacker wins the Test, multiply the amount by which his Test Result exceeded the defender's Test Result by 2. That much Size worth of ships can proceed through the hole per round for 1d6 rounds (or until the Narrator decides the defender would close the hole) without engaging any ships, but do take regular damage from any attacks which hit them. (If the attacker tries to send more Size than that worth of ships through, the defenders' attacks do 150% damage against them, like normal.) Once the hole closes, the attacker can try to open it again with another Opposed Test.

(Continued opposite sidebar)

impulse-speed fighting.

FLEET COMBAT

While the Dominion War included thousands of small-scale battles and skirmishes involving only one or two dozen ships or less, many of its primary battles involved clashes between enormous fleets—usually numbering in the hundreds or thousands on a side. The final battle for Cardassia, for example, pitted over 8,000 Federation alliance ships against nearly 18,000 Dominion, Cardassian, and Breen vessels.

CAPITAL SHIPS AND FIGHTERS

In a standard fleet confrontation, most of the ships involved are “capital” ships—larger, more powerful vessels (in game terms, ships of Size 5 and above, but particularly ships of Size 7 and above). A larger ship allows for larger weapons, stronger shields, and the higher-capacity power generation systems needed to power them. Most species's and governments' strategic and tactical doctrines depend primarily on the use of capital ships. However, smaller vessels—usually called “fighters,” though that designation most properly applies to short-range vessels piloted by one or two crewmembers—have not disappeared from the battlefields of space. Indeed, they have carved out important niches for themselves.

Fighters present several advantages when compared to capital ships. First, a government can produce them cheaper and easier. Designing and building a capital ship requires a major investment of manpower and resources. Fighters, due to their small size and (in many cases) minimal systems, take less effort. The builders can more easily incorporate design advances and the newest systems without having to redesign significant portions of the ship.

Second, while their generally smaller armaments can't match those of capital ships phaser for phaser, fighters make up for in volume what they lack in “punch.” By ganging up on a larger ship, a wing of fighters can inflict serious damage, even though any one of their number couldn't do much against that target individually. A repeated series of energy beams will weaken the target's shields enough for another pass by the wing (or a nearby capital ship) to blast through them and affect the target directly.

If the fighters carry torpedoes, like Starfleet's Attack Fighters do, the effectiveness of this tactic increases. More than once during the Dominion War, Starfleet fighter wings destroyed Jem'Hadar Battle Cruisers and Carriers with repeated, layered barrages of photon torpedoes. So successful was this tactic that in mid-2375, the Dominion began a program to re-equip more of its Jem'Hadar Attack Ships with torpedo launchers (sometimes multiple launchers). Fortunately for the Federation alliance, this program began too late to have a significant effect on the course of the war.

Third, fighters have an edge in maneuverability over most larger vessels. In a starship battle, capital ships' ability to achieve higher warp speeds has no effect, and most fighters' impulse engines are as good (or nearly so) as those on bigger ships. Where the fighters have the upper hand is in acceleration and maneuverability. They can achieve their highest speed more quickly, and turn in a smaller area, than capital ships. In a pitched starship battle, where hundreds, thousands, or tens of thousand of ships occupy the same few hundred square kilometers of space, maneuverability can play a key role. Wings of fighters can get behind enemy ships to attack from a second angle, squeeze through defense perimeters which keep larger ships blocked out, and prevent enemy fighters and fast attack ships from flanking their side's capital vessels.

For all these reasons, fighters remain an important part of modern space warfare. Many Starfleet admirals, after seeing the Attack Fighter perform in combat for the first time during the Dominion War, have called for an increase in Attack Fighter production, and also proposed that Starfleet build more carrier ships (such as the *Akira*, *El Dorado*, and *Steamrunner*).

ENGAGEMENT AND MANEUVERING

In many battles between fleets, the attacker wants to reach a certain goal (for example, Deep Space 9), while the defender wants to stop him. The defender must prevent the attacker from moving freely—it must turn him back or destroy him before he can get past and head for his goal without further obstacles.

The defender has several ways to do this. First, he can simply physically interpose ships in the attacker's way. This doesn't work very often in the three-dimensional environment of space, but sometimes it's a valid tactic in regions and systems where nebulae, asteroid belts, and other astronomical phenomena curtail the attacker's freedom of movement.

Second, and much more commonly, he can deny the attacker the ability to pass safely by establishing a zone of fire too dangerous for the attacker to fly through. By arranging his forces properly, the defender creates overlapping arcs of fire which give him multiple ways to attack any ship which tries to pass. If the attacker makes the attempt, he gets cut to pieces by the barrage. Fighter wings, with their ability to maneuver quickly and fire frequently, often play an important role in this tactic. Denial strategies were involved in virtually every major battle of the Dominion War.

Third, the defender can simply try to destroy or incapacitate every attacking ship before it runs the protective gauntlet. Destruction strategies usually go hand in hand with denial tactics.

Attackers have their own ways to counteract defenders' attempts to keep them out. The simplest is to outmaneuver the defender. With skilled, clever flying, the attacker can flank the defending forces, or even dart right

Example: *A wing of Starfleet ships wants to open a hole in the Jem'Hadar lines preventing it from reaching Chin'toka. The wing's commander makes an Opposed Starship Tactics Test against the commander of the Jem'Hadar wing occupying space where the attacker wants to create the hole. Starfleet's Test Result is 11, the Jem'Hadar's is 8. So, Starfleet has managed to lure enough Jem'Hadar ships out of formation to create a hole big enough for up to $((11-8) \times 2) =$ Size 6 worth of ships to pass through. The Narrator rolls 1d6 and gets a 3; the hole will remain open for 3 rounds. The first round Starfleet sends one Istanbul-class ship (Size 6) through. The next round it sends three Starfleet Attack Fighters (Size 2 each, $2 \times 3 = 6$) through. The last round it sends an Oberth-class (Size 4) and a Danube-class (Size 2) ship through. If it had tried to send a Galaxy-class ship (Size 8) through in any of these rounds, the defender could have done 150% damage to it with any attacks, since the ship is too big for the hole.*

Defensive Maneuvers

When two fleets clash, phaser beams, disruptor beams, and missiles fly fast and thick. This poses problems for ships trying to maneuver and dodge; jinking out of the way of a photon torpedo may thrust the ship directly into another enemy ship's disruptor blast. To simulate this, Narrators may wish to reduce the Difficulty bonus provided by dodging (or the Test Result penalty imposed by a *Spacedock* defensive/evasive maneuver) by 1 or 2.

through the middle of them, and avoid or dodge the defenders' attacks. To a certain extent, attackers use this tactic every time they try to pass defenders.

Second, the attackers can destroy or cripple enough defending ships that it deprives the defender of the ability to deny it passage. By attacking ships in key locations throughout the defense formation, or luring defenders out of position by provoking or tricking them, the attacker can open holes in the defense lines which it can then get through safely (or more safely). Attackers who do not manage to create openings in the defense lines this way often expose themselves to attack when they try to pass the lines.

WEATHER AND TERRAIN

There are no rainstorms, hills, cold snaps, swamps, or the like in space. But astronomical objects and phenomena in effect take the place of planetside weather and terrain, creating a battlefield much more varied than the "empty space" envisioned by so many people.

Spatial "weather" consists of ion storms, plasma storms, temporary gravimetric distortions, nucleonic wavefronts, and the like—transitory phenomena which sweep through space, affecting everything they touch. They can isolate ships, cutting off their contact with the rest of their fleet and possibly even damaging them or preventing them from moving. If a force isn't careful, it



can find itself pinned down by an ion storm, allowing an observant enemy to outmaneuver or flank it. On the other hand, a clever attacker could use an ion storm or the like as cover to sneak up on an entrenched enemy. Narrators may want to throw a storm or two into the mix to liven up battles or strategic operations.

Similarly, instead of staging battles in empty space, Narrators can use terrain—nebulae, stars, quasars, planets, asteroid belts, cosmic strings, and the like. This gives ships the chance to take cover, dodge, and maneuver in ways which add flavor to a battle and often make it more exciting. Sending two wings into a nebula which interferes with their ability to locate each other adds a major element of tension which battles in ordinary space often lack. Instead of just trying to blow each other up, the two forces have to devote effort to finding the enemy without, in turn, being detected by him.

And don't forget: all this terrain is constantly in motion. The galaxy turns around its core, planets and asteroids orbit stars, comets travel an endless circular path through solar systems. Characters who are familiar with a particular system or sector may find it easier to track and use the terrain, giving them a "home field advantage" over their enemies.

Spacedock has rules for astronomical phenomena beginning on page 171 for Narrators interested in more specific guidelines on using weather and terrain in battles.

CLOAKING DEVICES

Cloaking devices play an important role in 24th century space warfare. They allow a wing to raid deep into enemy space without being detected, strike a target, then "vanish" and return home. Used on missiles and mines, they can hide a weapon until it's too late for the target to avoid the attack.

But ships rarely use cloaking devices in large, pitched battles, because they can actually endanger a ship in that situation. During a battle, there's a continual high level of fire and movement. A stray attack can easily hit a cloaked ship by accident—and with an active cloak, a ship has no shields. Even worse, when other ships don't know the location of a cloaked ship, they may accidentally collide with it while maneuvering, causing catastrophic damage to both vessels.

For unknown reasons, the Dominion never used cloaking devices during the war, though it could easily build them. Federation analysts presume the Dominion stopped using cloaks decades or centuries ago, when the size and power of its Jem'Hadar military became so great that it abandoned that level of subtlety in favor of raw, naked force.

ATLAS'S AGONY: PLANETSIDE WARFARE IN THE 24TH CENTURY

While ground warfare has become, in many ways and situations, obsolete in the 24th century, by no means has it vanished from the military scene. Sometimes a government has no way to capture and hold a planet other than putting the "poor bloody infantry" on the ground to do the job with their own hands and energy rifles.

GROUND FORCES

Starfleet and every other participant in the Dominion War maintains a body of troops, usually referred to as "ground forces." Except for the Klingons and Dominion, a species's or government's ground forces always contains significantly fewer personnel than its space-based forces; modern warfare requires fewer troops than naval personnel.

TROOP MOVEMENT

The armies of the 24th century have several ways to move troops around besides walking and ground vehicles.

LANDING ON THE PLANET

Troops first have to get onto the planet to engage the enemy. Most star navies prefer to use transporters for this, but that's not always feasible. For one thing, if enemy ships have engaged them, lowering the shields to transport troops will probably result in the destruction of the ship. For another, the planet's atmosphere or sub-space phenomena may prevent transport. Third, enemy forces occupying the planet may generate their own interference. General Granek, the famed Klingon war leader of the mid-24th century, once opined, "The transport inhibitor may be the most tactically valuable piece of equipment in the modern infantry arsenal," and soldiers who've used those devices to keep an enemy from making a safe and easy landing often agree with him.

When transporters can't do the trick, ground forces rely on armored personnel transports, such as Starfleet's *Wyvern*-class ship. Generically known as "hoppers," these ships lack warp capability but can enter an atmosphere and land on a planet without difficulty. Although not as heavily armed and armored as a starship, they're well-defended compared to civilian transports. Hoppers also pick up troops on the battlefield and carry them elsewhere on the planet without returning to space. Most hoppers carry about 25 to three dozen troops in addition to one or two pilots; larger models can carry ground vehicles and emplaced weapons.



BATTLEFIELD MOVEMENT

Over short distances, troops cover ground on the battlefield simply by walking or running. Unlike troops of previous eras, they rarely have to carry large amounts of equipment or materiel, so they can move quickly if they need to. But over any distance longer than a kilometer or two, most ground forces prefer faster methods.

In some situations, troops can maneuver via transporters. They set up portable transporter units in areas of the planet they control, then transport troops into the hot zones—assuming the enemy hasn't generated interference to prevent that. Within contested areas, neither side can exert enough control to establish and maintain an anti-transport perimeter, so troops beam into the fight. But as soon as a force takes over a particular zone, it quickly brings up enough transport inhibitors to keep the enemy out. The enemy often counterattacks quickly, hoping to destroy the inhibitors or stop them from reaching the front lines.

When transporting is out of the question, ground forces turn to the ubiquitous hopper and other vehicles such as armored assault craft, attack skimmers, and ground troop transports. Some troops actually prefer this method, since vehicles offer cover, extra firepower, and no risk of having one's atoms scrambled in mid-transport by an enemy energy field.

Ground forces use personal communicators, military tricorders, field sensors, portable tactical displays, and space-based sensors to create a highly accurate, constantly updated picture of the battlefield which they relay to troops in the field. Gone are the days when squads stumbled along, half-blind, not knowing if that sound a few meters off was a fellow soldier, an enemy, or an animal. Today, soldiers move fast and hit hard. Combat sensors aren't perfect, of course, and many times battle situations change too swiftly for even the most highly trained soldier to take advantage of tactical data, but typically ground forces operate with a high degree of efficiency.

TACTICS

Soldiers of earlier eras would easily recognize many tactics used by 24th century troops. Pincer movements, flanking, firesacks, cover formations, enfilading fire, artillery support, ambushes, and a thousand other maneuvers and doctrines have changed little from methods used for centuries. The primary difference, of course, is the use of modern technology—flanking takes on a new meaning when you've got transporters, and it's easier to enfilade with weapons that fire in wide-beam mode.

Most ground forces emphasize small unit tactics instead of larger movements by divisions, corps, or armies. In some cases this choice comes from cultural preferences—Klingons, for example, like to work in smaller groups where the chance of achieving individual honor is greater. But it's also a factor of technology (no need to use sheer

numbers to control an area when your troops can transport) and a general, unspoken recognition that smaller units usually cause less overall destruction. Starfleet, the Central Command, and the Romulan Ground Forces usually prefer to preserve what they're trying to capture or protect instead of using overkill attacks or scorched-earth defenses.

WEAPONS AND TECHNOLOGY

From personal energy weapons, to drones, to phaser tanks, technology is a crucial element of the 24th century battlefield. For samples of some of the items described below, refer to the *Military Technology* chapter.

MELEE WEAPONS

Most ground troops employ hand-held weapons to some degree, since soldiers often get into fights where brute strength and blades work better than energy weapons. The Klingons are famed for their use of the *bat'leth*, and the Jem'Hadar have proved themselves equally effective with their *kar'takin* pike-axes. Starfleet, Cardassian, and Romulan personnel usually just carry a knife if they carry any melee weapons at all; for them, fists and make-shift clubs often suffice.

ENERGY WEAPONS

Every soldier on the 24th century battlefield carries an energy rifle. Many have smaller energy weapons as well, since they weigh little and function well as “back-up” weapons. Troops carry multiple energy packs for their weapons, so they rarely worry about running out of “ammunition” (even though soldiers usually keep the weapons set at lethal levels). Starfleet enjoys an edge in the personal energy weapons field, since its phaser rifles are nearly as powerful as other species's weapons, but more versatile. The disruptors used by the Romulans, Klingons, and Jem'Hadar pack more offensive power, but don't have nearly as many settings or uses as tools. Federation soldiers particularly appreciate the “wide beam” setting, a feature absent from disruptors, which lets them instantly excavate a foxhole or stun several enemies at once.

ARTILLERY

The ground forces of the 24th century find artillery support as important as their predecessors did. Advances in projectile technology, targeting systems, and explosives have made artillery phenomenally accurate and precise. The larger projectiles act as much like drones as bombs, since they have “genius” systems allowing them to dodge the target's point defenses but still land exactly on target. (Of course, the target uses counter-artillery defenses, defense drones, jamming, shields, and other means to protect itself from the attack.) Modern artillery uses mag-



netic and gas-propulsion launching systems similar to starship torpedo launchers; even the smallest type can fire a projectile at targets dozens of kilometers away. Larger units are restricted only by the curvature of the planet.

The most common artillery projectile is the photon grenade (a more accurate name would be “phaser grenade”) or bomb. These deadly devices come in sizes ranging from ones carried by soldiers to shells too large for a single humanoid to lift. They offer precision destruction over a wide area without many of the undesirable side effects of traditional explosions.

But sometimes soldiers *want* those side effects—concussion, chain reaction explosions, and various other forms of collateral damage. The most commonly-used explosive is the ultritium shell, ultritium being the most potent explosive currently known to the Alpha Quadrant civilizations. Sometimes soldiers use matter/antimatter artillery, but since it's difficult (and often dangerous) to transport or carry antimatter, most artillery units rely on ultritium shells.

The most advanced form of artillery used during the Dominion War was the self-transporting artillery shell, known to Starfleet as the “Wu Hsan” (or “woozie”) shell (after a Federation scientist who helped develop transporter technology in the late 22nd century). Using its sophisticated sensors and a microtransporter system, a Wu Hsan shell beams itself to the target coordinates and detonates. Many forces also have self-transporting artillery launchers (and other emplaced weapons). Such devices are just one more reason why 24th century soldiers rely so heavily on transport inhibitors.

MISSILES

Missiles of the 24th century typically use microfusion engines or gravitic “hover” technology to propel themselves at the target. Ranging from the size of a humanoid finger to the size of a tree, and containing ultritium or matter/antimatter explosives, they can strike enemy positions beyond the range of artillery, shoot down artillery and orbital bombardment shells, and destroy enemy vehicles. Thanks to their sophisticated sensor and guidance systems, if they miss a target, they can turn around and try again.

DRONES

As if artillery, missiles, and military vehicles weren't enough of a threat, many forces use a wide variety of combat drones. From flying reconnaissance drones not much larger than nanites, to combat drones bristling with disruptors, to large point defense drones which create three-dimensional defense perimeters, drones affect all levels of the battlefield. Most come equipped with anti-grav technology that allows them to fly and maneuver, sophisticated sensor suites with hardened links to the user's communications network, and “genius” computer systems that let them react to changing combat condi-

tions.

DEFENSIVE EQUIPMENT

When you're facing weapons capable of disintegrating you instantly, few defenses exist, and some defensive measures may actually hinder you. For this reason, Starfleet and most other governments don't equip their troops with any kind of armor. No existing or predicted material can dissipate the energy of a disruptor blast sufficiently to protect the wearer. But sometimes governments issue more advanced defensive technology to their forces. Force shields, individual force field generators, and similar items provide a limited amount of protection against energy weapon fire. (See the *Star Trek: The Next Generation Roleplaying Game Players' Guide*, pages 109, 111 for game statistics on these items.) They're of little use against artillery or mechanized weapons, though. Against them, the only defenses a soldier has are staying out of the way and prayer.

On the other hand, species who engage in a lot of hand-to-hand combat, such as the Klingons and Cardassians, do find armor worthwhile. Typically such armor offers +2 protection against physical attacks and +1 protection against energy attacks.

MECHANIZED FORCES

If navies can install weapons on their vehicles, so can ground forces. From hoppers, to self-propelled artillery, to energy tanks, soldiers have a wide variety of military vehicles to call upon. Most use gravitic “hover” technology to fly at extremely high speeds; some, such as armored assault craft, have full hovercraft capability and compete for control of the skies. (Ground forces generally refrain from using warp-capable craft because of the danger of a warp core breach in the atmosphere.)

The most commonly used ground vehicles besides hoppers are attack skimmers. Carrying up to a dozen troops, armed with phasers and missiles, and protected by tritanium armor, they dart back and forth across the battlefield, ferrying troops and spearheading assaults on enemy positions. Most ground forces group them into units of 6-12 vehicles, but also assign individual skimmers to infantry squads or platoons.

The most powerful ground vehicles available to 24th century soldiers are phaser and disruptor tanks. Typically mounting one forward energy weapon and one turreted energy weapon, and sometimes also carrying missiles, these heavily armored behemoths hover slowly across the battlefield, engaging each other and major ground positions in devastating confrontations. Just one or two tanks can quickly destroy any unshielded city or fortification.

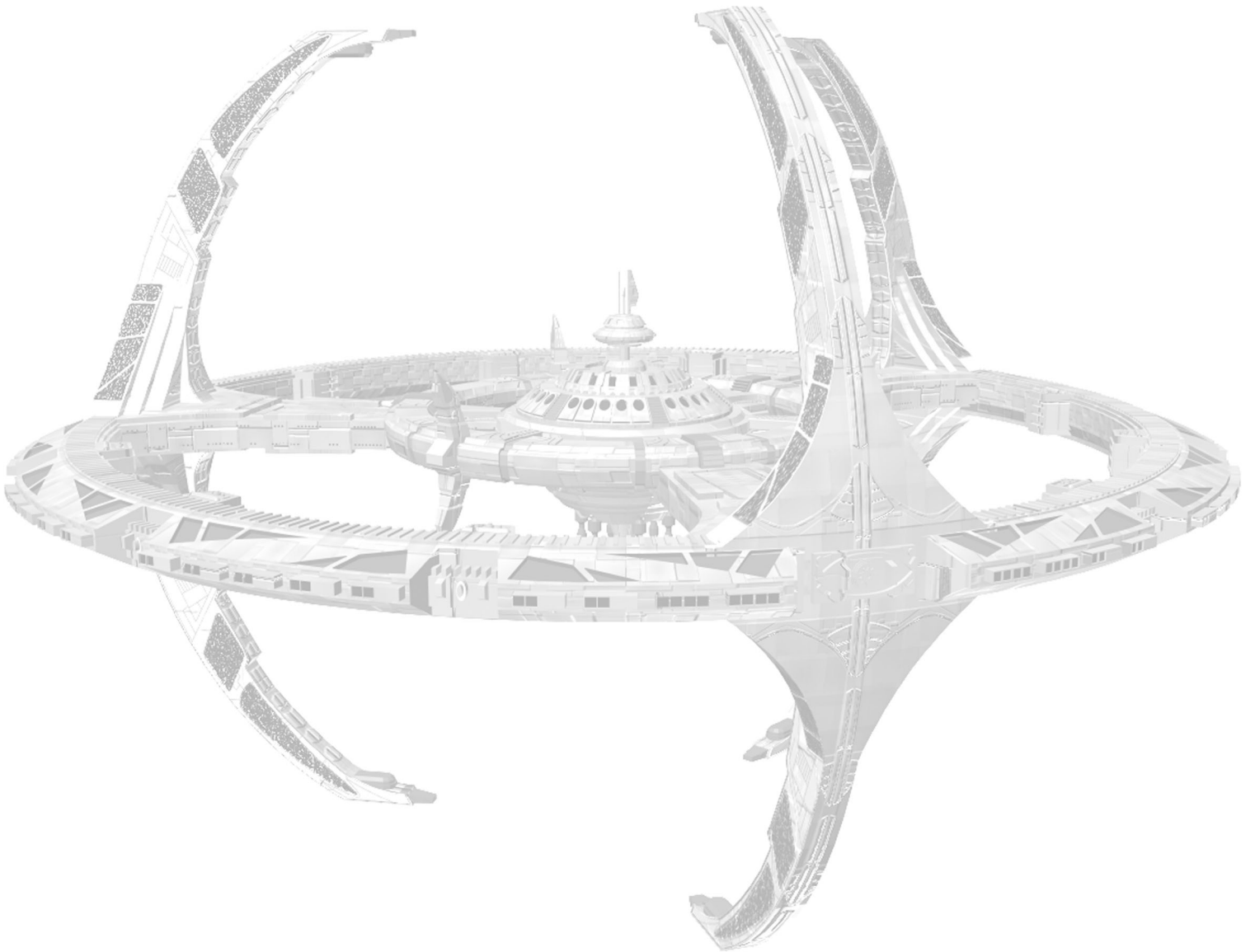
ORBITAL BOMBARDMENT

Last but not least, ground forces sometimes actually fight from the “high frontier”—near space. An orbiting weapon platform or starship can provide significant support to any ground force. The most common example in the Dominion War was the ultritium concussion shell, a favorite weapon of the Jem'Hadar. Fired from orbiting starships, one of these enormous shells could vaporize an entire building, tank, or similar target. Other combatants used similar weapons, such as stratospheric torpedoes. A more low-tech, but no less deadly, orbital attack involves kinetic weapons—objects, such as metal rods or small asteroids, simply “dropped” onto the planet. The force of the impact exceeds that of many bombs. When a ground force requires more precision, orbital support uses beam weapons. Beams attenuate somewhat in atmospheres, but still strike with enough force to damage or destroy most targets.

PSIONICS IN WARFARE

Species with psionic abilities frequently use them in warfare. They provide a distinct advantage against opponents, such as the Dominion and Cardassians, who rarely have such powers. Although psionic skills make excellent weapons in espionage holonovels, in reality they don't have much offensive effect. Since no known psionic ability allows a person to affect large numbers of enemy personnel at once, governments prefer to employ psionics to improve sensory and communications capacity. For these tasks they're almost unparalleled, since there's no way to “jam” or “block” the transmissions. Starfleet's Betazoids, Vulcans, Cairn, and other psionic species provided it with a definite edge on many occasions during the war.

For years persistent rumors have maintained that Starfleet Intelligence, or the Romulans, or the Am Tal, or many other organizations are trying to develop psionic-based weapons. Theoretically, such devices would amplify a psionic's power, allowing him to affect individual targets from many light-years away, or a large group of targets simultaneously. But since no such weapons were employed during the Dominion War (at least as far as the Federation public knows), presumably no one working on them has yet succeeded (if the rumors are even true).



THE STARFLEET ORDER OF BATTLE

CHAPTER FOUR

Of all the forces involved in the Dominion War, Starfleet engaged in the most major battles, sacrificed more of its ships and personnel, and suffered the greatest losses. As the one force that spent the entire war fighting to defend its home territory, it had the most desperate mission to perform and the most to lose should it falter. Fortunately for the Federation, the superbly trained men and women of Starfleet rose to the greatest challenge they'd ever encountered and gave all they had (often including their very lives) to preserve the UFP and its ideals.

The information presented in this chapter describes Starfleet as it existed in the 2370s, and as it was organized and deployed to fight the Dominion War. For information on the state and organization of Starfleet during the 2360s, please refer to Chapter Six of *The Price of Freedom: The United Federation of Planets Sourcebook*.

STARFLEET: A QUASI-MILITARY ORGANIZATION

Throughout the UFP's existence, countless books, fora, and private debates have discussed the nature of Starfleet and its mission as a part of the Federation. The core fact at the heart of those discussions, and its implications, bears repeating here.

Starfleet is not a military organization.

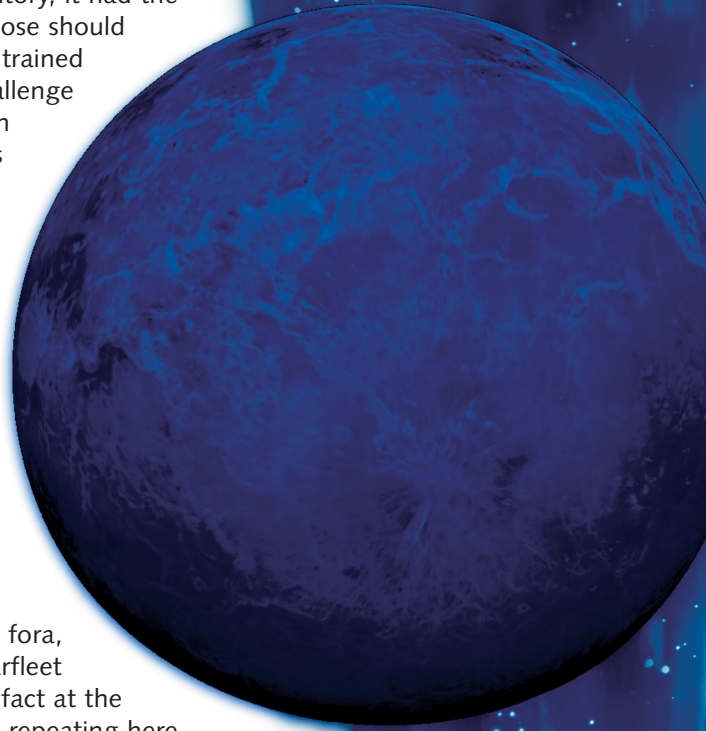
Starfleet is an organization devoted to exploration, scientific discovery, and diplomacy. It also defends the Federation against aggressors and various other threats. Now, obviously, an organization that defends a political entity functions, at some level, as a "military" organization. Starfleet possesses, and when necessary uses, military technology, military doctrine, and military procedures.

But there's more to being a military organization than such trappings. There's also the issue of outlook and conduct. Most truly military organizations, such as the Jem'Hadar or the Romulan Star Navy, actively regard themselves as military entities. They may perform other missions, such as exploring the galaxy, but they think of themselves, first and foremost, as militaries.

Not so with Starfleet. To Starfleet, its defense role occupies a secondary place in its view of itself. Indeed, many Starfleet officers abhor violence and the use of force as a tool of political will, and find the concept of Starfleet as military distasteful. Starfleet officers want to learn, grow, and develop themselves and their society—not to fight.

That's not to say Starfleet officers are pacifists. Most of them recognize that there comes a time when right-thinking men must use force to preserve that which is good. When push comes to shove they take a stand and protect the Federation by any legitimate means necessary. Starfleet counts among its personnel some of the most brilliant tacticians and strategists in the history of its member species, and remains cognizant of the fact that without it, the Federation's enemies would quickly overrun the UFP worlds.

Many officers prefer to describe Starfleet as *quasi-military*. This recognizes Starfleet's important role as Federation defender, and its use of many aspects of military culture in its organization and procedure. But it also stresses that Starfleet isn't a traditional military and doesn't consider its military missions its primary ones.





CONDUCT DURING THE DOMINION WAR

As a defense organization, Starfleet usually adopts a primarily defensive, reactive role. In the Cardassian, Tholian, and Tzenkethi wars, Starfleet responded to attacks by the enemy, repulsed them, and forced the enemy back into his own territory. Rarely did it conduct strikes into enemy territory, and then mainly to conduct reconnaissance or disable supply depots and similar targets. Starfleet was never the aggressor; it had no desire to conquer new territory for the Federation. When it occupied and held enemy territory, it did so for strategic or tactical purposes. When those wars ended, it returned the captured territories to the enemy—sometimes in exchange for a treaty concession, sometimes freely.

But the Dominion War differed significantly from those relatively low-intensity conflicts. The Dominion War was an all-out struggle over the very existence of the Federation as an entity. Had Starfleet lost, the Dominion would have conquered and absorbed the Federation, butchering billions of UFP citizens in the process and curtailing the liberties at the heart of Federation life. To fight such a war defensively would have meant to lose it. Ultimately, to win a true war, one must take the offensive, act aggressively, and do more than just turn the enemy away from one's borders. One has to break the enemy, stop his aggressive conduct, and deprive him of the means to conduct war.

The actions of the Dominion-Cardassian alliance thrust Starfleet into an offensive role. Since the Dominion was determined to conquer the Alpha Quadrant, Starfleet had to meet it with similar determination—with a willingness to *win*, not just to keep the Dominion out. As officers like Benjamin Sisko recognized, that meant acting more like a true military organization. During the war, Starfleet had to *fight*, not just defend. It had to take control of enemy territory and hold it, fight not to incapacitate enemy ships but to utterly destroy entire enemy fleets, and use every means at its disposal to ensure victory—even if that sometimes meant compromising vaunted Federation principles and ideals. It never broke those ideals, but it did sometimes have to engage in conduct it would never have considered had it not been fighting for its very survival.

Within Starfleet itself, reaction to this conduct was decidedly mixed. Most officers were somewhat uncomfortable with it, and hope to set Starfleet back on the “straight and narrow” now that it has defeated the Dominion. But other officers, longtime advocates of enhancing Starfleet’s “military-ness,” were pleased that “common sense” had finally emerged among their brethren. They’re now working to ensure that Starfleet maintains a much greater level of military preparedness and doesn’t slip back into its old, ultimately self-defeating, ways.

STARFLEET SPACE FORCES

When most inhabitants of the Alpha and Beta Quadrants refer to “Starfleet,” they mean the Federation’s space navy—its powerful exploratory and defense ships and the personnel who crew them. This is apropos, since Starfleet devotes the vast majority of its resources to the navy. Starfleet considers its Ground Forces (see below) a department of the space navy, rather than a separate branch of service.

THE STARFLEET TABLE OF ORGANIZATION

At the beginning of the war, Starfleet possessed approximately 8,800 combat-capable ships (plus thousands of additional non-combat craft such as shuttles, runabouts, and support ships). Approximately 70% of those were capital ships; the remainder Starfleet Attack Fighters. To operate such a large force with maximum efficiency and utility, it employs a strict, military-influenced table of organization and chain of command.

FLEETS

The largest unit of organization in Starfleet is the *fleet*. Starfleet has forty-four fleets, designated the First through Forty-Fourth. When at full strength, each fleet contains about 100 to 200 ships (including Starfleet Attack Fighters). Generally speaking, the lower a fleet’s number, the longer it’s been in existence, and the more important its assignments. (The war changed this to some extent, since the enemy destroyed or substantially damaged longstanding fleets, leading Starfleet to replace the losses with ships from other fleets, or newly-built ships.)

But not all Starfleet vessels belong to one of these fleets. Starfleet keeps several thousand ships as a “reserve” to reinforce fleets operating in dangerous areas, respond quickly to crises, conduct independent missions, or replace fleet ships lost in action. It refers to this group of ships, including the Federation’s flagship the *U.S.S. Enterprise-E*, as the Supporting Fleet (as opposed to the “support fleet,” meaning its support ships). Officers sometimes call it the “floating fleet” or “phantom fleet.” Many of them regard serving in the Supporting Fleet as a mark of distinction, since it provides greater opportunity for travel (and, in wartime, for front-line action).

In times of peace, Starfleet differentiates between *standing fleets* and *mobile fleets*. Standing fleets have a permanent or near-permanent posting, an assignment that keeps them in a single area (typically a sector) for a long period of time. For example, the Third Fleet defends Sector 001. It doesn’t conduct exploration missions or travel to far-flung Federation colonies; it stays in the Sector 001 to defend Earth and the surrounding region of space. *Mobile fleets*, on the other hand, travel extensively. Starfleet deploys them wherever it needs them at the moment. One week the ships of a mobile fleet might

assist with a diplomatic conference on Parliament, the next they're off exploring a newly-charted sector.

In wartime, the distinction between standing and mobile fleets largely disappears. Starfleet does maintain some standing fleets (the Third again being a good example), but the chaos and needs of war cause Starfleet to shift fleets around to achieve its strategic and tactical objectives, shore up weaknesses in its lines, reinforce or replace decimated fleets, and thwart enemy offensives. Most standing fleets did not spend the entire war in their accustomed posting.

Admirals command fleets. Generally, the larger and/or more important the fleet, the higher the rank of the admiral (see pages 19-20 of the *Star Trek: The Next Generation Roleplaying Game Players' Guide* for further information). When two or more fleets work together, the highest-ranking admiral commands the force; if two or more have equal rank, Starfleet Command appoints one as "supreme commander." It grants the same title to any officer who commands a mixed fleet of Starfleet and allied vessels (for example, General Martok was supreme commander of the Ninth Fleet for most of the war, since it included a mix of Starfleet and Klingon ships). Similarly, if a fleet includes two or more admirals (an uncommon, but not impossible, occurrence), the one appointed to command the entire fleet by Starfleet has authority over the other(s) (who themselves command tactical wings).

Admirals command from *flagships*. Most have *Sovereign-*, *Galaxy-*, *Nebula-*, or *Excelsior-*class flagships, but some admirals prefer other ships (such as *Akira-*, *Ambassador-*, *Andromeda-*, and *Sequoia-*class ships). The flagship usually occupies the center of the fleet's formation(s) or stays slightly to the rear, though this depends on the personality and desires of the admiral. Some prefer to get in the thick of the fight, using the power of their ships to help the wings under their command destroy the enemy. Destruction or loss of a fleet's flagship constitutes a serious blow to that fleet. The ship commanded by the second in command becomes the new flagship, but it cannot replace the lost morale or experience caused by the loss of the flagship.

Fleets break down into tactical wings, wings, and squadrons, identifying them with numerical designations such as the 215th Tactical Wing (and sometimes fanciful nicknames adopted by the members of that unit). The numbers aren't necessarily sequential, since when a unit is destroyed or dismantled, its designation does not carry over to a new unit. When fleets work together, Starfleet's tactical computers temporarily renumber all the units involved to make it easier for the fleet commanders to orchestrate maneuvers. Thus, when the Eighth Fleet teamed up with the Twenty-Second and Thirtieth Fleets to defend Andoria, Squadron 5 of the Eighth became Squadron 37 of the combined force.

THE EIGHTH FLEET

As an example for Narrators who wish to create detailed descriptions of fleets for their games, the Eighth Fleet has been detailed in Appendix B, page 161.

THE 219TH TACTICAL WING

The largest tactical unit in the Eighth Fleet is the 219th, which contains 37 ships organized into a *Galaxy* wing, two cruiser wings, a destroyer wing, and two fighter wings. The commander of the 219th is Isaac Ross, a Human renowned for his bravery during the defense of Andoria.

Here's a *Spacedock* fleet combat Wing Template for the 219th Tactical:

Size: 163
Movement: .87
Shipboard Systems (Flight Control) 3 (4)
Maneuverability: 4
Offense: 184
Shipboard Systems (Tactical) 3 (4)
Defense: 4

TACTICAL WINGS

Starfleet divides its fleets into *tactical wings*. Each tactical wing contains about 15-40 ships, including Attack Fighters (though not necessarily fighter complements on carrier ships like *Akiras* or *El Dorados*). The exact number and type of ships in a tactical wing depends upon Starfleet's current resources, the perceived needs of the tactical wing based upon its typical mission profiles, and various other logistics and supply considerations.

A captain commands most tactical wings. He also has his own ship and/or wing within his tactical wing (giving him a "flagship" of sorts). Within some fleets, the admiral prefers that tactical wing captains have their own wings; in others, he prefers to keep his tactical wing leaders separate from their units in the table of organization. Sometimes Rear or Vice Admirals command tactical wings. This most often occurs with large tactical wings assigned to particularly important missions.

In peacetime, the tactical wing level of organization has relatively little meaning. Sometimes Starfleet assigns an entire tactical wing to a mission, such as escorting a large diplomatic delegation, or thoroughly exploring and cataloguing some new sector. But most of the time Starfleet finds it easier and more effective to give orders to ships individually or as wings.

WINGS

Starfleet Command divides tactical wings into *wings* (sometimes referred to as "attack wings" or "units") of four to ten ships each. For most ships in Starfleet, the wing is the smallest unit they belong to. Officers proudly represent their wings in "wing competitions" against the rest of their fleet or wings from other fleets. Many wings adopt a nickname or mascot, such as the "Rigellian Roughnecks" (Destroyer Wing 1, 352nd Tactical Wing, Tenth Fleet; destroyed at Betazed)

CAPTAIN ISAAC ROSS

Attributes

Fitness 4
Strength +1
Vitality +1
Coordination 5
Intellect 5
Perception +1
Presence 4
Willpower +1
Psi 0

Skills

Administration (Starship Administration) 2 (3)
Athletics (Running) 3 (4)
Parrises Squares (4)
Command (Starship Command) 4 (5)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)
Espionage (Counterintelligence) 1 (2)
History (Human) 2 (4)
Federation (3)
Knowledge, Human Toys 3
Language, Betazoid 2
Federation Standard 3
Klingon 2
Romulan 1
Law (Starfleet Regulations) 4 (5)
Personal Equipment (Tricorder) 1 (2)
Starship Tactics (Starfleet) 3 (4)
Cardassian (4)
Dominion (4)
Planetside Survival (Forest) 1 (2)
Security (Law Enforcement) 1 (2)
Shipboard Systems (Command) 3 (4)
Social Sciences (Political Science) 1 (2)
Stealth (Stealthy Movement) 1 (2)
Strategic Operations (Federation Defense In Depth) 3 (4)
Systems Engineering (Command) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 1 (2)

Advantages/Disadvantages

Commendation (Christopher Pike Medal of Honor) +3.
Department Head (commander of a *Galaxy*-class ship) +4.
Distance Sense +1 (see text). Famous Incident (defense of Andoria) +2.
Instant Calculator +1.
Language Ability +2.
Mathematical Ability +3.
Promotion (Captain) +5.
Sense Of Direction +1.
Code of Honor (Defender) -3.
Dark Secret (genetically resequenced) -3

Courage: 6

Renown: 64

Aggression: 12

Discipline: 10

Initiative: 12

Openness: 10

Skill: 20

Resistance: 5

(Continued opposite sidebar.)

or the “Koryphon Dogs” (Fighter Wing 1, 628th Tactical Wing, Seventeenth Fleet). A few even get away with painting tiny pictures of their mascot on the hulls of their ships, a practice Starfleet Command frowns upon.

Starfleet has three types of wings. The first, and most common, is the *class wing*. A class wing consists of ships of only one class. Examples include fighter wings (with only Starfleet Attack Fighters), *Akira* wings, *Galaxy* wings, *Miranda* wings, and *New Orleans* wings. The tactical advantage to a class wing is that ships of the same type tend to work well together (and can resupply each other when one runs out of spare parts). Furthermore, class wings of larger ships have considerable firepower, as the unparalleled success of *Akira* wings during the Dominion War demonstrates.

The next most common wing is the *type wing*. It includes ships of only a single type, such as cruisers, frigates, or escorts. What these wings lack in uniformity they make up for by expanding the range of attack and defense options open to them.

Last are *destroyer wings*, a term some officers dislike due to its militaristic connotations. Destroyer wings consist of a mix of smaller ships (no larger than a standard Cruiser (CA)) of various types and classes—a hodgepodge often assembled from the survivors of wings and tactical wings destroyed in combat. While somewhat ungainly, even chaotic, in appearance, destroyer wings make their diversity an advantage. Their leaders adeptly combine the various tactical assets of the ships in the wing in unusual and effective ways.

Most wings have a captain as commander; he also commands the largest or most prominent ship in the wing. Fighter wings are an exception to this rule. The highest-ranking officer in most fighter wings is a lieutenant or lieutenant (JG), and ensigns command some, since enlisted personnel often pilot fighters.

SQUADRONS

Starfleet sometimes subdivides larger wings, particularly fighter wings, into *squadrons* of two to four ships each. This provides tactical wing and fleet commanders more flexibility to exploit minor tactical opportunities.

STARFLEET STRATEGY AND TACTICS

As mentioned above, in general Starfleet prefers to fight *defensively*. It's not an aggressive military organization, but a peaceful one protecting its home territory. In peacetime, it's not uncommon for a Starfleet vessel to allow another ship to fire on it two or three times while the captain keeps talking to the attacker, hoping to defuse the situation without using his own ship's weapons.

The Dominion War didn't allow for such civilized niceties. The Dominion-Cardassian alliance had no interest in resolving things peacefully; it wanted to conquer the Federation and its allies and absorb them into the Dominion. Starfleet responded accordingly, combining the

strongest defense it could muster with a potent, focused offense. Its strategic goals were threefold. First and foremost, it had to defend the Federation and its people from Dominion-Cardassian aggression. Many Starfleet officers gave their lives to stop Dominion advances or destroy key ships in enemy fleets.

Second, Starfleet wanted to cripple the Dominion-Cardassian alliance's ability to make war against it. Its favored tactic to achieve this was the destruction of the infrastructure needed to support the Jem'Hadar and Cardassian forces: shipyards, Jem'Hadar breeding facilities, ketracel-white production plants, and the like.

Third, after sufficiently hampering the enemy forces in this way, Starfleet and its allies planned to invade Cardassian space itself to achieve victory and bring an end to all hostilities. The most important aspect of this strategy was that the Federation never had any intention of conquering and keeping Cardassian territory. It only wanted to stop the fighting and keep itself safe; it neither had nor has any desire to hold onto any part of Cardassian space. While both the Klingons and the Romulans were somewhat less reluctant about the possibility of taking territory away from the Cardassians, the Klingons agreed not to do so as part of their alliance with the Federation. In any event, the Union's borders remained more or less intact after the War, leaving it to chart its own political and social destiny (see *The Cardassians: Iron and Ash* and Chapter Seven of this book for more information).

For details on numerous specific Starfleet tactics, please refer to *Spacedock*.

THE STARFLEET GROUND FORCES

When Starfleet finds it necessary to fight planetside or hold a planet directly, it sends in the Starfleet Ground Forces (usually just referred to as "Ground Forces"). While the Federation lacks the martial culture possessed by every other species and government participating in the Dominion War, the combination of its open culture, superior training, and the strength of its ideals give its Ground Forces tactical competence and capabilities to make it a match for any other ground force.

THE GROUND FORCES TABLE OF ORGANIZATION

At the start of the war, the Ground Forces consisted of approximately 200,000 personnel. When it became apparent that planetside conflict would play a greater role in the war than previously expected, Starfleet began an aggressive recruiting drive, expanding the Ground Forces to 250,000 persons. Although casualties diminished that number considerably, the Ground Forces today are nearly as strong as in the pre-War period.

Starfleet organizes the Ground Forces in a fairly typical

Background

Born on Earth in 2332, Isaac Ross (a distant cousin of Admiral William Ross) was a relatively average child born to two renowned university professors. Deeply embarrassed to find out that their child wasn't a genius like they were, his parents arranged for him to undergo genetic resequencing on Adigeon Prime. Fortunately for him, the procedure worked. He went from being a more or less ordinary child to one with a genius-level intellect, strength and reflexes far greater than the Human norm, and an innate grasp of mathematics and linguistics. Most intriguingly of all, he developed the ability to instantly and accurately gauge the distance between any two points he could see. This "distance sense," as he calls it, has proven of great use in tactical, athletic, and engineering endeavors.

Hiding his genetic superiority to avoid the crushing social penalties imposed upon people like him, Ross attended Starfleet Academy and, after graduating at the top of his class, entered the Command branch of the fleet. He showed a definite flair for leadership and administration and soon received his first command, the *Miranda*-class *U.S.S. Devereaux*. He captained the *Devereaux* throughout most of the Federation-Cardassian War, and managed to get most of his crew to safety after a *Galor*-class Battle Cruiser destroyed his ship in 2365. He spent several years teaching at Starfleet Academy before receiving command of the *Galaxy*-class *U.S.S. Benton* in 2372 and, a year later, leadership of the 219th Tactical Wing of the Eighth Fleet.

Captain Ross served with distinction during the Dominion War. He came to the attention of the entire Federation for the courage he displayed during the defense of Andoria. He's particularly famous for a near-suicide run he and the *Benton* performed on a Jem'Hadar Carrier to destroy it and open up a major hole in the Dominion-Cardassian lines.

In his spare time, Captain Ross enjoys playing parishes squares, studying languages, and participating in holonovels depicting great moments in Human history. He's also an avid collector of toys from Earth's late 20th and early 21st centuries.

THE GROUND FORCES UNIFORM

Throughout the 2360s and up until mid-2373, the Ground Forces uniform consisted of a black unitard with a colored stripe (red, gold, or blue) about 8 cm thick running across the chest approximately 25 cm below the shoulder. Pips on the collar indicated rank. In mid-2373, the Ground Forces switched to the current standard Starfleet uniform (grey-shouldered black unitard with a high-necked colored undershirt). Of course, soldiers left in the field for long periods of time often adapted other bits and pieces of clothing suitable to the conditions.

fashion. The squad (three to 12 troops) is the most basic unit of the Ground Forces. Commanded by an ensign or lieutenant (JG), a squad contains primarily enlisted personnel. Three to five squads form a platoon of 20-60 soldiers commanded by a lieutenant (JG) or lieutenant. While a soldier's squadmates usually are intensely devoted



to each other (after all, they support one another in life or death situations), they also identify strongly with their platoon; friendly rivalries between platoons occur frequently.

Captains command the Ground Forces' companies, which have 100-300 soldiers (two to five platoons). Captains or majors command battalions of 200-2,000 men (two to five companies). Majors or colonels command regiments of 1,500-5,000 soldiers (two to five battalions). Colonels or generals command brigades of 5,000-20,000 soldiers (two to five regiments). Generals command divisions (25,000-40,000 soldiers in two to five brigades) and corps (50,000-100,000 soldiers in two to five divisions). Generals commanding larger units are higher in rank than those in charge of smaller units. The highest ranking soldier in Starfleet, holding the rank of Commanding General, serves as supreme commander of the Ground Forces. Throughout the Dominion War, General Sarev Idrani of Andoria filled the post. Known for his fearsome demeanor and temper, General Idrani nevertheless enjoys the respect of all members of the Ground Forces due to his fighting prowess and willingness to stick up for his men in the face of what many soldiers consider an attitude of disdain for soldiering on the part of many high-ranking Starfleet naval officers. Not one to lead from the rear, General Idrani fought on the front lines with Ground Forces soldiers in several battles of the war.

Within the Ground Forces, Starfleet maintains the same departmental structure: Command, Operations, and Science. Command includes all unit leaders. Operations is a much smaller department than on a starship, since a ground unit doesn't need Flight Control, Mission Ops, or similar officers. It includes combat engineers, quartermasters, and other such personnel. Science officers are usually doctors, but most platoons contain at least one officer with a background in planetary sciences (geology, biology, meteorology, or the like).

SPECIALIZED UNITS

Not every unit in the Ground Forces consists simply of phaser rifle-wielding "grunts." Starfleet fields many specialized units to support the frontline troops. Specialized units include:

Air: Air units fly armored assault craft, gunships, and other aircraft. Organized into "squadrons" and "wings" instead of squads and platoons, Air troops protect their ground-pounding brethren from enemy airmen and attack enemy positions.

Artillery: An Artillery unit supports ordinary troops with artillery fire, missile fire, emplaced weapons fire, and other heavy weapons system. Compared to other governments' ground forces, Starfleet has few Artillery units.

Electronic Warfare: The modern battlefield is rife with electronic signals, transporter beams, communications transmissions, and the like. Electronic Warfare units try to intercept enemy transmissions while ensuring that their own force's transmissions get through safely and

clearly. They also jam enemy transporters and try to cut through the enemy's own interference so Starfleet can transport personnel or weapons into enemy territory.

Mechanized: Mechanized units drive assault skimmers, phaser tanks, and other military ground vehicles. They often spearhead Ground Forces advances, allowing the troops to follow behind them and use their vehicles for cover.

SPECIAL FORCES

In addition to its regular Ground Forces personnel, Starfleet has several units of "special forces," such as the Starfleet Rangers and the 3rd Andorian Battalion. First and foremost among these elite units are the renowned Rapid Response Teams. During peacetime, Rapid Response personnel fulfill a wide variety of functions, such as search and rescue, counterterrorism, specialized law enforcement, and disaster relief. During the Dominion War, Starfleet temporarily reorganized the Rapid Response Teams and tasked them with various special missions behind enemy lines (such as the Vuldok Nor mission; see page 24).

They conducted reconnaissance, sabotage, and deception missions that proved invaluable for the war effort. A wartime Rapid Response Team was roughly equivalent to a platoon, with 20-50 personnel commanded by a lieutenant. In most teams, at least half of the members were ensigns with full Starfleet Academy training, and the rest enlisted personnel with several years of experience. Since the end of the war, the teams have returned to their peacetime table of organization.

STANDARD EQUIPMENT

Starfleet equips the typical Ground Forces soldier with a Type III phaser rifle (including phaser targeting module, if available), a Type II phaser, a force shield or individual force field generator (if available), and a Tactical Communications Suite (if available, a personal communicator and a military tricorder if not). A soldier may request additional equipment, such as a combat knife. If he provides a good reason for the request, Starfleet will fulfill it if possible. Special forces personnel usually have more specialized equipment. Rapid Response soldiers use Compression Phaser Rifles (Type-3C), for example.

Squads and platoons have additional equipment, including transport inhibitors, pattern enhancers, portable tactical displays, tetryon pulse launchers, isomagnetic disintegrators, various remote drones, communications packs, vehicles, and various tools (including replicator multitools). The amount and type of equipment assigned to a unit depends upon its role, missions, and Starfleet's current resources.

During the latter stages of the war, the Ground Forces often suffered from equipment shortages. Many soldiers had to do without their Type II phaser; even more lacked the force shield or individual force field generator.



TACTICS

Compared to most 24th century armies, the Starfleet Ground Forces seem somewhat limited in their tactical doctrines and procedures. Compared to the Klingons or Jem'Hadar, Starfleet's troops rarely take advantage of all the capabilities modern military technology offers, such as orbital bombardment, weapons that devastate entire planets, explosives that can level mountains. Starfleet personnel usually find such tactics repugnant, since they cause far more destruction and loss of life than necessary. Starfleet prefers to use the minimum force needed to accomplish its objectives. In short, the Ground Forces don't use wasteful or excessively violent tactics. This held true during the Dominion War, when Ground Forces soldiers usually found themselves defending Federation territory, and were not, unlike the Jem'Hadar, willing to lay waste their own planets rather than let them fall into enemy hands.

Rather than use brute force, the Starfleet Ground Forces relies on precise attacks, surgical strikes, and what Starfleet Command refers to as "intelligent warfare." Starfleet expects its soldiers to fight with their minds as much as their hands and eyes. Deception, trickery, and accuracy are the name of the day. When confronted with a superior enemy force, a Ground Forces commander finds a way to use his environment, the principles of science, or some unorthodox tactic to tip the balance in his favor and win the battle.

Of course, in wartime soldiers cannot always live up to such ideals. Particularly during the latter half of the war, when manpower and materiel shortages began to affect the Ground Forces, soldiers often made do with more direct, brutal methods. Starfleet kept many of them on the front lines far longer than the regulation 90-day period, and the strain affected them, diminishing their efficiency and capacity to fight. Thanks to their training and ideals, most of them soldiered on and saw the Federation through to victory, but the victims of combat fatigue and related disorders will fill Starfleet Medical's mental health facilities for years.

AFTER THE WAR

While Starfleet fared better, in many ways, than its allies, it nevertheless experienced tremendous losses during the Dominion War—losses that may affect the very nature of the organization, and how it does its job, for years or decades to come.

At the beginning of the War, Starfleet consisted of about 8,800 vessels (approximately 70% capital ships, 30% Attack Fighters). As of the signing of the Treaty of Bajor, it had 2,700 ships at 75% or greater capacity, and another 1,400 at 40-74% capacity. In short, the enemy destroyed over half of its ships. It suffered enormous personnel losses as well—nearly half a million highly trained Starfleet officers and enlisted men died at the hands of

the Jem'Hadar, Cardassians, and Breen.

The Ground Forces started the war 200,000 strong. Thanks to an intensive recruiting effort and the thousands of Federation citizens who volunteered for duty, it reached highs of 250,000 troops early in the war, and it continued recruiting personnel throughout the fighting. At the war's end it was left with 174,300 combat-capable soldiers, but had lost approximately 105,000 more on the field of battle.

Psychologically, Starfleet finds itself in a most unusual position. While elated over the victory they achieved, its personnel often find themselves overwhelmed by feelings of loss and depression. Hundreds of thousands of their comrades died, and their once-proud fleet lies almost in ruins. But for a few key events here and there, they could easily have lost the war. Officers from planets like Betazed and Bizar feel the devastation even more acutely. But despite this blow to their morale, few of them feel their struggle was in vain. They've taken the worst the galaxy could throw at them and repulsed it. In time, as the physical and psychic wounds of war heal themselves, they will come to see even more clearly just how great a triumph they achieved.

The question now confronting Starfleet Command is: where does the fleet go from here? Many in Starfleet's upper echelons want to see the organization return to its roots—to the missions of exploration, scientific discovery, and diplomacy Starfleet personnel excel at. They've had their fill of war. While threats to the safety and security of the Federation remain, none are immediate. Starfleet and the UFP can rebuild much faster than most other galactic powers due to the strength of the Federation economy and work ethic. Unprecedented opportunities exist for expanding the scope of relations with the weakened Romulan Star Empire, and to usher in a democratic Cardassian government. If Starfleet applies itself properly, it can leave future Federation citizens a peaceful, even paradisaical, quadrant as the ultimate legacy of the most terrible, destructive danger their society ever faced.

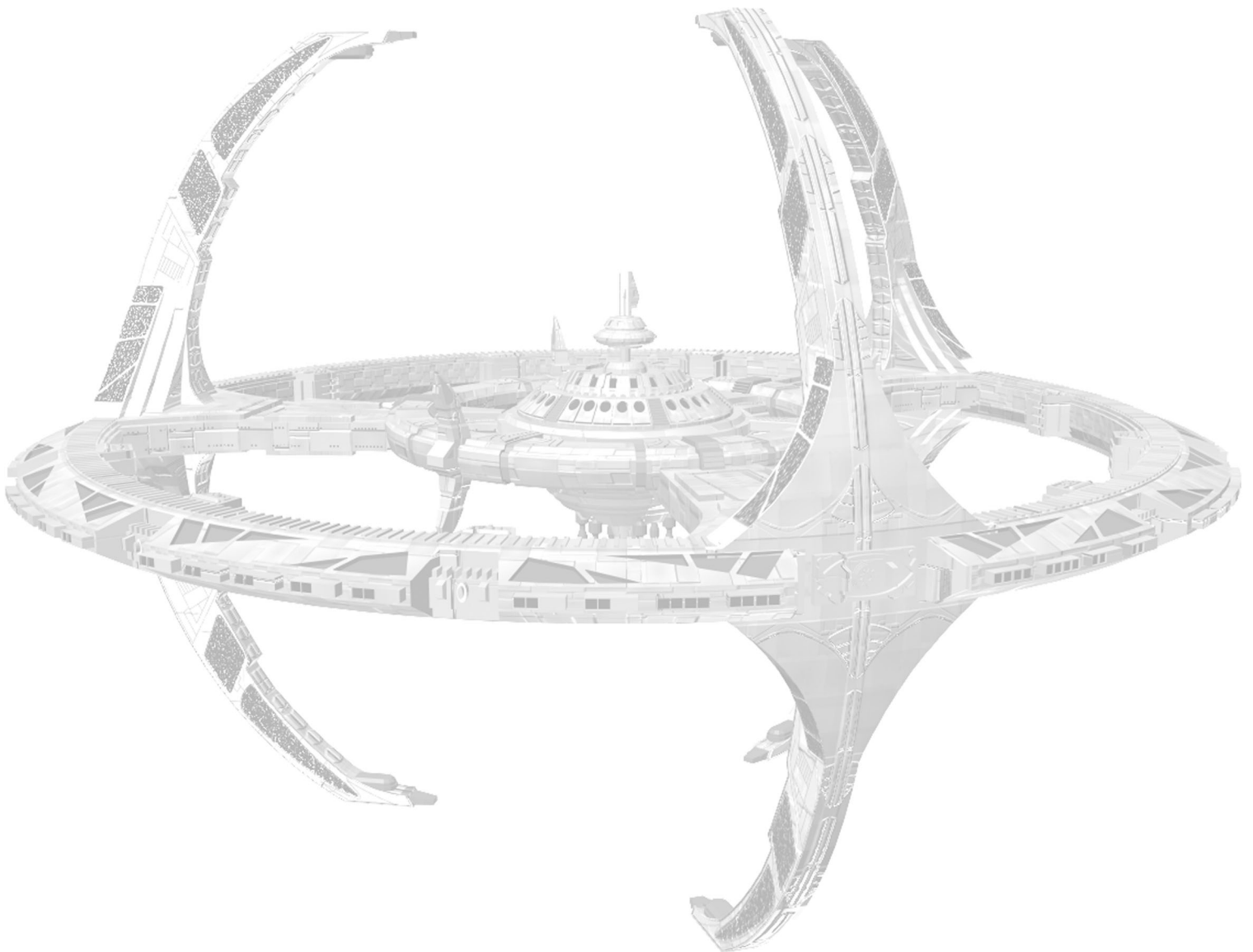
But others in Starfleet learned different lessons from the Dominion War. As they see it, the Federation fared so badly for so much of the war because *it wasn't prepared*. The fact that the UFP is a utopia, run by wise and enlightened people, doesn't mean everyone else in the galaxy shares its philosophies and ideals. Federation principles are worth upholding, but all too often they leave the UFP vulnerable to enemies who do not share them. Hope and kind intentions offer no protection against aggression.

To these people, returning to Starfleet's primary missions as if the war had not occurred would constitute a grievous mistake. Those who do not learn the lessons of history will simply repeat the mistakes of their forebears, and they believe the lesson of the Dominion War is this: *Starfleet must defend the Federation more aggressively*. The notion that "Starfleet is not a military organization" is an ultimately self-defeating one the organization must reject once and for all. It must adopt a more logical, practical, and effective military doctrine to guide it into the



25th century. Some of the specific suggestions floated by this camp include: designing more dedicated “warships” like the *Defiant* and *Akira* classes; initiating extensive research projects to upgrade all of Starfleet’s existing tactical systems, and to develop newer, better systems; reviewing and revising all of Starfleet’s tactical protocols “in light of the realities of the modern galactopolitical situation”; and taking full advantage of modern technological developments to make defense perimeters stronger and more effective (“If the Federation had simply used existing technologies to improve the Mars Defense Perimeter, 22 million innocent Humans would be alive today!” in the words of Admiral Vatel Pa’tstyr).

No one can say for certain which direction Starfleet will take; perhaps a middle road is the most likely option. But in a galaxy where the Breen and Borg still represent major threats to the safety of the Federation, no UFP citizen can deny that the need for Starfleet to protect them is very real.



THE FEDERATION'S ALLIES: THE KLINGONS AND THE ROMULANS

CHAPTER FIVE

THE KLINGON ORDER OF BATTLE

The Klingons were a crucial part of the Federation alliance, second only to Starfleet in their contribution to the war effort. Indeed, at one point only the Klingon ships could stand against the enemy while Starfleet and the Romulans figured out how to protect themselves from the Breen energy dissipator. Without the Klingons, it's doubtful the Federation could have won the war.

Readers interested in general information about the Klingons, including their military and government, should refer to *The Klingon Empire: Blood and Honor*. This chapter addresses only the nature and activities of the Klingons during the Dominion War.

WARRIORS BORN

The Klingons often describe themselves as "a warrior people." Virtually every aspect of their culture revolves, at least to some degree, around combat. Every Klingon considers himself a warrior first and foremost, and stands ready to drop whatever he's doing and go fight whenever necessary. Nor do they differentiate between "navy" and "ground forces" personnel; Klingons "cross-train" as they see fit, and expect any warrior capable of fighting to acquit himself honorably in any military role. Naturally, some Klingons prefer certain jobs on the battlefield, develop skills related to those jobs, and get assigned to them more often than not. In this way "specialists" develop, but the Klingons do not organize them into specific units the way most military organizations do. Nor do they have "special forces" units like the Rapid Response Forces; every Klingon warrior considers himself an "elite" fighter.

KLINGON FLEETS

Unlike the centralized military or quasi-military organizations maintained by the Romulans, the Cardassians, or the Federation, the Klingon military is a patchwork of different types of fleets under different commanders. Three types of Klingon fleets fought in the Dominion War: the Chancellor's Fleet; various House fleets; and the Imperial Klingon Defense Forces (IKDF). (Some renegade fleets also "joined in the fun," but on their own terms.)

Klingon internal politics and military policy are tightly interwoven. The Chancellor maintains alliances with various Great Houses of the Empire to ensure he has enough ships, combined with the Chancellor's Fleet (his personal House fleet), to patrol the borders of the Empire and enforce his will. His need for these alliances, and the leverage that grants the Great Houses, play an important role in Klingon politics. The IKDF, a holdover from the 23rd century, acts as a military bureaucracy and fleet of support ships and older vessels, not as a true "fleet" *per se*. Most Klingons have little respect for the IKDF, which they perceive as weak and less than competent. The House fleets, even though they ultimately answer only to the House leader and not to any central authority, represent true Klingon military might.





ASSEMBLING THE FLEET

This type of “organization” suits the Klingons perfectly during times of peace, or even in a typical low-intensity war like the Betreka Nebula Incident. But Klingon military planners and strategists quickly realized that it would cause problems when the Empire prosecuted a high-intensity war for its survival—something which it had not done before. They argued to Chancellor Gowron that the Klingons couldn’t oppose the Dominion by letting each House fight as it chose; that would simply prolong the Empire’s inevitable defeat in the face of a numerically and technologically superior foe. The Klingon fleets needed strong central control.

Gowron had no quarrel with a temporary reform that would give him more power, so he brought the analysts’ proposal to the High Council. Many members of the Council immediately saw the wisdom in the plan. After an extended, rancorous debate, they convinced their opponents, one by one, that Gowron was right. In a time of crisis, the Klingons proved they could put their personal differences aside and fight together for the honor and glory of the Klingon people.

But the Council disliked the idea of giving Gowron total control over their House fleets—though loyal to the Empire, they weren’t blind to Gowron’s personal ambitions. Rather than let the Chancellor’s Fleet command the assembled House fleets, the Councillors stunned the Empire by insisting that Gowron place *the IKDF* in charge of the war effort. At first the Klingons widely derided this suggestion, but they soon realized it was a logical choice: who better than the bureaucrats and logistics experts to organize and administrate the largest Klingon fleet ever assembled? After all, they freed the warriors to do what they did best: fight! When Gowron agreed to the proposal, on the condition that his chosen commander, General Martok, act as supreme commander, the warriors of the Empire agreed to the plan.

Thus, when Gowron finally called for the Houses to assemble their fleets and turn control of them over to General Martok and the IKDF, the response was unprecedented: thousands of Klingon ships, assembled in one place, devoted to a single purpose: defeating the Dominion. Klingon warriors realized this was the greatest conflict most of them would ever see. Young warriors viewed the Dominion War as the chance to blood themselves in combat and earn their first true taste of honor; older warriors saw a chance to revive the fire in their souls and die in glorious battle instead of in their beds.

No fool, Martok left the various Houses’ commanders in control of their individual units instead of replacing them. Using his own commanders would only anger skilled, popular warriors and make it all the more difficult to control his forces. But he made it absolutely clear he expected all Klingon warriors to follow his orders regardless of their personal feelings about him or the other fleets. To their credit, Klingon warriors listened and obeyed. The threat of the Dominion occupied all of their

attention, leaving little energy for internecine squabbling. Incidents of old rivalries flaring up among Klingons during the war were surprisingly few.

MARTOK’S TABLE OF ORGANIZATION

The Klingons came to the war with nearly 6,500 ships, ranging from *B’rel*-class birds of prey (Scouts, or “Light Warships” in Klingon parlance) to *Gel’tar*-class Battleships. (Gowron kept his flagship, the *Negh’Var*, at Qo’noS.) The Great Houses of the High Council brought hundreds of ships each; lesser houses provided a few dozen or whatever they could spare.

Martok subdivided his forces into one fleet for each Great House. The nucleus of each fleet was, of course, the Great House’s own fleet. Martok assigned the fleets of the lesser Houses to the Great House fleets, making each fleet roughly numerically equal. Martok placed Houses with strong rivalries or hatreds in separate fleets, to minimize disciplinary problems. (Similarly, he arranged the combat assignments to keep rival Houses apart.)

Within each fleet, Martok allowed the Great House commander to organize his forces as he saw fit. Martok didn’t care how each commander ordered his ships and troops, provided he filed the proper reports and responded promptly to Martok’s demands for ships and soldiers. Thus, whereas the House of Kang divided most of its fleet into numerically equal “wings” of approximately three to six capital ships and six to twelve smaller ships, the House of Krotmag maintained its traditional brigade, regiment, battalion, fighting wing, wing, and squadron table of organization. Its commander assigned ships from lesser fleets to form new fighting wings or battalions, or used them to fill deficiencies in House units.

Since Martok based his fleet around the oft-scorned Imperial Klingon Defense Forces, he used IKDF personnel for record-keeping, administrative, and logistical tasks, rather than letting each House fleet fend for itself to obtain supplies, reinforcements, and repairs. While many Klingons (even Martok!) grumbled about having to report to “the honorless bureaucrats,” not one complained about how the IKDF freed him up to concentrate on actual fighting.

KLINGON SPACE STRATEGY AND TACTICS

Although other species sometimes think Klingons use only straightforward, brutal attacks, in truth Klingon warriors can be tactically cagey and clever (as shown by their frequent use of cloaking devices). A victory won by deceiving or outmaneuvering the enemy is just as honorable as one involving a frontal assault. In fact, the most dangerous Klingon warriors aren’t the ones who attack pell-mell in a rage, but those who can control their fury and rationally analyze the situation so they can obtain the best result.

STARFLEET INFLUENCE

The Klingons were both influenced by, and had a significant influence on, their Starfleet allies. They fought on virtually every front during the war, always working closely with Starfleet to defend Federation territory. Therefore they usually followed Starfleet procedures. They fit their ships into Starfleet formations as instructed and obeyed Starfleet commanders placed in charge of joint task forces. At the same time, they added a healthy dose of Klingon aggression to Starfleet's more disciplined approach to fighting the enemy. Without the Klingons urging it on, Starfleet might have fought defensively for much longer than it did.

But Starfleet often gave the Klingons plenty of freedom. On many occasions Starfleet or General Martok assigned Klingons missions to perform on their own instead of making them work with Starfleet ships. For example, since Klingon raiding tactics work well against supply convoys, Klingon-only wings often attacked Dominion-Cardassian cargo ships and escorts. This suited the Klingon warriors just fine, since it kept Starfleet regulations and niceties from hampering them too much. They could fight the Jem'Hadar on their own terms: making superluminal suicide attacks; orbitally bombarding Jem'Hadar positions; triggering solar flares to destroy military production facilities; and using biogenic weapons tailored to affect only their enemies. Even Klingon Intelligence worked overtime performing sabotage and reconnaissance mission, earning the grudging respect of Klingon warriors whose lives KI's efforts saved.

SPECIFIC TACTICS

Some of the specific tactics and combat doctrines used by Klingon ships and warriors in space include:

Total combat: Unlike the other combatants in the Dominion War, the Klingons don't keep their flagships to the rear of a battle to orchestrate the activities of the other ships. Instead, *all* ships, from the flagship to the smallest fighter, get involved in the fighting. The Klingon command expects the commander of a wing to fight and lead his troops at the same time.

Triangular formations: During the Dominion War, the Klingons preferred to organize their ships into sub-groups of three, which allowed them to surround an enemy and concentrate fire on him. When attacking larger targets, they expanded the three-group into a squadron of six or nine ships. For this reason, the total number of vessels in most Klingon starship units is evenly divisible by three.

Gornag Maneuver: Developed by the renowned General Gornag, who fought the Cardassians during the Betreka Nebula Incident, this maneuver exploits a weakness in Cardassian EPS systems (Cardassian vessels built after 2371 no longer have this weakness). Cardassian ships have a special type of power junction just a few meters from each of their spiral-wave disruptors. By maneuvering in very close to the target ship (which usu-

HOUSE KANG FLEET WING 327

One of the most renowned wings of the House of Kang, itself among the greatest houses of the Empire, is Wing 327. Commanded by totlh Krotar To'ghelj ("Krotmar the Scarred"), the 327th fought at Kalandra, Chin'toka, Daxura, and many other important battles, acquitting itself honorably every time. Its pilots and soldiers are known for their willingness to take on any opponent or challenge, no matter how dangerous.

Ship	Class	Commander
Flagship		
<i>I.K.V. Rek'trel</i>	<i>Torath</i>	totlh Krotar To'ghelj
Capital Ships		
<i>I.K.V. Var'tang</i>	<i>Vor'cha</i>	HoD Bronaf
<i>I.K.V. Ch'groth</i>	<i>Vor'cha</i>	HoD Drenaf
<i>I.K.V. Morta</i>	<i>K'vort</i>	HoD Nagtor
<i>I.K.V. Qa'meg</i>	<i>K'vort</i>	HoD Sogas
<i>I.K.V. LoHQo</i>	<i>K'vort</i>	HoD Grokar
Smaller Ships		
<i>I.K.V. TaSorD</i>	<i>B'rel</i>	HoD Hotan
<i>I.K.V. Dor'geth</i>	<i>B'rel</i>	HoD Trogel
<i>I.K.V. Sa'trin</i>	<i>B'rel</i>	HoD Renkar
<i>I.K.V. ToH'la</i>	<i>B'rel</i>	HoD Qag'leth
<i>I.K.V. Pragh</i>	<i>B'rel</i>	HoD Melga
<i>I.K.V. Boghara</i>	<i>B'rel</i>	HoD Deglen
<i>I.K.V. JevbeD</i>	<i>Qa'cheng</i>	HoD Dren
<i>I.K.V. Qa'tlhab</i>	<i>Brakt</i>	HoD Kara
<i>I.K.V. Kahle'mln</i>	<i>Bla'koth</i>	HoD Pelag

ally involves some skilled flying, due to the number and placement of weapons on Cardassian ships), the Klingons can hit a disruptor power junction with an energy beam, creating an overload in the EPS system which causes explosions throughout the Cardassian ship and decreases its ability to provide power to its systems. (Targeting a disruptor power junction requires a Klingon ship to get within Point Blank beam weapon range and make an attack Test at +8 Difficulty. A hit which causes damage to the junction causes an extra 4d6 damage to the target (no defense applies) and reduces its Power by 10%.)

Chokath HoHwl': This attack, the "Triangle of Death," uses the placement of weapons on a bird of prey to bypass a target's shields with a torpedo (Starfleet calls this "shield dimpling"). In attack mode, a bird of prey lowers its "wings," forming a triangle between the disruptors on the tips of the wings and the torpedo launcher in the forward section of the command hull. The ship fires the disruptors, then, a microsecond later, launches a torpedo at the same point on the target. If the ship times the attack correctly, the disruptor blast weakens the shields at that point, allowing the torpedo to pass through unhindered and hit the target ship directly. (The attacking character performs two actions, one after the other, with the usual Multiple Action Penalty. First he fires a beam weapon, then a torpedo. The torpedo attack is at +5 Difficulty. If the attack succeeds, the torpedo bypasses the shields and hits the target ship directly. If the torpedo attack fails, the beam weapon does no damage to the shields and the torpedo doesn't bypass them (but it does damage them normally); if it Dramatically Fails, the beam



weapon destroys the torpedo, and neither attack damages the target at all.)

Cloaking devices: While cloaking devices weren't as much help to the Klingons in the Dominion War as in most conflicts (due to Dominion tachyon scanner technology), they still provided a significant advantage in many circumstances. The Klingon tactic of choice when appropriate is the "decloak and strafe." A wing or unit approaches the target while cloaked, decloaks right before reaching beam weapon range to the target, fires at the target, and then either returns for another pass or decloaks and leaves the scene of the attack. Sometimes the Klingons only *pretend* to leave, remaining nearby until repair crews start work. Then they attack again, completely destroying both the target and its repair resources.

Raiding: The Klingons often prefer pitched battles, but the nature of the Dominion War meant that conducting raids on enemy outposts and stations often proved more effective. With their "decloak and strafe" maneuver, the Klingons were well-suited to such attacks. After the Federation alliance penetrated Cardassian space in early 2375, the Klingons made frequent raids on enemy positions.

Bridge assaults: The Klingons have even found ways to introduce hand-to-hand combat into space warfare. They beam a group of warriors onto a target's bridge, *bat'leths* in hand, to cut down the enemy's officers and take over the bridge (and thus, in effect, the entire ship or station). Using this tactic, they can capture an enemy ship virtually intact, allowing them to study it, or even use it against the enemy. Of course, this tactic won't work when a target's shields are up, so the Klingons must make a "decloak and beam" run before the target has a chance to raise shields, or knock the target's shields down with conventional attacks. Bridge assaults didn't work quite as well in the Dominion War as in most conflicts, since the Jem'Hadar could fight back against Klingon boarders much better than the average Alpha Quadrant humanoid.

KLINGON GROUND WARFARE

Although the Klingons are skilled starship combatants, it's ground warfare they particularly excel at. Being down in the trenches, fighting man to man against the enemy, sings to the Klingon soul. The battle comes down to steel and sinew and blood, without shields or torpedoes or anything else to get between two warriors, each doing his best to defeat the other with nothing more than strength and skill.

That, of course, is a romanticized picture of ground combat, but one many Klingons subscribe to. To them, hand-to-hand combat represents the ultimate opportunity to prove one's mettle as a warrior—to fight and defeat the enemy without weapons of mass destruction or other technological impedimenta. But even among the Klingons, modern ground forces use a lot of technology and long-range weapons, from artillery to missiles. Regardless of the weapons involved, though, Klingons

make superb ground warriors. During the Dominion War, only the Jem'Hadar matched them for strength, resilience, and ferocity. Encounters between Klingon and Jem'Hadar armies, such as on Argolas III or Gamma Reticula IV, were some of the most violent, brutal, and bloody combats in either species's history. A Klingon warrior who survived the battle for Gamma Reticula, where the Jem'Hadar killed over four-fifths of the Klingons before the Klingons won, automatically receives an extra measure of respect from his fellow warriors.

UNITS AND SOLDIERS

As with space fleets, each Klingon House organizes its warriors for ground combat as it sees fit. During the Dominion War, pursuant to General Martok's suggestion, most used the following levels of command: division (about 10,000 warriors, commanded by a *Sa'* [general] or *totlh* [commodore]); brigade (about 2,500 warriors, commanded by a *'ech* [brigadier]); battalion (about 500 warriors, commanded by a *HoH* [captain]); company (about 100 warriors, commanded by a *la'* [commander]); platoon (about 25 warriors, commanded by a *Sogh* [lieutenant]); and squad (about 5 warriors, commanded by an officer or noncommissioned officer lower in rank than lieutenant). Standardizing unit sizes across the force made it easier for the IKDF to perform its administrative duties.

The typical Klingon soldier fighting the Dominion War carried the following equipment: a disruptor rifle or disruptor (depending on individual preference or mission profile); a *bat'leth*; a secondary melee weapon (such as a *d'k tahg* or *mek'leth*); a photon grenade or two; and miscellaneous equipment (such as a tricorder, rations, and tools). Each warrior wore the traditional Klingon leather and metal armor (+2 Protection versus physical attacks, +1 Protection versus energy). Within a squad, at least one warrior, if not more, carried the following: a military tricorder; a disruptor rifle (or, if the squad members already carry rifles, a heavier weapon such as an isomagnetic disintegrator); a grenade launcher and extra grenades; enhanced communications equipment; and a medical kit.

TACTICS

Unsurprisingly, the Klingons usually approach ground warfare with bluntness and ferocity. Instead of teaching soldiers fancy, complicated maneuvers, they allow each warrior to use his martial abilities as he sees fit. Sometimes this results in a squad of Klingons charging at an enemy with no semblance of formation or "discipline," but the smartest Klingons quickly learn that they're more effective on the battlefield, and thus earn more glory and honor, when they work together with their squadmates.

Rather than exchanging disruptor fire with an enemy dozens of yards away, Klingons prefer to engage the enemy up close, in hand-to-hand range if possible, where their natural strength and toughness give them an edge. Typically Klingons with heavy weapons will lay down cov-



ering fire so their squadmates can approach the enemy (perhaps by moving from cover to cover until they're close enough to leap into the fray). Once the melee starts, they sling their heavy weapons and join their brethren in combat.

Once they take ground, Klingons fight like sabre bears to keep it. Many of them regard retreating as dishonorable and refuse to do it except in the most desperate circumstances; they'd rather die fighting an advancing enemy than live with the shame of running away. Thus, Klingon units often find themselves stranded behind enemy lines (in which case it's not considered dishonorable to fight their way back to Klingon territory). If trapped in the open or surrounded, Klingons fight back-to-back to protect each other. In an intact squad, the three lightest-armed Klingons form a triangle around the squadmates carrying heavy weapons, trying to protect them long enough for them to blast a way to safety for the squad.

Klingon troops prefer not to send for help—a true warrior can handle any challenge by himself! But when a unit cannot take a target alone, it summons reinforcements or calls in an artillery or orbital bombardment strike. The Klingons have no qualms about obliterating a target or enemy unit with emplaced or orbital weapons, provided they have no reason to take the target intact. But because they view such victories as “less honorable” (not *dishonorable*), they don't use such tactics as frequently as they otherwise might.

Klingons rely on disruptor tanks and other military ground vehicles more than Starfleet does. Klingon tanks and attack skimmers often clear a path for troops on foot to follow. A skilled tank pilot can earn much honor by successfully attacking an enemy tank, weapons emplacement, or fortification. On the other hand, some Klingons regard using a tank against ordinary ground troops as “overkill” and thus less honorable—a true Klingon warrior would take on those enemy soldiers hand-to-hand.

AFTER THE WAR

The Klingons started the Dominion War with 6,500 ships. Thanks in part to Chancellor Gowron's mismanagement during the latter stages of the war, they ended it with approximately 1,350 ships intact, at least half of which were only at 50-75% capacity. Nearly 200,000 Klingons were killed in space or ground battles, a remarkable number given Klingon resistance to injury and *brak'lul* organ duplication.

The Klingon Empire now finds itself at something of a crossroads. While the IKDF and House fleets are but a shadow of their pre-war strength, ship production facilities suffered little damage during the war; Klingon engineers began building new ships right away. But under Martok's new regime, some Klingons ask: should we simply step back onto the same old path, or do we have other options available, ones that can restore true honor and nobility to our moribund Empire? These Klingons

seek genuine reform—changes to improve Klingon society without sacrificing its vaunted warrior ethic and principles. Only time will tell whether their voices attract enough attention in the High Council to make a real difference. (For extensive discussion of the post-war Klingon politics, refer to *The Klingon Empire: Blood and Honor*.)

THE ROMULAN ORDER OF BATTLE

Although they only fought in the Dominion War half as long as Starfleet or the Klingons, the Romulans were a valuable part of the Federation alliance. Indeed, without their entry into the war in late 2374, it's doubtful Starfleet and the Klingons could have defeated the Dominion-Cardassian alliance. Their bold and heroic conduct during the war, including the liberation of Benezar and participation in the liberation of Betazed, has earned them unprecedented respect and admiration in the eyes of billions of Federation citizens, and given both Starfleet and the Klingon Empire a new appreciation for Romulan military might.

THE ROMULAN STAR NAVY

The Romulan Star Navy occupies a sort of middle position between Starfleet and the Klingon military. At least in theory, the Star Navy possesses a high degree of central authority, emanating from the Praetor and the High Tribunal through the Romulan Star Command out to the individual fleets—just like Starfleet. But while Star Command does exercise extensive control over many elements of the Star Navy, in practice, Romulan political concerns fracture the military authority—much like the Klingons. Besides the Praetorian Fleet and the Command Fleets, various senators and political coalitions possess fleets of their own. The internal politics of the Star Navy make things very interesting for its personnel, and while politics rarely has a significant adverse impact on the Romulans' ability to fight effectively, no experienced Romulan officer can deny that the constant infighting and jockeying for position sometimes causes problems.

Fortunately, those problems never arose during the Dominion War. While the average Romulan officer is a political creature, even political creatures recognize when it's time to stop fighting their fellows because a greater threat looms on the horizon. Once they entered the war, the Romulans realized the Dominion represented a danger to the very existence of the Empire. A Dominion triumph would mean the end of *D'era*, as the Romulans found themselves trapped between victorious invaders from the Gamma Quadrant on one side, and the Taurhai on the other. The thought of such defeat was intolerable, so all Romulans cast aside their personal differences to fight against a common enemy. They took advantage of the opportunity to gather information on their allies, of



course—never before had Romulan ships penetrated so far into Federation space—but at all times they remained aware of their primary mission: defeating the Dominion.

ORGANIZATION DURING THE DOMINION WAR

The Romulan Star Navy uses a multifaceted organizational system. First, it groups ships into various fleets—Command Fleets, the Praetorian Fleet, senatorial and coalition fleets, and others. Second, it places each fleet under the control of one of its “commands,” such as the Star Command (the general administrative and logistical branch of the Star Navy, and thus the default assignment for most fleets), Exploration Command, Pacification Command, Occupation Command, and so forth. Negotiating the hierarchy of authority often seems a Sisyphean task. (For more details on the structure of the Romulan Star Navy, please refer to pages 37-50 of *The Romulans*, Book One of the *Way of D’era* boxed set.)

While this system suits the Romulans quite well during peacetime or low-intensity conflicts, it works poorly during a major conflict such as the Dominion War. To oversee and control fleets and officers in wartime, Star Command establishes *Tellas Vornai*—“field hierarchies,” nonstandard chains of command. Rather than upset the political applecart by appointing existing flag or line officers to command positions within the field hierarchies, Star Command turns to the *Tal Diann*, the Star Navy’s internal affairs and military intelligence division. The *belisaro*, or “legates,” of the *Tal Diann* become the commanders of the unified Star Navy. As such, they have the power to promote and demote, order troop movements, choose strategies, and otherwise conduct war in the Praetor’s name. Some centurions object to the heavy-handed nature of the legates’ actions, and disagree with their decisions, but Romulan law give the legates ultimate field authority in these matters.

When the Romulans declared war on the Dominion, the Praetor appointed Velal, *Ar’nal* of Command Fleet 13, as *Ar’nal Belisarus*, or “Prime Legate.” A veteran of the Romulan military and political scene with over 30 years’ experience fighting the Taurhai, the Federation, and other enemies of the Empire, Velal was an ideal choice for the job. With his razor-sharp intellect and (often grudging and arrogance-tinged) respect for his Starfleet and Klingon allies, he directed the Romulan war effort with skill and determination.

VELAL’S TABLE OF ORGANIZATION

Acting in the name of the Praetor and the High Tribunal, *Ar’nal* Velal assembled a force of nearly 7,000 ships in 25 fleets. Fourteen of those fleets were Command Fleets; the rest were mainly senatorial and coalition fleets from political factions supporting the Star Empire’s entry into the war. The other Command Fleets remained behind to protect the Praetor, check senatorial ambitions, prevent enemy invasions of Romulan space, and deal with the

Taurhai menace.

Using the legate system, Velal reorganized his forces for maximum efficiency. He divided his ships into three roughly equal “war navies” by astrographical region. Each fleet within a war navy answered to a legate, and those legates in turn reported to Naval Legates in charge of the war navies. Together with certain select centurions and other officers, the legates and Naval Legates formed Velal’s “War Council”—his body of advisors. Many ambitious Romulans jockeyed for positions on the Council, knowing victory in the war would make their political fortunes, but Velal did his best to choose competent military personnel instead of yes-men.

The fleets composing the war navies kept their traditional organizational structure. Their largest level of organization, the *Avara* or “century,” includes approximately one hundred ships (most fleets consist of three centuries, or about 275-350 ships). *Ar’nals* (roughly equivalent to Starfleet admirals) subdivide centuries into “command wings,” each led by (and named after) a “wingship” and its captain. Most command wings contain 10-20 ships.

ROMULAN SPACE STRATEGY AND TACTICS

Since they entered the war late, the Romulans were initially content to follow the directions of Starfleet (but not of the brutish Klingons). As soon as they learned the lay of the battlefield and tasted the enemy’s tactics, they chose to operate mostly on their own, in all-Romulan fleets. They remained in close contact with Starfleet Command and General Martok, and Starfleet kept a wary eye on all Romulan activities within Federation space. But the allies allowed the Romulans to work by themselves as much as possible, since they repeatedly proved just how effectively they could fight.

GENERAL ROMULAN TACTICS

The Romulans suffered much more extensive ship casualties during the Dominion War than one would expect given the average size and strength of their vessels. One of the reasons this happened is that many of their preferred tactics don’t work as well in pitched battles as in small skirmishes and cold war confrontations. The Romulans generally favor tactics of deception and subterfuge. They analyze the enemy, draw him out, and then, using elaborate plans developed long in advance, strike at the moment of his greatest disadvantage to achieve victory. Or they use their cloaking devices to get close to the enemy and attack from surprise before he even knows they’re there. But a ship can’t cloak in the middle of a large battle (see page 38), and the constantly shifting battlefields and fronts of the Dominion War denied the Romulans the chance to plan all the aspects of their attack down to the minute level of detail they prefer.

After Velal and his War Council realized this, they reverted to tactics developed in battle against the Taurhai decades before, involving maneuvering wings in complex, deadly formations. These formations increase the effectiveness of Romulan firepower while giving the ships greater mobility than Dominion and Cardassian formations (which used more static defense tactics). The awesome sight of a quartet of *D'deridex*-class Heavy Warbirds surrounded by *T'rasus*-class Light Starbirds and *D'gerok*-class Assault Gunships, all moving in precise formation and unleashing their combined firepower to destroy a Jem'Hadar Battle Cruiser or Carrier, stirred Federation alliance hearts time and again.

SPECIFIC TACTICS: CLOAKING DEVICE

Decloak and Strike: For many years, the Romulans have experienced success with one simple combat maneuver: decloak right in front of a target and blast it with a plasma torpedo. At close ranges, a single plasma torpedo cripples or destroys most capital ships. While the Dominion's tachyon scanners reduced the effectiveness of this tactic, it still accounted for a significant number of enemy casualties.

The Mordet Maneuver: While few ships dare to use a cloak in the middle of a battle, the Romulans have discovered that a group of cloaked ships can flank an enemy easily. Before the battle begins, a small command wing of Romulan ships at the rear of the fleet cloaks and stops moving. Once the battle occupies the Dominion ships' attention, they maneuver around the outside of the battle (where there's much less chance of a collision or stray energy blast hitting a cloaked ship) and flank the enemy, often beginning with a decloak and strike maneuver.

Evasive Maneuver Chel-Akep: When pursued by an enemy vessel, the Romulan ship cloaks, immediately changing its line of flight to prevent the enemy from guessing where it is. Then it launches a cloaked probe. The probe emits an energy signature matching the ship's, and has a slight flaw in its cloak so the enemy can detect the "ship's" location. As it pursues and attacks the probe, the real ship circles in for a decloak and strike, or makes good its escape.

SPECIFIC TACTICS: OTHER TACTICS

No fighters: The Romulans employ no fighter craft, preferring instead to rely solely on capital ships. As a result, most of their attack and defense formations are more fluid, and involve more maneuvering, than those of forces which use fighters. Romulan wings form themselves into large, impressive moving "blocks" of ships, usually rectangular or square-shaped, striking at targets in tandem or in small sub-wings.

Krellus Envelopment: A wing chooses a single ship of Size 8 or larger as its target. It flies straight at the target, breaking into two or more sections to surround it

THE V'KORRAN COMMAND WING

The V'korran command wing enjoys the distinction of being the only command wing in the entire Star Navy to not lose a single ship in the final battle for Cardassia. While the enemy destroyed one Romulan vessel after another, Centurion T'gral's cool head while under fire and brilliant small unit tactical skills kept her wing safe and sound while it inflicted extensive casualties on the enemy.

Ship	Class	Commander
<i>V'korran</i>	<i>D'deridex</i>	Centurion T'gral
<i>Tronath</i>	<i>D'deridex</i>	Centurion Kronac
<i>Vorset</i>	<i>T'korex</i>	Centurion Verdai
<i>Kal'tarin</i>	<i>V'tir</i>	Centurion Lobar
<i>Ta'virix</i>	<i>D'valek</i>	Centurion Dornak
<i>So'deron</i>	<i>Nelvek</i>	Centurion T'veroth
<i>Lotura</i>	<i>Nelvek</i>	Centurion Grena
<i>Rodalus</i>	<i>Meret</i>	Centurion Sheldran
<i>Kradix</i>	<i>D'gerok</i>	Centurion Jonat
<i>Pel'shar</i>	<i>D'gerok</i>	Centurion T'lora
<i>V'del</i>	<i>Serex</i>	Centurion Trelak
<i>Galerok</i>	<i>D'tavan</i>	Centurion Goreth
<i>Salkora T'ren</i>	<i>Deresus</i>	Centurion Pregat
<i>Mengasa</i>	<i>Deresus</i>	Centurion Karem
<i>D'shala</i>	<i>Deresus</i>	Centurion Rodak

completely. Once it surrounds the target, all of its ships fire at the target until they destroy it, carefully choosing firing angles so they won't hit a wingmate if they miss. (All ships in the wing make a Moderate (7) Starship Tactics Test each round as an Immediate Action; all ships in the wing receive a +1 Test Result bonus for attacks on the target that round for every three ships that succeed with their Starship Tactics Test (add one ship to the total for each Dramatic Success, subtract two for every Dramatic Failure). Thus, if seven ships out of a 15-ship wing succeed with their Starship Tactics Test, all ships get a +2 Test Result bonus for attacks on the target that round. In subsequent rounds, the ships have to make a new Starship Tactics Test as an Opposed Test against the target's commander to maintain the envelopment and calculate the bonus.)

Defensive Pattern Kar-Sotar: When one ship in a wing (particularly the flagship) has taken an excessive amount of damage and the wing commander wants to protect it from further enemy attacks, he orders the wing to use this maneuver. It involves a complex interweaving of ships as they fly around the damaged ship, protecting it from incoming attacks. (All ships in the wing must maneuver between attackers and the damaged ship every round they wish to maintain this defense. Each ship makes a Moderate (7) Starship Tactics (Romulan) Test as an Immediate Action (add one ship to the total for each Dramatic Success, subtract two for every Dramatic Failure). For every five ships which succeed with the Test, the wing commander defines one attacker the maneuver effects. Those attackers suffer a +2 Difficulty penalty to hit the protected ship. The Romulans must roll again each round to maintain the penalty.)



Attack Pattern Chora-Kenet: Known to Starfleet as the "capital wing strafe" maneuver, Attack Pattern Chora-Kenet involves a strafing run by an entire Romulan wing. As a group they fly by a single target, unleashing everything they have at it. The lead ships in the wing are responsible for attacking any ships or objects blocking the flight path.

ROMULAN GROUND FORCES

Although it's much smaller than the Star Navy, the Romulan Ground Forces (RGF) plays many important roles in the Romulan military. The Ground Forces is a separate branch of service with its own supreme commander, Major-General Korel Rendak. However, it works so closely with the Pacification and Occupation Commands of the Star Navy that most Romulans think of it, and its personnel, as belonging to the Star Navy.

Just like Romulan ships, the Ground Forces came under heavy enemy fire wherever it fought. Of approximately 190,000 personnel sent to the war, only a few *lagor'val* (regiments') worth survived. A Romulan commander, General Nevet, received a commendation from the Senate for his bold and heroic actions in saving even that many after a much larger Jem'Hadar force trapped him and the bulk of his troops behind enemy lines on Chin'toka.

UNITS AND SOLDIERS

The RGF rank structure and table of organization differs from that of the Star Navy. Most soldiers hold the rank of "Trooper." Above them one finds, from lowest to highest, Sergeants, Sublieutenants, Lieutenants, Captains, Majors, Centurions, and Generals. The Ground Forces reserves the title "Major-General" for its supreme commander, who answers directly to the High Tribunal.

The basic unit of the RGF is the *ter'val* ("squad"), consisting of five to 13 troopers typically commanded by one sergeant and one sublieutenant. Two to three squads form a *rost'val* ("platoon") of 20-50 troops commanded by a lieutenant or captain. *Al'gess'val* ("companies") include three to four platoons with a total of 80-175 men; captains command them. *Al'gess'val* are grouped into *unsha'val* ("brigades") of 1,000 soldiers commanded by majors, *tresh'val* ("battalions") and *lagor'val* ("regiments") commanded by colonels (with 3,000-5,000 and 8,000-12,000 soldiers, respectively), *keth'val* ("divisions") of 20,000-30,000 soldiers commanded by generals, and finally *barhet'val* ("legions," equivalent to corps) of 80,000-100,000 soldiers also commanded by generals. (Note that the Romulans re-arrange the normal order of battalion, regiment, brigade as brigade, battalion, regiment.) As of the date the Romulans entered the Dominion War, the Ground Forces consisted of five legions totalling slightly over 500,000 men; two of these legions were sent to fight the Dominion. All Romulan soldiers, from the lowliest trooper right up to the Major-General himself,

graduate from the Korath Tanar Military Training College on Derassa IV.

The Ground Forces soldier wears a uniform similar to that of Star Navy personnel, but dark forest green in color instead of steel grey. The shape and style of the uniform's harness indicates rank. During the Dominion War, the High Tribunal issued each soldier the following equipment: Type R-7 Disruptor Rifle; Type 3 Disruptor Pistol (the standard model, also used by Star Navy personnel); a Romulan military tricorder; a pack or bandolier containing four Disruptor Grenades; a multifunctional combat knife; a personal communicator; a soldier's field medkit; and miscellaneous tools and provisions. (See pages 62-65 of *The Romulans*, Chapter Twelve of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook, or the *Military Technology* chapter of this book for game statistics for most of these items.)

ELITE UNITS

The RGF fields three elite units, each formed as a joint project with the Pacification Command of the Star Navy (and ultimately commanded by Pacification). The largest of these is the *Tal Shava*, or Imperial Marines. Experts at getting onto and conquering enemy-occupied planets, they were a key component of the offensives to retake Benzar and parts of the Kalandra Sector.

The Imperial Shrikes, or *Teth Koros*, enjoy an even more enviable reputation. They recruit from the Imperial Marines, taking members of the *Tal Shava* and giving them infiltration and sabotage training in addition to their superb military skills. A single platoon of Imperial Shrikes can penetrate enemy territory undetected and pin down an entire division with its assassination strikes, lightning assaults, and military trickery.

The Empire's elite of the elite is the *Ventava Legion*, the 2,000 most skilled warriors of Romulus. They recruit only *Tal Shava* or *Teth Koros* veterans with at least three years' field experience, and the admission test is so harsh and brutal that only half of those who take it survive. They perform missions even the Imperial Shrikes blanch at, and they treat their enemies with a brutality that's made them infamous throughout the galaxy.

During the Dominion War, the Romulan elite forces retook several planets occupied by the enemy. Without them, it would have taken the Federation alliance much longer to free Betazed and several Kalandra Sector worlds. While the brutality of their methods created some friction between Starfleet and Ar'nal Velal's staff, the two allies always found a way to work together to reach their common goal.

TACTICS

Except, perhaps, for the Starfleet Ground Forces, the RGF employs the most sophisticated approach to ground warfare of any of the major Alpha and Beta Quadrant species. Its combination of ordinary troops, heavy weap-



ons units (including artillery), and mechanized forces provide it with a great deal of tactical flexibility.

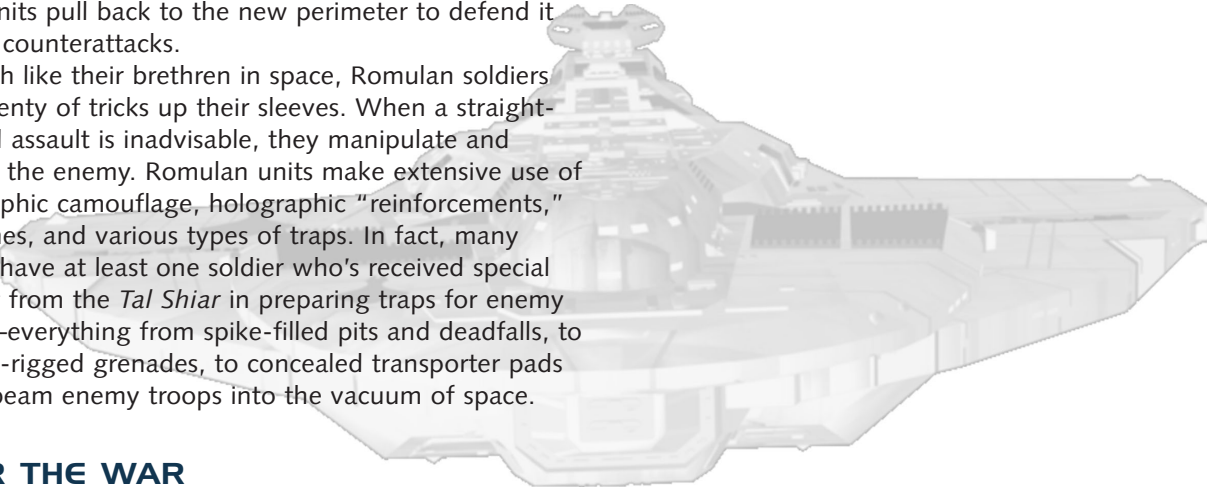
The Ground Forces prefers to operate at the *rost'val* (platoon) level of organization whenever possible. Squads work well for discrete minor missions, but ordinarily commanders would rather send an entire platoon (or larger unit) to capture an objective or defend an area. Since most other governments rely more heavily on squads, this often gives the Romulans a numerical advantage in an encounter. They can also form multidisciplinary platoons by mixing squads. A platoon with one regular squad, one heavy weapons squad, and one mechanized squad gives its soldiers both many different options for responding to an enemy, and the opportunity to learn how to use each others' equipment.

In a typical Romulan advance, a mechanized platoon consisting of both ground and air vehicles moves forward, breaking ground and providing cover for regular and heavy weapons platoons. Once they reach their desired perimeter, the soldiers eliminate any remaining enemy forces and set up transport inhibitors. Then the mechanized units pull back to the new perimeter to defend it against counterattacks.

Much like their brethren in space, Romulan soldiers have plenty of tricks up their sleeves. When a straightforward assault is inadvisable, they manipulate and deceive the enemy. Romulan units make extensive use of holographic camouflage, holographic "reinforcements," ambushes, and various types of traps. In fact, many squads have at least one soldier who's received special training from the *Tal Shiar* in preparing traps for enemy forces—everything from spike-filled pits and deadfalls, to tripwire-rigged grenades, to concealed transporter pads which beam enemy troops into the vacuum of space.

fewer than Starfleet, but still too many. The loss of so many ships—over a dozen fleets' worth—and personnel leaves the Star Empire militarily vulnerable to the Taurhai, and the Praetor politically vulnerable to some charismatic senators and coalition leaders.

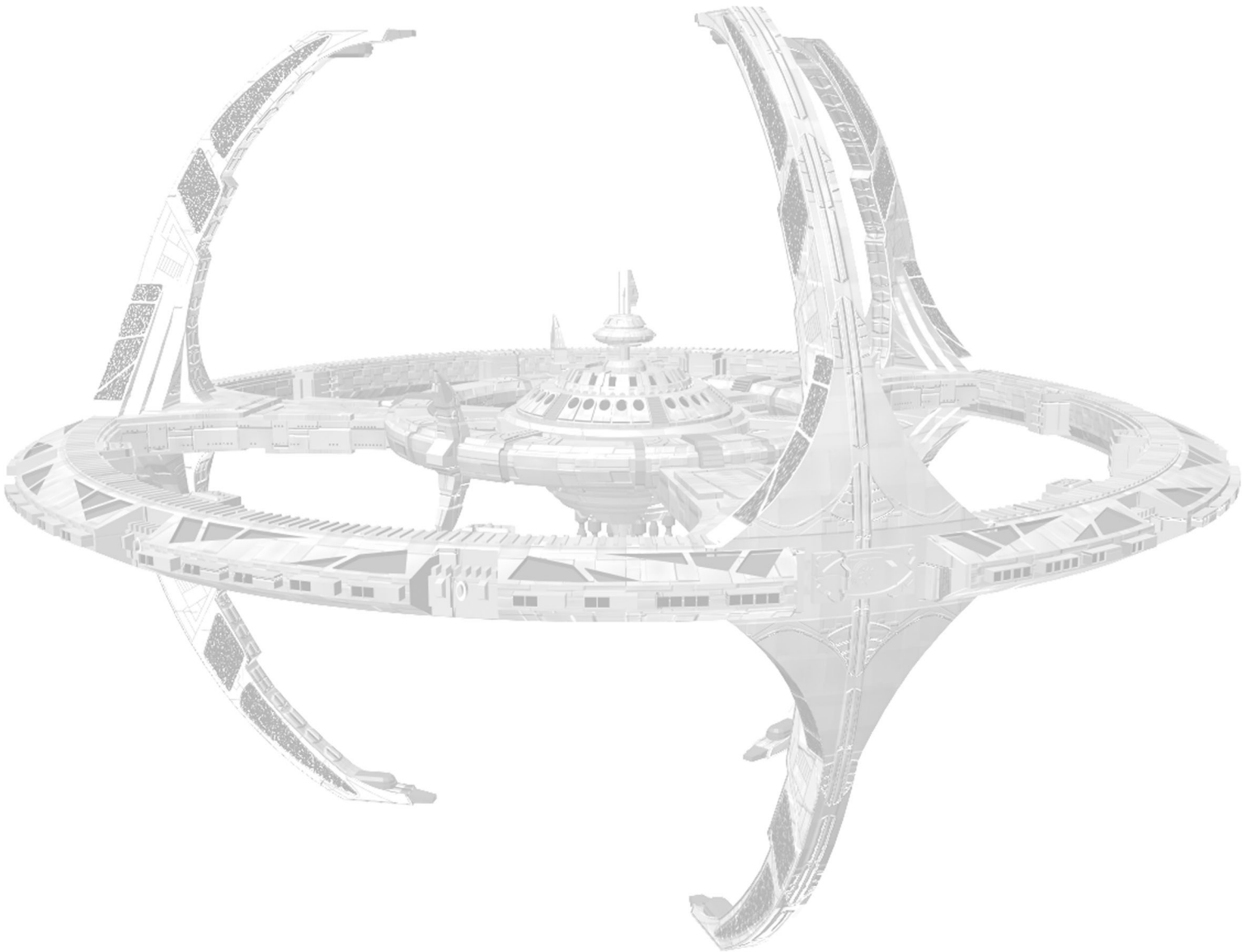
One positive effect of the Empire's involvement in the war was an increase in Federation-Romulan contact. Fighting side by side against a common enemy helped to thaw relations between the two governments, to the extent that Starfleet personnel attended conferences on Romulus itself and Romulan fleets flew unhindered through core Federation space. Neither government has completely abandoned its cautionary stance toward the other yet, but they have set the stage for a possible normalization of relations. Whether the Federation and the Romulans can put aside their longstanding differences and reach an accord, perhaps even an alliance, depends on future conduct, but at least they're making some progress towards peace.



AFTER THE WAR

Despite their skill and determination, the Romulan forces suffered significant losses during the war. Recognizing the threat implicit in the Romulan ships, which are larger and more powerfully armed than comparative Starfleet and Klingon ships, the Jem'Hadar and Cardassians attacked them aggressively. An examination of captured Dominion records later revealed that the Founder Leader specifically ordered the Jem'Hadar to concentrate attacks on the "treacherous" Romulan ships. Furious over the Romulans' "betrayal" of the Dominion, a betrayal she believed the *Tal Shiar* engineered, she was determined to make them pay for abrogating the non-aggression pact.

In a year's worth of fighting, the Romulans lost over 5,500 of their ships to Dominion-Cardassian-Breen attacks (and most of the surviving ships returned to Romulus badly damaged). Greatest of the losses was the *Ko'nar*, Ar'nal Velal's advanced *Vereleus*-class flagship and the pride of the Star Navy, destroyed by the Jem'Hadar with all hands aboard during the final assault on Cardassia. In all the Romulans suffered nearly 200,000 casualties—far



THE DOMINION ORDER OF BATTLE

CHAPTER SIX

The most ruthless and technologically advanced government in the Dominion War, the Dominion invaded the Alpha Quadrant to extend its control over vast new territories. It started a war of aggression, pure and simple, making no attempt to justify its actions morally or philosophically other than to claim the Founders wanted to “spread order throughout the galaxy”—their order.

DOMINION MILITARY DOCTRINE AND HISTORY

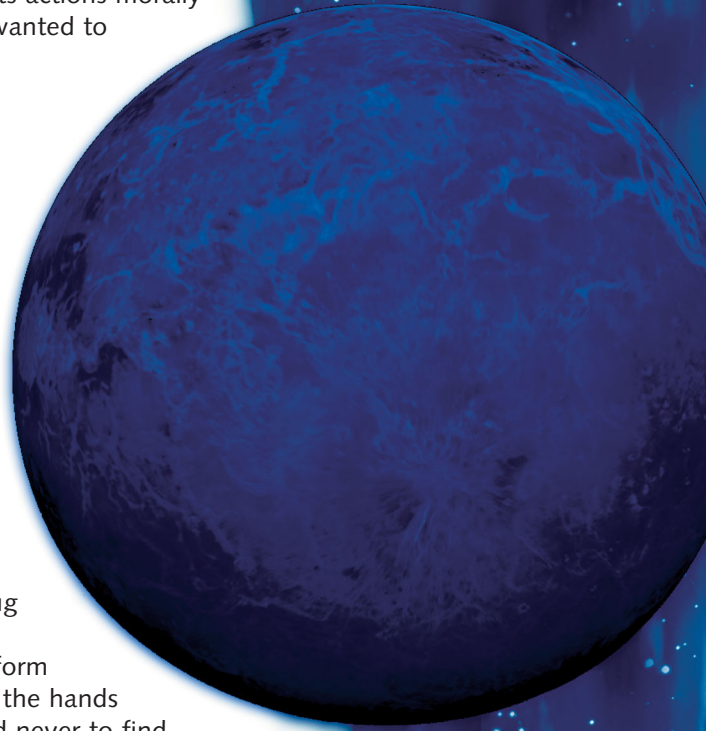
For ten thousand years, the shapeshifting leaders of the Dominion have sought to protect themselves from “solids” (monoform humanoids) by exerting political and military control over them. Using their changeling powers and vast intellects against their enemies, they soon possessed the beginnings of an empire, and called themselves the “Founders.” Over many millennia they conquered hundreds of systems in the Gamma Quadrant, using humanoid soldiers indoctrinated to their service through psychological manipulation, drug addiction, hostage-taking, and various other means.

The Founders justified their empire-building as a form of self-preservation. Having once suffered terribly at the hands of ignorant and bigoted solids, they were determined never to find themselves in a position of weakness again. They wanted political, social, and military superiority over anyone who might oppose them. That was the surest way to prevent the horrors of the past from reoccurring, since they could not trust solids to restrain their hatred and prejudice voluntarily.

Approximately 2,000 years ago, Dominion policy underwent a shift that would have profound effects on the development of the Dominion thereafter and led to the Dominion War. At that time Dominion biological sciences advanced to the point where it could create entire new lifeforms in the laboratory. Dominion genetics had already allowed the Founders to create servants like the Vorta by “elevating” semi-sentient species to full sentience, but now they didn’t need to rely on nature for raw breeding stock. They could simply build what they wanted from scratch.

This resulted in the Jem’Hadar, perhaps the greatest soldiers in the known galaxy. They grow to adulthood in a period of days. They are immensely strong, resilient, and hardy. They require neither sleep, nor food, nor sex. Their loyalty is nigh-absolute, for not only are they genetically predisposed to regard the Founders as gods (and to obey the Founders’ chief servants, the Vorta), but the Founders engineered them to lack a certain vital isogenic enzyme which they can obtain only from their masters, in the form of an addictive drug called ketracel-white. Without “white,” the Jem’Hadar sicken, lose control of themselves, and eventually die from total physiological collapse.

Freed of the need to depend on native populations for lesser soldiers over whom they exerted imperfect control, the Founders no longer had to limit themselves to basic self-protection. Now they could expand their concept to encompass control of the entire galaxy—the ultimate form of self-preservation. With a limitless supply of super-soldiers, the Dominion could impose its way of life on all sentient species. Decreeing they would “bring order to a chaotic universe,” the Founders embarked on a program of aggressive conquest which ultimately culminated in, and suffered its first reversal in, their attempt to take over the Alpha Quadrant.



THE FOUNDER LEADER

Attributes

Fitness 3
Strength +1
Vitality +2
Coordination 3
Dexterity +1
Reaction +1
Intellect 4
Logic +1
Perception +1
Presence 4
Empathy -1
Willpower +2
Psi 0

Skills

Administration (Dominion) 5 (6)
Culture (Dominion) 2 (3)
Diplomacy (Intergalactic Affairs) 3 (4)
Espionage (Dominion Intelligence Techniques) 2 (3)
History (Dominion) 2 (3)
Language, Breen 2
Dominionese 4
Federation Standard 2
Romulan 2
Persuasion (Debate) 2 (3)
Shipboard Systems (Communications) 3 (4)
Starship Tactics (Dominion) 3 (4)
Klingon (4)
Starfleet (4)
Strategic Operations (Invasion Strategies) 3 (4)
Theology (Dominion) 3 (4)
World Knowledge (Founder Homeworld) 2 (3)

Advantages/Disadvantages

Political Rank (leader of Alpha Quadrant Dominion forces) +6. Religious Rank (considered a god by the Vorta and the Jem'Hadar) +5. Shapeshifting +10. Telepathic Resistance +4. Intolerant (all solids) -3. Poor (No) Chemoreception -1

Courage: 5

Renown: 94

Aggression: 32

Discipline: 20

Initiative: 12

Openness: -15

Skill: 15

Resistance: 5

The Founder Leader, who typically takes the form of a humanoid female with features similar to those of Deep Space 9 Security Chief Odo when interacting with solids, is the commander of all Dominion personnel and forces in the Alpha Quadrant (and perhaps throughout the entire Dominion). Ruthless enough to order the destruction of anyone and anything which stands in her way—such as the entire Cardassian species—“she” wields great power because she has the unquestioning obedience of legions of Jem'Hadar soldiers and Vorta servants. If forced into some sort of personal confrontation, she'll use her shapeshifting powers to strike back or, preferably, escape and summon the Jem'Hadar to deal with the interlopers.

The Founder Leader's contempt for “solids” in general and the civilizations of the Alpha Quadrant in particular changed after Odo provided her with the cure for the virus which Section 31 engineered to destroy the Founders. Perhaps because his selfless act finally made her realize that there were solids whom she could trust, she called off her fleets. While not happy about having to surrender for the first time in her people's history, she does not regret what she did, and will likely become a voice in the Great Link calling for moderation of the Dominion's traditional policies.

The Dominion entered the “Alpha Quadrant War” with a ten thousand year-long unbroken record of military victories. Their military doctrine, developed over millennia and successfully applied in dozens of Gamma Quadrant conflicts, involved the application of overwhelming force to any problem. Thanks to their technology, the Founders avoided many recruitment and logistical concerns. They had to supply the Jem'Hadar with white, but that rarely posed any significant difficulty. With hundreds of heavily-defended facilities to breed Jem'Hadar, manufacture white, and build ships and weapons, the Dominion was a military juggernaut unparalleled in the Gamma Quadrant. Whenever opposition confronted it, it sent in wave after wave of Jem'Hadar, with thousands of ships and tens of thousands of men in each wave, until it overran the enemy. Then it executed anyone who'd fought against it and enslaved anyone who'd supported those fighters. Eventually, when a vanquished population proved it had adapted to the Dominion way of life, the Founders allowed it to assume a more normal place within the Dominion political and social structure.

But the Dominion's brute force tactics did not serve it well in the Alpha Quadrant. The cornerstone of that strategy—an enormous, unstoppable supply line—was cut off when the Federation, and later the Prophets themselves, sealed the Bajoran wormhole. Separated from their planetary factories and vast orbital breeding stations, the four Founders trapped in the Alpha Quadrant had to adapt the much less efficient Cardassian industrial base to suit their military production needs.

The sheer ferocity and brutality of the Jem'Hadar, combined with some mistakes on the part of the Federation alliance, gave the Dominion-Cardassian alliance significant momentum early in the war. But once the Federation exploited the Dominion's supply problems, and took other steps to reverse the course of the war, the effectiveness of the Dominion approach to warfare diminished considerably. Eventually its weaknesses became too significant to overcome, and for the first time in its history, the Dominion lost a war.

JEM'HADAR AND VORTA

The Dominion's attitude towards warfare and conquest depends primarily on the existence of the Jem'Hadar. Without these unquestioning, extremely effective soldiers, the Founders would have to find other, less direct, ways of achieving their aims. But with them they have no fear of defeat.

The Jem'Hadars' attitudes towards fighting and conducting war both derive from and influence the Founders' attitudes and policies in a sort of vicious circle. When the Founders first created Jem'Hadar, they had to teach them military skills and procedures in traditional ways. But as their knowledge of genetics increased, they learned to breed brutality and aggressiveness into the Jem'Hadars' very being. A Jem'Hadar cannot be peaceful any more than a diamond can be soft. He may be calm and con-

trolled, but he's never merciful or nonaggressive. With such a tool available to them, the Founders became more brutal and ruthless themselves, willing to instruct the Jem'Hadar to exterminate entire planetary populations where they might, millennia ago, have chosen a less extreme option.

The Vorta are more complex. To make them effective administrators and scientists, the Founders never bred free will out of them. Instead, the Dominion maintains *psychological* control over the Vorta. The Vorta fanatically believe in the divinity of the Founders, making them every bit as dedicated to the Dominion as the Jem'Hadar. But every now and then, the process fails. A Vorta with slightly less devotion to the Founders, or slightly more self interest, or a very different view of things than the Dominion "party line," emerges from the cloning tanks. While the Jem'Hadar are limited (but utterly loyal) servants, the need for Vorta freedom of thought occasionally backfires on the Founders.

DOMINION SPACE FORCES

The Dominion divides its military into Space Forces and Ground Forces, though the distinction has little meaning. Since the Dominion trains all Jem'Hadar in at least the basics of both space and planetside warfare, a First serving on a ship one day might find himself leading a platoon through a mountain pass the next. The boundary between the navy and army is much more amorphous than in most forces; they even use the same equipment in most cases.

TABLE OF ORGANIZATION

When the war began, the Dominion had brought approximately 15,000 ships (40% capital ships, 60% Jem'Hadar Attack Fighters) into the Alpha Quadrant. Due to their extensive shipbuilding operations in Cardassian space, throughout the war they actually had an average of 18,000 ships available at any given time, spread out across the various battlefields.

DOMINION SHIP TYPES

Compared to any other participant in the war, the Dominion has relatively few types of ships in its fleet. Rather than building many different designs for many different mission profiles, the Dominion creates a small number of ship designs capable of handling many different types of missions well, then produces those ships in vast numbers. That's why the Federation encountered mainly Jem'Hadar Attack Fighters and Battle Cruisers during the war; there simply aren't many other types of Dominion vessels, and given their supply problems in the Alpha Quadrant the Founders didn't concentrate on building any of the more unusual designs. Some of the other ship types used in the Alpha Quadrant included

SADOK'TORAN LISKA

Attributes

Fitness 3
 Coordination 3
 Intellect 5
 Logic +1
 Perception +1
 Presence 3
 Willpower +1
 Psi 0

Skills

Administration (Logistics) 5 (6)
 Command (Starship Command) 4 (5)
 Culture (Dominion) 2 (3)
 Federation (3)
 Human (3)
 Klingon (3)
 Romulan (3)
 Energy Weapon (Jem'Hadar Rifle) 2 (3)
 History (Dominion) 2 (3)
 Intimidation (Threats) 3 (4)
 Resistance (4)
 Language, Dominionese 2
 Law (Dominion) 3 (4)
 Personal Equipment (Tricorder) 2 (3)
 Planetary Tactics (Mechanized Ground Combat) 2 (3)
 Security (Security Procedures) 2 (3)
 Shipboard Systems (Communications) 2 (3)
 Space Sciences (Astronomy) 1 (2)
 Strategic Operations (Invasion Strategies) 4 (5)

Advantages/Disadvantages

Eidetic Memory +3, Excellent Hearing +2, Promotion (Sadok'toran), Resistance (to most poisons) +12, Tactical Genius +3, Poor Sight -2

Courage: 4

Renown: 25

Aggression: 6

Discipline: 6

Initiative: 4

Openness: 2

Skill: 7

Resistance: 3

Sadok'toran Liska isn't the sort of person you'd expect to find commanding legions of Jem'Hadar. A short, delicately pretty wisp of a woman, she looks as if a single Jem'Hadar could easily intimidate her. But the truth of the matter is it's the genetically-bred super-soldiers who are intimidated by her, for she is one of the Founders' most favored servants. A single word from her is enough to cause any Jem'Hadar to kill himself without hesitation.

Liska has risen so high in the Dominion military hierarchy due to her gift for strategy and tactics. Possessing an almost intuitive grasp of matters military and a photographic memory, she can keep track of her entire force in her mind and issue precise orders without hesitating or having to review data. Until the Dominion War, she'd never suffered a loss, or even anything less than overwhelming victory. She feels a deep sense of shame over the Dominion's surrender to the hated Federation, and is working even harder at her job to prove her worth to the Founders.

STRIKE FLEET 17-GAMMA-F

Strike Fleet 17-Gamma-F, known to Starfleet analysts as the Betazed-12 fleet, operated in and around Betazed space during the conquest and occupation of Betazed. Most of its ships were destroyed when the Federation alliance liberated that planet; the Vorta re-assigned the remaining ships to other units.

Ship	Class	Commander
Flagship		
17-Gamma-F-39487001	Carrier	Chelek'toran Harone
Capital Ships		
17-Gamma-F-92387002	Cruiser	Chelek'toran Omaros
17-Gamma-F-27487003	Cruiser	Chelek'toran Keela
17-Gamma-F-14487004	Cruiser	Chelek'toran Vaidor
17-Gamma-F-84387005	Cruiser	Chelek'toran Rendal
17-Gamma-F-25687006	Cruiser	Chelek'toran Bregart
17-Gamma-F-52787007	Cruiser	Chelek'toran Veedan
17-Gamma-F-14687008	Cruiser	Chelek'toran Getha
17-Gamma-F-03287009	Cruiser	Chelek'toran Brodane
17-Gamma-F-58287010	Cruiser	Chelek'toran Melitar
17-Gamma-F-92787011	Cruiser	Chelek'toran Nasara
17-Gamma-F-44487012	Cruiser	Chelek'toran Dereth
17-Gamma-F-71387013	Cruiser	Chelek'toran Roga
17-Gamma-F-63387014	Destroyer	Chelek'toran Yagren
17-Gamma-F-29087015	Destroyer	Chelek'toran Tretho
17-Gamma-F-68387016	Destroyer	Chelek'toran Shalera
Fighters		
17-Gamma-F-18930001 through -18930084		

the Jem'Hadar Fast Attack Ship, Jem'Hadar Destroyer, Jem'Hadar Carrier, and Jem'Hadar Battleship.

The Dominion does not provide names for its ships, just registration codes. Examples translated from the Dominionese include "Carrier Alpha-26" and "Fighter Gamma-579-Epsilon."

DIVISIONS

The Founders divide the overall Jem'Hadar fleet into *divisions*. Each division contains an average of 650 ships, though they vary from a minimum of 500 to a maximum of 1,000 ships. When the four Founders realized they were marooned in the Alpha Quadrant, the Founder Leader reorganized the divisions to make administrative and logistical tasks easier. Possessing a total of 22 divisions, she abandoned their existing designations and simply renumbered them "First" through "Twenty-Second." (Ordinary division designations consist of a string of letters and numbers, since the vast number of divisions the Dominion possesses makes simpler identification schemes useless.)

Command of a division rests in a Vorta *Sadok'toran* (which roughly translates as "supreme leader in the name of the Founders" and involves responsibilities similar to a Starfleet admiral). Vorta chosen for this position have received special training in starship tactics and strategy, and have spent decades, or even centuries, serving as aides to experienced Vorta commanders (the cloning process allows for lengthy Vorta "apprenticeships"). Most

reasonably intelligent Vorta commanders rely heavily on the advice of their Jem'Hadar subordinates, who as combatants have a first-hand understanding of what is and is not feasible on the battlefield.

STRIKE FLEETS

When the Jem'Hadar initiate an offensive that does not require the use of an entire division, the Vorta create a *strike fleet* composed of some portion of the division. Typically a strike fleet includes at least 100 ships, but fleets of as many as 300 ships (some of them Cardassian) were encountered by Federation alliance forces. Unless the *Sadok'toran* chooses to take charge of a strike fleet himself due to the importance of the mission, a Vorta *Chelek'toran* commands it. Performing well as a *Chelek'toran* allows a Vorta to prove his worthiness for the rank of *Sadok'toran*.

A typical strike fleet includes, at most, three different types of ships. The bulk of the fleet usually consists of Attack Fighters (perhaps with a few Fast Attack Ships in support). Wings of capital ships, typically just Jem'Hadar Battle Cruisers (but perhaps including Carriers or Destroyers), form the fleet's core.

Since they're not permanent groupings, strike fleets don't have permanent names. When the Vorta create one, it receives a number-letter designation from the Dominion military database. Federation military intelligence analysts named strike fleets based on where they first appeared ("That's the Kalandra-57 fleet") and carefully tracked the ships in each fleet in the (ultimately fruitless) hope of figuring out the logic behind the assignments and thus finding some flaw in Dominion strategic planning.

WINGS

Within divisions and strike fleets, Vorta commanders organize ships into *wings*, each containing only ships of one type (except for capital wings, with any ships of Size 8 or larger). Attack Fighter wings have about 5-30 ships; Fast Attack wings about 5-20 ships; Destroyer wings about 5-15 ships; and capital wings about 3-10 ships. The leadership of a wing ordinarily vests in a Vorta *Suba'toran*. Since wings can suffer heavy damage quickly in a pitched battle, possibly resulting in the death of the *Suba'toran*, several Vorta both aboard his own ship and on several other ships in the wing are qualified to take over for him (some may engage in a little backstabbing to get him out of the way).

SQUADRONS

Attack Fighters and Fast Attack Ships often get split into a further group, the *squadron*, of 3-6 ships. The commander of a squadron is a Vorta *Vara'toran*, but given the small "scale" of fighter and fast attack ship combats, most *Vara'toran* limit themselves to giving broad strategic orders ("Move into position to reinforce that weakness



in our line"). They let the eminently talented Jem'Hadar direct themselves when it comes to the actual fighting.

INDIVIDUAL SHIPS

On any specific Dominion ship, there's a Vorta, called a *Rona'toran*, in charge. He functions, roughly speaking, like a Starfleet captain, though he actually ranks much lower in the Vorta military hierarchy than a captain does in Starfleet. Other Vorta who hope to become *Rona'toran* themselves one day assist him, and at least one or two of them can take over for him if he's injured or killed. The other authority on a ship is the First, the highest-ranking Jem'Hadar (see below for more on Jem'Hadar ranks). All Jem'Hadar aboard the vessel answer to him—but he must take orders from the Vorta.

DOMINION SPACE TACTICS

The Dominion star navy's tactics depend largely on three things: the use of superior combatants; overwhelming levels of force; and the interaction between their types of ships and wings.

SUPERIOR SOLDIERS

The linchpin of Dominion strategy and tactics is that it has better soldiers than any opponent. Until the Dominion War, the course of history bore out this opinion—the Jem'Hadar were undefeated before they encountered the Federation. With this assumption in mind, the Founders allocate their military resources based on the comparative worth of the enemy forces. If they judge that it takes four average enemy soldiers to equal one Jem'Hadar, they assign 25 Jem'Hadar to defeat 100 enemy troops.

But regardless of the quality of the soldiers involved, the sheer force of numbers can give an inferior enemy more opportunity to attack—more beams or missiles he can fire—and therefore a way to win. To counteract this, the Dominion relies on smaller ships and groups of troops. That's why Jem'Hadar use such a large ratio of Attack Fighters and Fast Attack Ships to capital ships (the opposite of the strategy adopted by every other participant in the war, all of whom for various reasons prefer capital ships to fighters). Sending 40 Jem'Hadar in one ship to meet 160 enemy troops in 10 ships means the Jem'Hadar will probably lose, because the enemy can bring more force to bear. But if you divide those Jem'Hadar between five to 10 Attack Fighters, their superiority as warriors gives them the edge. With about half as many attacks as an inferior enemy, the Jem'Hadar can win. That's one reason the Founders favor smaller ships over capital vessels.

OVERWHELMING FORCE

Having a large number of ships—and thus a large number of weapons—also plays into the Dominion's other

strategic/tactical doctrine: use overwhelming force whenever possible. Obviously, *any* military force prefers to operate from a position of extreme numerical superiority whenever it can. But the Dominion's ability to produce vast quantities of soldiers and ships allows it to *rely* on numerical superiority as a strategy. For example, even with its Alpha Quadrant supply problems, the Dominion (plus its Cardassian and Breen allies) outnumbered the Federation alliance in every major battle of the Dominion War. Starfleet and its allies could only obtain numerical superiority by ambushing the enemy or conducting surprise attacks on static targets.

Why, then, did the Dominion lose? In Starfleet it faced an opponent with better morale, loftier ideals, and greater adaptability than any it had fought before. Had it just faced the Klingons, or the Romulans, it would have beaten them; they'd have futilely battered themselves against the Jem'Hadar military machine. Starfleet found more intelligent ways to fight—the depth and flexibility of its training compensated for its relative lack of numbers. It wasn't an easy fight; the Dominion almost won several times. But Starfleet persevered and, ultimately, prevailed.

SHIP INTERACTION

By restricting itself to a small number of ship designs, designs which it has used with few substantial changes for more than a century, the Dominion has developed a very thorough understanding of how those ships work together and how their advantages and drawbacks interact to improve the efficiency and power of the overall force.

The Dominion's fleet table of organization starts with a small ship (a fighter, albeit one larger than any fighter fielded by any Alpha Quadrant species). From there they progress upward in a definite hierarchy of size and capabilities—Fast Attack Ship, Destroyer, Light Battle Cruiser, Battle Cruiser, Heavy Battle Cruiser, Carrier, Battleship. Each one has design features allowing it to complement the ships nearest it in the chain, and to a lesser extent any other Dominion vessel. And these ships are for only one thing: military use. They don't have to engage in exploration, diplomacy, or anything else besides defeating the enemy.

With such extensive data regarding their ships at their fingertips, the Founders and Vorta have established hundreds of different tactical formations and maneuvers designed to exploit their advantages and minimize their weaknesses. Enemies find it very difficult to break Jem'Hadar ship formations due to the efficiency and skill of the Jem'Hadar warriors who create them. During the battle of Operation Return, for example, Captain Sisko and the Federation alliance forces weren't able to make any progress at getting through the enemy lines until they lured the *Cardassians* out of formation. The Jem'Hadar knew exactly what to do and did it, and had those Cardassian ships been Jem'Hadar ships, it's unlikely Sisko would have made it through their lines to get to Deep



Space 9. (To simulate this aspect of Dominion tactical policy, the Narrator may wish to increase the Difficulty of Tests to penetrate Dominion formations using the rules in Chapter Two.)

SPECIFIC TACTICS

Some of the maneuvers the Jem'Hadar found particularly effective during the Dominion War include:

Suicide attacks: Due to their fanatic loyalty to the Founders, the Jem'Hadar do not hesitate to make suicide runs on enemy ships. A direct collision between a small Attack Fighter and large enemy ship usually cripples or destroys the enemy ship at the cost of losing the Fighter—a small price to pay, in the Dominion's eyes. (See page 132 of the *Star Trek: Deep Space Nine Roleplaying Game* or page 108 of *Spacedock* for rules on ramming.)

Maneuver 17-AM(R)-12746: After the Romulans entered the war, the Jem'Hadar adapted their standard 17-AM-12746 maneuver to counteract the typical Romulan capital ship wing formation. A Jem'Hadar wing consisting of a number of Battle Cruisers and/or Destroyers equal to 50% of the number of Romulan ships, plus the same number of Attack Fighters, approaches the wing using the best available vector. While the capital ships engage the Romulans directly, the Attack Fighters penetrate the enemy formation to attack its ships from inside angles. (Have the Jem'Hadar commander make an Opposed Starship Tactics Test against the commander of a Romulan wing, or any other ship formation consisting of 75% or more capital ships. If the Jem'Hadar win the Test, all ships in their wing receive a +1 Test Result bonus for attack Tests for 1d6 rounds. After the bonus ends, they may make another Opposed Test to re-establish the bonus.)

Maneuver 02-AM-23473: This maneuver requires a wing containing at least eight Attack Fighters. The fighters swarm a single target, each pair of them concentrating their beam weapon fire on the same point on the target's shields (typically dividing their attacks equally between all of a ship's shields, but sometimes concentrating on a single one to collapse it as quickly as possible). By coordinating their attacks they amplify the damage caused by their polaron beams. (Each ship must make a Moderate (6) Starship Tactics Test as a Timed Action. For each pair of ships which both succeed with the Test, their beam weapons each do +2 points of damage. They must make the Tests every round to keep their beams coordinated).

DOMINION GROUND FORCES

If the Jem'Hadar seem frightening in space combat, they're positively terrifying in planetside warfare. On the ground the enemy can see them up close in all their ferocity and brutality. He can see them march implacably forward in the face of withering fire. He can see them withstand blows capable of felling any ordinary human-

oid. He can see his defeat in their eyes, their stance, their very being. Only troops with high morale can stand against the Jem'Hadar.

TABLE OF ORGANIZATION

Jem'Hadar organize their ground forces into groups based on threes. The most basic unit is the squad, consisting of three Jem'Hadar warriors. Three squads form a platoon of nine soldiers. Three platoons create a company of 27 Jem'Hadar.

Here the Dominion ground forces model departs even further from the standard. Three companies form a *column* of 81 soldiers. Three companies together—243 Jem'Hadar—create a *formation*. Three formations combine into a battalion of 729 soldiers. Three battalions form a regiment of 2,187 Jem'Hadar; three regiments a brigade of 6,561; and three brigades a division of 19,683. The division was the largest unit of organization the Dominion used in the Dominion War. The Dominion identifies its units solely by numerical designation: the 4235th Platoon, the 23rd Division, the 57th Formation. As with her ships, the Founder Leader renumbered the units in the Alpha Quadrant to make administrative tasks easier.

The Dominion Ground Forces contain no "elite" units like the Imperial Shrikes; every Jem'Hadar should be more than a match for any "special forces" soldier he meets. But the Jem'Hadar do have specialized units, ones where the soldiers receive special training in particular skills or equipment. Examples include artillery units, amphibious landing units, mechanized units, infiltration units, air combat units, and the like.

VORTA

In addition to the Jem'Hadar assigned to a given unit, platoons and all larger units have at least one Vorta as "commander." The larger the unit, the more Vorta accompany it. Vorta infantry commanders use the same ranks as ship Vorta, but using the suffix *-atorn* instead of *-toran*. Thus, a Rona'atorn commands a platoon, a Chelek'atorn a regiment, a Sadok'atorn a brigade, and a Hentek'atorn a full division.

Whereas Vorta on ships usually have to get involved in the combat, since their ships are right in the line of fire, infantry Vorta lead from the rear. Lacking weapons or any urge to fight, they come onto the battlefield only when the Jem'Hadar have pacified it. Most Jem'Hadar soldiers have a certain contempt for their Vorta because of this; those few Vorta who join their troops on the battlefield earn a lot of respect.

JEM'HADAR RANKS

The Jem'Hadar use a seemingly simple rank structure. The leader of a unit (any unit) is known as the First. His second in command is the Second, his third in command the Third, and so forth. Technically every Jem'Hadar in the



unit has a numerical rank, but for the most part only the First, Second, and Third matter.

In units composed of smaller units, the First, Second, and Third of the overall unit have command over the First or other officers of the smaller unit. For example, the Third of a column outranks the First of any of the companies or platoons in that column. However, the Fourth of a larger unit is considered of equivalent rank with the First of the next sub-unit down the chain, the Fifth with the sub-unit Second, and so forth. In the event of a dispute between, say, the Fourth of a battalion and the first of a formation, either a superior officer settles the argument, or they resolve it through combat. But that Fourth still outranks the First of any unit below the formation level.

Beyond these basic rules, the hierarchy of whether a Sixth of this unit outranks a Third of that unit becomes very complicated. Dominion personnel understand it instinctively due to long familiarity with it, but other people have to study an elaborate table of organization before they can make heads or tails of the Jem'Hadar chain of command. The frequent shifting of responsibility based upon the deaths of Jem'Hadar or Vorta, or the whims and desires of the Founders, only complicate matters further, but the Jem'Hadar themselves suffer no loss of efficiency because of this. Enemy intelligence and reconnaissance personnel, on the other hand, often experience confusion, which suits the Dominion just fine.

SPECIALIZED UNITS

The Dominion Ground Forces contain no “elite” units as the civilizations of the Alpha Quadrant use that term. The Founders expect every Jem'Hadar to be as competent and ruthless as possible; no one unit should have significantly more skill than any other unit of the same size. Some would describe the Jem'Hadar as the ultimate meritocracy—a group where everyone has the same basic high level of skill and intelligence, and only experience sets one apart from another. But the Jem'Hadar still have specialized units, ones where the soldiers have received special training in particular skills or equipment. Examples include artillery units, amphibious landing units, mechanized units, and the like.

EQUIPMENT

In addition to his uniform, ketracel-white pump, shroud, and personal communicator, a Jem'Hadar soldier typically carries a Jem'Hadar Rifle, a Jem'Hadar Pistol, a bladed weapon of some sort (a *kar'takin* or Jem'Hadar Combat Knife), and his personal communications equipment. Within any squad, at least one soldier has a military tricorder, a field medical kit, and an advanced communications suite. The Vorta issue other equipment when necessary. The Founders expect a Jem'Hadar to ask for anything he feels will contribute to his ability to accomplish his mission, but also not to need much technology to obtain his objectives.

The Dominion *never* allows any Jem'Hadar carry his own resupply of ketracel-white. He gets one vial at a time and no more; he must report back to his Vorta for another dose. This limits the ability of the Jem'Hadar to advance. The Dominion structures its tactics and logistics to compensate, rotating fresh Jem'Hadar in to replace those who are running out of white.

GROUND FORCES TACTICS

On the ground as in space, the Dominion prefers to meet its opponents with overwhelming force. When it cannot, enemies often learn that the Jem'Hadar aren't the mindless brutes they sometimes seem. In fact, sometimes they're as clever and wily as Romulans. The Founders know that in the 24th century, a stupid soldier is a useless soldier—and the Jem'Hadar are far from useless.

As its first priority, a Jem'Hadar ground force establishes a base of operations for staging further actions. They find (or capture) a defensible area, set up a perimeter, and protect that perimeter as much as possible. This “controlled zone,” in Dominion military parlance, gives them a place to beam in new troops, obtain new tubes of ketracel-white, and so forth. A minimum of 27 Jem'Hadar (one company) guards the controlled zone. One-third of them patrol the perimeter, while the rest do chores, conduct reconnaissance, or prepare ambushes. If a lack of personnel prevents them from following this routine, the Jem'Hadar adapt, reducing the number of soldiers assigned to various missions proportionately.

Their superior sensor and transporter technology often give the Jem'Hadar an advantage over their enemies, and they ruthlessly exploit it. In situations where they cannot do so, their tactics vary, depending on the situation, the preferences of the Vorta and First in charge, and many other factors. Some Vorta callously order their men right into the line of fire; others defer to their Firsts' judgment.

If traditional assault methods seem unlikely to work, the Jem'Hadar find indirect ways to harass and destroy the enemy. Some common unconventional tactics include: using portable holographic generators to create false “troops” so that observers can gauge the enemy's strength and position; attacking with chemical and biogenic warfare agents that the Dominion has rendered the Jem'Hadar and Vorta immune to; ambushing the enemy under flag of truce; burrowing in from underground with transporter-based tunnelling technology; using captured enemy personnel as “living bombs”; and suicide runs with armored vehicles.

Those who fight the Jem'Hadar soon realize they have absolutely no fear of death. An enemy can't threaten them with it or dissuade them with force if they're determined to get at something. They'll sacrifice entire columns on suicide attacks solely to impress the enemy with their refusal to back down. If it's worth it, they'll trade casualties at the rate of five or 10 Jem'Hadar to one enemy. Their suicidal devotion to the Founders allows them to succeed at missions most soldiers wouldn't even attempt.

FIRST GOREK'GATAN

Attributes

Fitness 5
Strength +2
Vitality +2
Coordination 4
Dexterity +2
Reaction +2
Intellect 4
Perception +1
Presence 4
Willpower +1
Psi 0

Skills

Administration (Logistics) 3 (4)
Athletics (Running) 3 (4)
Command (Combat Leadership) 4 (5)
Culture (Dominion) 2 (3)
Demolitions (Dominion Military Explosives) 2 (3)
Dodge 3
Energy Weapon (Jem'Hadar Rifle) 4 (5)
Jem'Hadar Pistol (5)
Heavy Weapons (Launched Artillery) 2 (3)
History (Dominion) 1 (2)
Intimidation (Interrogation) 1 (2)
Language, Dominionese 2
Law (Dominion Military Regulations) 3 (4)
Personal Equipment (Communicator) 1 (2)
Planetary Tactics (Small Unit) 4 (5)
Mechanized Ground Combat (5)
Planetside Survival (Mountains) 1 (2)
Primitive Weaponry (Kar'takin) 4 (5)
Search 2
Security (Military Security Procedures) 2 (3)
Shipboard Systems (Flight Control) 2 (3)
Starship Tactics (Dominion) 2 (3)
Starfleet (3)
Stealth (Stealthy Movement) 3 (4)
Strategic Operations (Invasion Strategies) 3 (4)
Federation Strategies (4)
Theology (Dominion) 1 (2)
Unarmed Combat (Jem'Hadar Martial Arts) 3 (4)
Vehicle Operation (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Excellent Sight +2, High Pain Threshold +2, Promotion (First) +3, Toughness +2, Addiction (Ketracel-White) -3, Code of Honor (Jem'Hadar Code) -5, Fanatic (devotion to Founders) -3

Courage: 5

Renown: 29

Aggression: 10

Discipline: 6

Initiative: 2

Openness: 1

Skill: 10

Resistance: 9

Commander of the 4513th Battalion (renamed the 37th in the Alpha Quadrant), First Gorek'gatan is one of the toughest and most experienced Jem'Hadar fighting the Federation alliance. He has survived for 18 long years in the service of the Founders, and has every intention of staying alive long enough to achieve the status of "Honored Elder" in two years.

Although he's personally capable of taking on three or four Klingons at once and defeating them (and, in fact, did so during the war), Gorek'gatan is a dangerous opponent primarily because of his intellect. Although not as broadly educated or trained as a Starfleet officer, he shares their willingness to try unconventional tactics and to approach military problems from non-military angles.

[Continued opposite sidebar.]

SHROUDING

Some of the Dominion's most clever ground tactics involve *shrouds*, personal cloaking device-like systems implanted in each Jem'Hadar (see page 256 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook for shroud rules). Using their shrouds, an entire formation of Jem'Hadar can sneak up on an enemy position before opening fire at close range. But they cannot fight while shrouded. Starfleet scientist theorize that the adrenaline rush accompanying the activation of their fighting instinct overrides the biochemical triggers of the shrouding technology. Military tricorders have only spotty success, at best, in detecting shrouded Jem'Hadar.

Because shroud technology is implanted in the Jem'Hadar body, it doesn't work properly if its user is in poor health. Among other things, a Jem'Hadar who hasn't had ketracel-white for over a day or two loses the ability to shroud.

AFTER THE WAR

Overall, the Dominion military was little affected by the war. The Founders can easily replace their losses with their breeding facilities and shipyards. After seeing how effective the Starflight Attack Fighters were with their multiple torpedo launchers, the Founders plan to install torpedo launchers in more of their own Attack Fighters.

But the war had a much greater effect on troop morale. For the first time in their 2,000 year existence, the Jem'Hadar lost. Supply difficulties are no excuse; they've suffered from them before and still won. The Jem'Hadar remain utterly devoted to the Founders, and convinced of their divinity, but still they question. What did they do wrong? Why did they lose *this* war? Vorta and Jem'Hadar strategists have already begun in-depth analyses of every encounter of the war, trying to trace every single cause of the Dominion's defeat to prevent future losses.

In the end, the loss of the war may lead to extensive changes in Dominion military policy (not to mention Dominion culture and politics in light of the Treaty of Bajor and the re-introduction of Odo to the Great Link). Despite their anger at losing the war, the Founders are beings of their word. Having promised never to invade the Alpha Quadrant or attack any of its species or governments again, they will forever refrain from doing so. But whether this will lead to cultural and policy changes, or just prompt them to direct their imperialistic impulses in other directions, will depend on many factors.

Gorek'gatan maintains scrupulous loyalty to the Founders, and has killed valuable officers for so much as questioning a Vorta's orders. Nevertheless he finds the pasty-faced bureaucrats rather repellent himself, and dislikes having to take orders from them. He likes it best when he's out in the field, away from them, able to chart his own course without their meddling.

Gorek'gatan's battalion fought on the ground at Chin'toka and Cardassia. During the Breen counteroffensive, he personally led his men on a charge through the Klingon lines which left over a hundred warriors of the Empire dead. Despite the Klingons' attempts to kill him during the remainder of the war, he managed to survive, and eventually returned to the Gamma Quadrant with the Founder Leader.

ERIS

Attributes

Fitness 2
Vitality +1
Coordination 2
Intellect 3
Logic +1
Presence 2
Psi 3

Skills

Administration (Dominion) 2 (3)
Athletics (Running) 2 (3)
Command (Jem'Hadar) 2 (3)
Computer (Data Alteration/Hacking) 1 (2)
Culture (Dominion) 2 (3)
Diplomacy (Trade Negotiations) 2 (3)
Energy Weapon (Jem'Hadar Pistol) 2 (3)
Espionage (Dominion Intelligence Techniques) 3 (4)
Fast Talk 2
History (Dominion) 1 (2)
Language, Dominionese 2
Personal Equipment (Communicator) 1 (2)
Persuasion (Oratory) 2 (3)
Planetary Tactics (Small Unit) 1 (2)
Planetside Survival (Forest) 1 (2)
Security (Security Systems) 1 (2)
Shipboard Systems (Transporters) 2 (3)
Space Sciences (Astrogation) 1 (2)
Starship Tactics (Dominion) 1 (2)
Telekinesis 3
Telekinetic Manipulation 2
Unarmed Combat (*Rhutala*) 2 (3)
Vehicle Operation (Skimmer) 1 (2)
World Knowledge (Kurill Prime) 2 (3)

Advantages/Disadvantages

Excellent Hearing +2, Resistant +12, Poor Sight -2

Courage: 3

Renown: 7

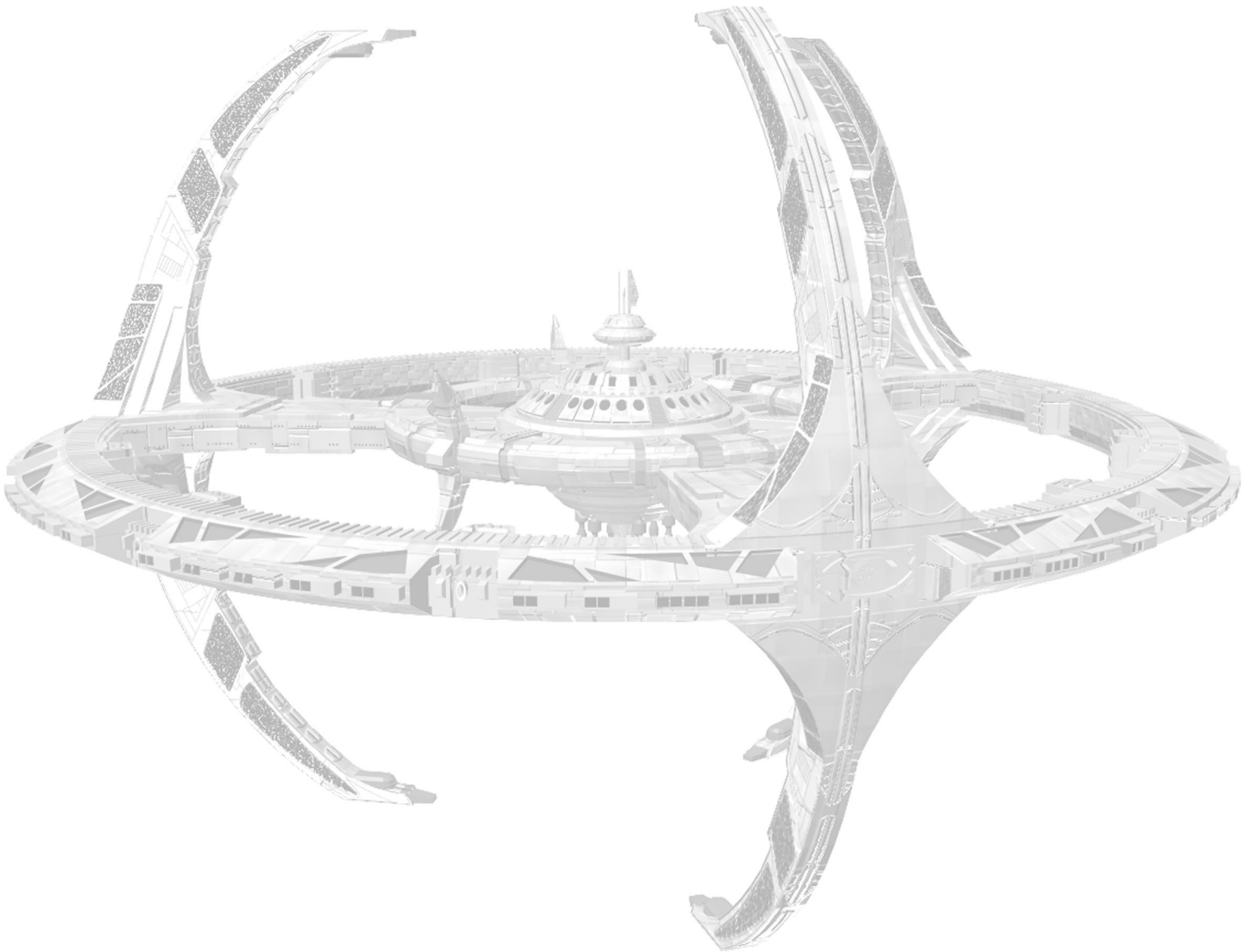
Aggression: -1

Discipline: 4

Skill: 4

Resistance: 3

A clever and capable female Vorta, Eris possesses an unusual gift: psionic powers. Her telekinetic abilities usually come as a surprise to others, since so few Vorta develop such skills. Combined with the special training she has received, they make her an excellent "field agent" compared to most Vorta. She often goes undercover to spy on species who aren't yet aware of the Vortas' link to the Dominion. In addition to her mental powers, she is a capable combatant with either energy pistols or *rhutala* (an aikido-like style of unarmed combat popular in some parts of the Dominion), and knows many other useful skills.



THE DOMINION'S ALLIES: THE CARDASSIANS AND THE BREEN

CHAPTER SEVEN

THE CARDASSIAN ORDER OF BATTLE

Of all the governments involved in the Dominion War, the Cardassians suffered the most. They paid in blood for their folly in allying with the Dominion and aggressively attacking their neighbors: over 800 million Cardassians, mostly innocent civilians, were killed during the war. The fighting severely damaged Cardassia's already shaky infrastructure and industrial manufacturing base. With their best and brightest leaders dead amidst the ruins, the war has left the Cardassians to rebuild not just factories, but an entire society.

THE CARDASSIAN MILITARY: AN OVERVIEW

The Cardassian Central Command organizes its military into *orders*, each with approximately 500,000 to one million personnel. Each order is "unified," meaning it includes both Space Forces and Army personnel (and also personnel from other branches of the service, such as Medical, Engineering, and Logistics & Supply). The Central Command has millions of *deshataro* (soldiers), and until it fell completely under the Dominion's thumb it was the primary political, cultural, and social institution in the Cardassian Union.

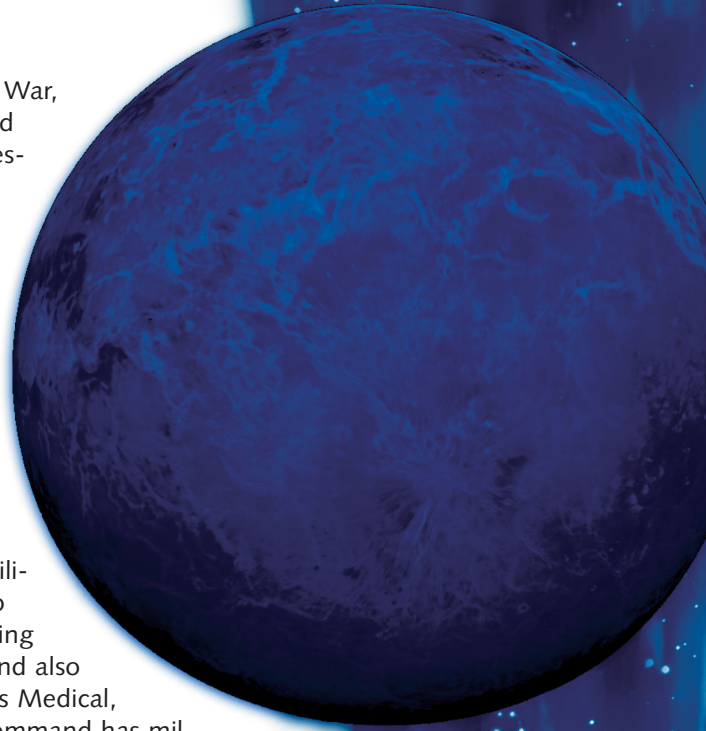
Like every other aspect of Cardassian society, personal influence and connections—what Cardassians call *vesala*—play a significant role in the military. Gaining a promotion or a plum assignment often has more to do with how much *vesala* a soldier can muster than his qualifications for the job. Similarly, a high-ranking officer may have trouble getting a subordinate with high *vesala* to obey his orders. The vast, interconnecting webs of influence permeating the Cardassian military sometimes hinder military activities as much as they help them.

THE HIGH COMMAND

Leadership of the Central Command vests in the Cardassian High Command, a body composed of the commanders of the orders and certain other senior officers and military officials. Gul Damar, a prominent member of the High Command, had primary responsibility for the conduct of the war subsequent to the Federation alliance's "Operation Return" (his predecessor, Gul Dukat, suffered a mental breakdown as a result of the outcome of that battle). Damar in turn authorized other officers to act as the supreme commanders of the Space Forces and the Army. Each order's *jagul* (roughly equivalent to an admiral) remained in control of his order except when his commands conflicted with a higher authority.

CONDUCT DURING THE WAR

Pursuant to Cardassian military doctrine, any of the several dozen orders can perform any military function, from capturing and occupying a planet, to fighting a major space battle, to exploration and reconnaissance. But many of them, particularly the lower-



THE CARDASSIAN ORDERS

For readers without access to *The Cardassians: Iron and Ash*, here's a summary of the best-known Orders among the several dozen serving the Cardassian Central Command.

The *First Order*, stationed in the central and rimward sections of the Union, is the oldest and most prestigious of the Orders. It has often fought the Klingons, but saw relatively little action during the Federation-Cardassian War, which allowed the more active Second Order to steal some of its thunder. Its most infamous unit, the Third Battalion, trains specialized commandos for dangerous missions. Its motto, "Death to All," nicely sums up its attitude toward Cardassia's enemies.

The *Second Order*, also known as the "Eagle Order" (*Cairhail Prethok*), presently enjoys the greatest influence within the Union. Formerly commanded by Gul Dukat, it was responsible for the attack on the Federation outpost at Setlik III, and fought nobly during the Federation-Cardassian conflict which followed.

The *Third Order* functions as Cardassia's rapid response fleet. Stationed at various posts throughout Cardassian space, it can respond to any emergency rapidly and forcefully. It often plans and executes surgical strikes and commando raids on enemy targets with the *Fifth Order*. It saw action throughout the Dominion War, suffering heavy casualties.

The *Fourth Order*, often referred to as the "Home Guard," patrols and defends the space around Cardassia Prime itself (including the Bajor System). Gul Trepar, a political enemy of Gul Dukat, commands it, and along with many of his men was quick to turn against the Dominion and join Damar's rebellion when the Founder leader ordered him to attack his own people.

The *Fifth Order*, or "Jade Order" (*Cairhail Terapha*), acts as the Central Command's military intelligence agency. Thus, the High Command doesn't have to rely solely on the Obsidian Order for data on the enemy. Its members consider their work a vital means to help their fellow soldiers and minimize Cardassian casualties; they do not disdain the military the way the Obsidian Order often seems to.

The *Sixth Order* and *Ninth Order* constitute Cardassia's deep space patrol and exploration division. Containing a much higher percentage of scientifically-adept officers, they push the boundaries of Cardassian territory, and of Cardassian knowledge about the physical universe, ever outward. During the Dominion War, as for any other major conflict, they were called home to participate in the fighting, and acquitted themselves well.

The Central Command has tasked the *Seventh Order* with the protection and patrol of the Union's coreward frontier. It maintains bases there, protects colonies, fights pirates and raiders, and prevents Romulan incursions into Cardassian space. During the Dominion War it mainly reinforced front-line units.

The *Eighth Order* defends and monitors the "Iron Path," a series of systems with significant industrial capabilities. The Path runs from Cardassia rimward and spinward through the Union, and is a vital part of Cardassia's economy. Normally used to fighting pirates and other criminals on the Path's far end, its officers often found themselves outclassed during the Dominion War, and thus took significant casualties.

The *Tenth Order* also protects the Iron Path. During the Dominion War, the Central Command kept it back from the front lines to defend the path against enemy incursions, a job it performed well.

The *Eleventh Order*, one in charge of protecting Cardassian colonies and client worlds along the Union's antispinward border, suffered badly from conflicts in

numbered, older, orders are best known for conducting certain types of missions. For example, the Third Order serves as the Union's rapid response fleet; the Fifth, or "Jade," Order handles military intelligence and certain "special ops" missions; and the Ninth Order engages in deep space exploration and patrol. During the war, these distinctions often disappeared as order were re-tasked to more war-oriented missions. The High Command recalled the Sixth and Ninth Orders and sent them to engage in fighting rather than exploration, and rearranged many other units to provide as much protection as possible to strategically valuable sites within Cardassian space. Relying on the Jem'Hadar to spearhead the alliance's offensive actions, the Cardassians devoted as much of their forces as possible to protecting their resources. It wasn't enough, of course, particularly when the war went poorly for the Dominion and it brought more Cardassian ships to the front lines. But it did preserve enough of the Central Command fleet for the various post-war factions to fight over.

The only other significant organizational changes imposed by the Cardassian High Command during the war were ones designed to integrate Cardassian units with Jem'Hadar units smoothly. To their annoyance, and eventually anger and disgust, Cardassian soldiers typically found themselves subordinate to Jem'Hadar officers. Central Command often forced even relatively high-ranking Cardassians to take orders from fast-talking, power-abusing Vorta or Jem'Hadar Firsts whose idea of discipline was to kill anyone who questioned them.

TECHNOLOGICAL BENEFITS

One distinct benefit the Cardassians received from their alliance with the Dominion was access to some types of Dominion technology. To adapt Cardassian facilities to produce their ships, materiel, and Jem'Hadar, the Founders upgraded many Cardassian facilities. Similarly, the Dominion provided technical specifications which allowed the Cardassians to improve their phasers, ship tactical systems, and transporters. The Cardassian Union as a whole still lags behind the Federation and Romulan Star Empire technologically, but the gap as of 2376 is smaller than the gap of 2372.

THE CARDASSIAN SPACE FORCES

The most prestigious branch of the Cardassian military is the Space Forces. During the Dominion War, the Central Command assigned Space Forces units to the front for periods of approximately one month. After a unit finished that tour of duty, Central Command rotated it out for repairs, then assigned it to guard or patrol duties away from the front. After a month or more of "peaceful" duty, the unit went to the front again.

TABLE OF ORGANIZATION

Gul Damar, acting with the authority of the High Command, appointed an *Idrig Jagul*, or “Field Admiral,” to assume overall command of the Space Forces for the duration of the war. He chose Jagul Hotar Gorem, an older officer from the Fourth Order, for the position. Widely respected in the Central Command for his skills as a strategist and loyalty to the Union, he was the perfect choice. He commanded the Space Forces in the field, leaving purely administrative matters to Damar and his staff. The jaguls and guls of the various orders reported to him on a weekly or daily basis, and he in turn relayed their information to Damar’s crack staff of logistics experts from the Tenth Order. He met with Damar as often as possible to assist with planning Dominion-Cardassian strategy. Although he led his forces brilliantly, he ultimately failed to keep the enemy out of Cardassian space; despondent, he committed suicide shortly before the Federation alliance captured Chin’toka for the last time.

Each order has between 50 and 1,000 ships under its command (older orders have more, younger and less important orders fewer). The orders group their ships into *shodaro*, or “fleets,” of 150-300 ships. A jagul or gul commands each shodar. Shodars divide into *tar’elkor* (“battle wings”) of 30-60 ships commanded by a gul; the gul also commands the flagship of the battle wing. Groups of 10-15 ships form *kes’elkor* (“wings”), each also commanded by the gul in charge of the wing’s lead ship. Smaller vessels, primarily *Hideki*-class Fighters, divide further into *dai’elkor*, or “squadrons,” of five ships each. A glinn or kel commands a squadron.

Central Command assigns each unit of an order a numerical identifier—4th Fleet, 53rd *Tar’elk*, 617th *Kes’elk*, and so forth—and issues identifying badges for all members. The soldiers assigned to these units often prefer to adopt a colorful mascot or nickname, such as *The’dara Galeshar* (“Golden Raptors”), and make their own badges to accompany the regulation one. Central Command permits this as a morale-builder provided it doesn’t get out of hand.

CARDASSIAN SPACE STRATEGY AND TACTICS

For the most part, the Dominion directed Cardassian strategy. While the Cardassians often made significant contributions to the Founders’ plans based on their more intimate knowledge of Alpha Quadrant space, usually they worked under the Dominion’s direction, integrating their forces with the Jem’Hadar and not questioning Dominion orders. But when a Dominion battle plan gave the Cardassians primary control over a particular section of the battlefield, they typically used their own preferred tactics instead of Jem’Hadar maneuvers.

The Cardassians improved the Dominion’s battle tactics by providing a much broader range of ship types. The Dominion found itself trapped in the Alpha Quadrant without substantial numbers of many of its ship types,

the late 23rd and mid-24th centuries. By the time of the Dominion War it had become a reserve unit with few non-ceremonial duties. Although its members were called up to fight, it lacked the skills and resources for true effectiveness, and suffered many casualties. In late 2375, the Klingons obliterated the Order at its headquarters on Septimus III.

The *Twelfth Order*, based on the heavily-defended planet Sarpedion V, defends Cardassian colonies and client worlds along the Union’s rimward border. Its soldiers have frequently fought the Klingons, and brought that experience with them to many Dominion War battles.

THE 15TH TAR’ELK—THE IRON-TOOTHED WARDOGS

Among the many proud and powerful units of the Fourth Order, the 15th *Tar’elk*—better known to Cardassian soldiers as the *Jhen Lissi Darkoram*, or “Iron-Toothed Wardogs”—is the most renowned. Famed for its destruction of a Starfleet tactical wing at Hossar IV during the Federation-Cardassian War, for its rescue of over 500 colonists on Remurat V when volcanic eruptions threatened to destroy their settlement, and for countless other heroic acts, its soldiers conducted themselves no less admirably during the Dominion War. The Wardogs were in the vanguard of every battle they fought during the war, but were also among the first ships to attack the Jem’Hadar during the final battle for Cardassia.

Ship	Class	Commander
Flagship		
<i>Rhoma na’Khaldok</i>	<i>Keldon</i>	Gul Mesar
(<i>Star of Cardassia</i>)		
14th Kes’elk “TobrethVel’tai”		
(Tobreth’s Marauders)		
<i>Greltar</i>	<i>Keldon</i>	Gul Tobreth
<i>Khodath</i>	<i>Galor</i>	Gul Nathet
<i>Res’la</i>	<i>Galor</i>	Gul Grenak
<i>Hegrek</i>	<i>Galor</i>	Gul She’drel
<i>Mokhur</i>	<i>Galor</i>	Gul Pellen
<i>Drendara</i>	<i>Thalon</i>	Gul Vekesh
<i>Geret</i>	<i>Durgor</i>	Gul Khamot
<i>Podal’ar</i>	<i>Vidren</i>	Gul Ebros
<i>Khurug</i>	<i>Guran</i>	Gul Judari
<i>Gharol</i>	<i>Sugren</i>	Gul Samel
98th Kes’elk “Gosarna Hrekelor”		
(Talons of Destruction)		
<i>Gosar</i>	<i>Galor</i>	Gul Trelen
<i>Evreloth</i>	<i>Galor</i>	Gul Unadar
<i>Khelbura</i>	<i>Galor</i>	Gul Hortek
<i>Nedoru</i>	<i>Galor</i>	Gul Kho’shar
<i>Des’ret</i>	<i>Galor</i>	Gul Lordak
<i>Ghrel’ket</i>	<i>Thalon</i>	Gul Bretek
<i>Almethy</i>	<i>Guran</i>	Gul Ghensa
<i>Penghosa</i>	<i>Aberax</i>	Gul Margeth
<i>Dregat</i>	<i>Sugren</i>	Gul Delet
<i>Veldar</i>	<i>Sugren</i>	Gul Tham
238th Kes’elk “Broten Kha’thelor”		
(Flying Venom-Turtles)		
<i>Breneld</i>	<i>Galor</i>	Gul Ochas
<i>Vetor</i>	<i>Galor</i>	Gul Dubres
<i>Mel’ek</i>	<i>Galor</i>	Gul Beshar
<i>Sarkath</i>	<i>Galor</i>	Gul Peteth
<i>Reldari</i>	<i>Galor</i>	Gul Krolek
<i>Thoanek</i>	<i>Galor</i>	Gul Verghat
<i>Hutarek</i>	<i>Thalon</i>	Gul Khatora
<i>Kholoda</i>	<i>Guran</i>	Gul Khoan
<i>Geven</i>	<i>Aberax</i>	Gul Rettar
<i>Khershal</i>	<i>Sugren</i>	Gul Bretta
467th Dai’elk “Dereth Vlodarna”		
(Vlodarian Legion)		
5 <i>Hideki</i> -class Fighters		Varies
582nd Dai’elk “Rhomal Gal’galeshar”		
(Starry Eagles)		
5 <i>Hideki</i> -class Fighters		Varies



such as Jem'Hadar Destroyers and Light Battle Cruisers. Several Cardassian ships, including *Galor*-, *Keldon*-, *Kurgat*-, and *Dur'nat*-class vessels, filled this gap admirably.

GENERAL TACTICS

Many Cardassian tactics depend on the large number of weapons mounted on most Cardassian ships, particularly the *Galor*-class Battle Cruiser. With a staggering 14 disruptors and two torpedo launchers, the *Galor* can strike multiple targets all around itself, some more than once. To conserve power for weapons, Cardassians sometimes leave their *Galors* immobile (or moving at very low impulse) to anchor their formations, and shut off a ship's non-essential systems. Dominion upgrades increased the efficiency of some ships' warp cores, and thus the number of weapons they could fire at once. A flotilla of *Galors*, swooping through an enemy formation firing at every target around it, can cut a hole in all but the strongest perimeters.

Compared to Starfleet or the Romulans, the Cardassians use far fewer torpedoes in battle (possibly because they're harder and more expensive to manufacture than beam weapons). They prefer to get close to their opponent and fire beam weapons. Since their ships often have proportionately stronger shields due to their embedded warp nacelles, they can afford to "slug it out" with a comparable opponent. Federation alliance forces sometimes took advantage of the Cardassians' lack of torpedoes to fire missile weapons at them from beyond beam range and soften them up before the main encounter.

SPECIFIC TACTICS

Some of the maneuvers that proved most effective against the Federation alliance include:

Durek Gambit: Developed during the Federation-Cardassian War, this maneuver allows a Cardassian ship to penetrate a target's shields more easily, but at the risk of colliding with that ship and damaging itself. The ship must maneuver in extremely close to the target ship—so close that their shields touch momentarily, but without the two ships directly colliding. At the moment the shields make contact, the Cardassian ship fires at the target through the point of contact. Because the contact weakens the enemy's shields at that point, a successful attack almost always damages the target. (To use this maneuver, a ship must maneuver so close to its target that their shields make contact. This requires a Challenging (9) Shipboard Systems (Flight Control) Test and an Opposed Starship Tactics Test with the target ship. If the ship fails the Flight Control Test, it collides with the target ship, causing 3d6 damage to both of their shields; if it Dramatically Fails, it hits the target at the worst possible angle, causing 5d6 damage to its own shields but no damage to the target ship. If the ship succeeds with both Tests, it must make a

Challenging (9) Shipboard Systems (Tactical) Test to attack the target. If the Test succeeds, the target's shields take damage from the attack as normal, but 50% of that damage, or however much damage gets through after its shields collapse (whichever is greater) also passes through the shields to affect the target ship directly. If the Test fails, the attack fails; if it Dramatically Fails, it damages the ship's own shields, not the target's.)

Lekreth Maneuver: Much like its Jem'Hadar allies, the Central Command likes to use smaller vessels—fighters, fast attack ships, and sometimes escorts—to surround an enemy capital ship, overwhelm its defenses with volleys of disruptor and torpedo attacks, and destroy it. Named after the jagul who perfected it, the Lekreth Maneuver proved particularly effective against the large vessels fielded by Starfleet and the Romulan Star Navy. (This maneuver requires a minimum of five ships of Size 4 or smaller, which must be within Medium disruptor range to the target, which must be Size 7 or larger. Each ship makes an Opposed Test using Starship Tactics against the commander of the target vessel. More than half of the ships must succeed in the Opposed Test for the maneuver to work. If it works, each ship which succeeded in the Opposed Test makes an attack Test (the other ships may do so as well, but at +2 Difficulty). If all of them hit the target—a not unlikely occurrence, given Size modifiers—then one of them, chosen at random, may apply the Size modifier to the damage done by his attack.)

Verin'kano Tactic: This maneuver, the "waves" tactic feared by so many of the Union's enemies, works best against static targets when a Cardassian fleet is still relatively "fresh." It begins with a squadron or two of *Hideki*-class Fighters, who fly by the target, peppering it with disruptor bolts. Then a group of slightly larger ships—perhaps *Guran*-class Fast Attack Ships or *Ragar*-class Incurion Frigates—repeats the attack as the fighters circle around to rejoin the fleet. In escalating steps, from frigates to light cruisers to *Galor*-class Battle Cruisers to warships and battleships, the Cardassians send in larger and more powerful ships to fly past the target and strafe it. By the time they finish the maneuver, they will have weakened or destroyed just about any target.

Veset Maneuver: The famed Cardassian gul Tarsin Veset developed this maneuver to take advantage of his *Galor*-class ship's multiple phaser banks. To use it, a ship must fly close to a target (usually one at least its Size, if not larger) and then fire five or more disruptor beams at it. A skilled Cardassian commander has a much higher chance of scoring multiple hits when using this maneuver than under ordinary circumstances. (To use the Veset Maneuver, a ship must have at least five beam weapons which it can bring to bear on a single target. The target must be the same Size as the ship, or larger, and the ship must get within Medium beam weapon range to it. The ship makes an Opposed Starship Tactics Test against the target; if it succeeds, it makes an attack Test to Multifire at the target. He hits with one beam if he succeeds, plus an additional beam for every +1 point by which the Test



Result exceeds the Difficulty (not every +2 as normal). All other rules for beam weapon Multifire apply normally.)

THE CARDASSIAN ARMY

While the Space Forces, as usual, saw the most combat and got the lion's share of the glory during the war, the Central Command didn't let the Army sit idle. Fighting sometimes by themselves, and sometimes alongside the Jem'Hadar, Cardassian soldiers defended many planets in the Union against Klingon and Starfleet invaders. Using their knowledge of the terrain and their heavy disruptor artillery, they inflicted severe casualties on enemy forces. The Klingons, who at first dismissed the Cardassian ground forces as unworthy opponents, usually left the field of battle with newfound respect for their resilient, resourceful grey-skinned opponents.

TABLE OF ORGANIZATION

The Cardassians came to the war with more ground forces than any other combatant: the Cardassian Army numbers nearly four million men. Of course, not all of them actually fight (many serve as mechanics, doctors, laborers, and in other support positions), but they still sent more soldiers onto the battlefield than Starfleet and the Romulans combined.

For the Army, each order functions as a corps level of organization, though some Cardassian corps are much larger than those of other armies. With its usual level of administrative efficiency, the Central Command divides each order's ground forces into *jhorgator* ("divisions") containing 20,000 soldiers, commanded by an *arjagul* ("general," equivalent to a Space Forces admiral). Each *jhorgator* subdivides into *kshesharo* ("regiments") of 5,000 soldiers commanded by a *gul*, *peshdar* ("battalions") of 1,000 soldiers commanded by a *dal*, *brelgaro* ("companies") of 200 soldiers commanded by a *dalin*, *mezreko* ("platoons") of 40 soldiers commanded by a *glinn*, and *tekhasor* ("squads") of eight soldiers commanded by a *kel*. Like Space units, Army units often adopt mascots or nicknames to set themselves apart; many "partner" with a Space unit, adopting the same mascot or nickname and engaging in leisure activities together.

Within each order, one *arjagul* has final authority over all other officers. During the Dominion War, Damar appointed an *Idrig Arjagul*, or "Field Marshal," to command all Army personnel irrespective of order. Arjagul Tarska Hesar, the youngest and most dynamic of the Army's *arjaguls*, received the position, much to the disgust of many older, more experienced generals. But the energy and fire he brought to the job inspired his troops to fight harder, and they scored many important victories, particularly early in the war. Dismayed by the Dominion's treatment of his men, Hesar secretly joined Damar's rebellion shortly after it began. He was found and tortured by the Jem'Hadar, but survived until the war ended. Today he is a prominent member of the Democratist faction.

WEAPONS AND EQUIPMENT

All Cardassian soldiers wear the same uniform, a full bodysuit made of advanced fibers and polymers which provides +2 protection against physical attacks and +1 protection against energy attacks. The Central Command issues each soldier the same equipment: a Cardassian phaser rifle and two extra energy packs; a Cardassian combat knife; eight grenades (four photon, two photon but stun-only, two flare); a military tricorder; a personal communicator; a personal medkit; and rations. Each infantry squad receives two heavy phaser rifles, two improved communications units, an assortment of extra grenades, one combat drone (if available), one man-portable missile pack (if available), and its own hopper (if available). Mechanized, artillery, air combat, and other units receive different equipment allotments.

TACTICS

The Cardassian approach to ground warfare occupies a middle position between that of the Klingons and the Romulans. Thanks to their strength and endurance, they can slug it out in close-range combat with Jem'Hadar, Klingons, or any other species. But they don't emphasize hand-to-hand weapon fighting the way those two species do, preferring phasers and other sophisticated technological weapons. At the same time, Cardassians are clever, and the Central Command's soldiers often lay traps or lure the enemy into disadvantageous positions, just like the Romulans. This combination of traits results in a flexible approach to combat that, together with their usual numeric superiority, gives the Cardassians an edge in many battles.

Cardassian ground warfare doctrines emphasize the use of heavy weapons. Every squad carries heavy phasers, and most have missile packs, portable artillery pieces, and similar implements of destruction. The Cardassian Army contains a higher percentage of artillery and mechanized units than any of the Federation alliance forces. Prior to any close-range encounter, the Cardassians lay down as much heavy weapons fire as they can, to soften up and demoralize the enemy force. They particularly like to target enemy artillery and emplaced weapons, to deny their opponents the military assets they (the Cardassians) prefer.

AFTER THE WAR: THE PRESENT STATE OF THE CARDASSIAN UNION AND THE CENTRAL COMMAND

During the final days of the Dominion War, the Dominion turned on Cardassia, slaughtering over 800 million citizens and razing dozens of major cities, leaving the Union decapitated and shattered. The Jem'Hadar slaughtered every member of the Detapa Council, every minister, and virtually every member of the Cardassian High Command (including Gul Damar, leader of the



Cardassian rebellion). The Cardassian people face the enormous task of rebuilding an entire civilization without the benefit of established leadership, a solid infrastructure, or a healthy economy.

In the wake of the war, near-anarchy reigns supreme. Worlds have seceded from the Union, pirate and raider attacks have nearly tripled, and some members of the military are trying to establish their own petty dictatorships in obscure corners of Cardassian space. Each individual's personal influence (*vesala*) and family ties are more important than ever.

THE FACTIONS

In this chaotic environment, dozens of would-be rulers struggle for power, often using violence or assassination as political tools, catching ordinary Cardassians in the crossfire. Several front-runners have emerged from this bloodthirsty morass of opportunists. The events and actions of the next few months and years will determine who obtains real power in the Union, and thus the very nature and course of Cardassia for decades or centuries to come.

MILITARISTS

Many military men believe Cardassia should re-establish itself as a powerful galactic empire rivalling any other in the Alpha and Beta Quadrants. Led by Gul Tokli Yenar, a charismatic leader and brilliant speaker, the "Militarists" seek to resurrect Cardassian greatness under the banner of the Central Command.

Although many Cardassians are disgusted with imperialism and military rule, the Militarists' command of many military resources gives them much political power. They have more ships and weapons than any other faction—not surprising, given their origin and beliefs—and are quite willing to use them. Although many political problems call for deft political solutions, not orbital disruptor bombardment, any faction wishing to rebuild the Cardassian military will have to come to terms with the Militarists in some fashion.

DEMOCRATISTS

The Democratist faction, a very popular one among the common people, wants to create a "new Cardassia" of democracy and justice, similar in many ways to the Federation. Composed largely of former members of the underground, other dissidents, and outspoken citizens sick of military rule and a poor economy, this faction seeks a better life for all Cardassians.

Elim Garak, an exiled former member of the Obsidian Order who helped the Federation triumph over the Dominion, leads the Democratists. Wily and insightful, Garak has scored several important political victories over the other factions. Fortunately, several of his rivals have become mired in bloody infighting within their own

factions, or warfare with other factions, or have unexpectedly died or disappeared, keeping the path for the Democratists clear.

The Democratists assert that all Cardassians are equal, and thus deserve an equal say in their government via honest elections of all leaders. An elected government would control the military and the intelligence service, with multiple checks and balances to prevent any individual from obtaining too much power. A constitution must set forth the inviolable rights of all citizens—rights the authorities must respect. In essence, the Democratists want to create a "Cardassian Federation of Planets," and in fact have sought UFP aid (a request the Federation continues to debate).

BERNAKIANS

Gul Bernak, a veteran of both the Klingon and Dominion conflicts, embodies many of the best and worst qualities of the old Cardassia (strength, toughness, pride, honor, conviction, ruthlessness, cruelty, xenophobia). He believes Cardassians must rely only on themselves to achieve their destiny! The Union simply allowed weak-minded Cardassians to avoid making the hard decisions needed to advance the interests of Cardassia without relying on outside assistance.

Bernak wants his world and people to receive the respect of the other powers of the quadrant for their military might, intelligence, and creativity. If he gains power, he would dissolve the empire, expel all non-Cardassians from Cardassia Prime, and seek internal solutions to internal Cardassian problems. Rather than establishing an empire, he would use other worlds as targets for military conquest and economic exploitation.

SHAMARIANS

Jagul Koros Shamar, the highest-ranking officer in the Central Command to survive both the War and the Dominion purge, comes from an ancient family of noble lineage, and possesses much *vesala*. He feels the military should fight, not rule; political power must rest in hands competent to wield it—in short, his own. Shamar's trying to become the sole, unquestioned ruler of a new Cardassian Empire. Backed by many of his former officers and their ships, he has a reasonable chance of making his dream come true.

THE OBSIDIAN LEGION

The small, shadowy Obsidian Legion consists mainly of present and former Obsidian Order agents. They want to restore the pre-Dominion alliance status quo—but with themselves as an autocratic oligarchy ruling Cardassia. They plan to use their contacts and skills to eliminate all other rivals for power. They maintain strict secrecy and do not participate in the political process in any legitimate way. They simply raid, assassinate, blackmail, and steal as



they attempt to dispose of any Cardassian who threatens their eventual success.

SPIRITUALISTS

The Jem'Hadar murdered the last *Parektar Varhet*, Turo Padile, and also killed many other religious authorities. The surviving priests chose Enros Dorad as the new Parektar Varhet. Young, ambitious, and eloquent, Dorad has become the leader of the Spiritualists—Cardassians who want to revive Cardassia's ancient traditions of religion and art. To the Spiritualists, Bajor presents a good model for their society, though they'll have to find a way to emulate Bajor's success as a civilization without Bajor's natural resource base. Unfortunately, the Spiritualists remain the weakest of the factions; they have almost no ships and rely solely on their ability to persuade others—a poor weapon in post-War Cardassia. They do, however, have a strong alliance with the Democratists, and along with them and several smaller factions have formed a "Cardassian Council" to promote the rule of law.

between various powerful persons who control large amounts of territory on Breen or its claimed space—a government almost feudal in many respects. The rulers of the various Breen states typically go by the title *thot*. This term carries connotations of "warlord," "governor," "chieftain," and "duke," depending partly on context, but most thots are very powerful individuals with substantial resource bases to draw upon. Each state chooses its thot differently; in some the thot is a hereditary ruler, in others he's elected, in others he fights for the position, and in still others he's chosen by a body of electors.

When there's a need to consider problems common to all Breen, the thots meet in the ancient capital of Pela Tarem in a large building called the "Hall of Heroes." There they debate the issues of the day and create laws which apply to all Breen equally, much like any other modern government. But unlike most ruling bodies, fistfights or gun battles between old enemies or newly-feuding thots often punctuate the debates. Even when the thots pass a law—an infrequent occurrence, since it requires a three-fourths majority—they often enforce it haphazardly. Thots who didn't support a law in the legislature may conveniently neglect to enforce it (except against their political enemies).

The Breen military consists of conscripts from each of the states. Each thot raises an army and navy from his people by whatever means he sees fit (some hire them, others hold a mandatory draft, others press-gang hapless travelers). Thots may build their own ships, but many partner with other thots to defer expenses. In times of war, the thots, pursuant to law, pool their resources into one vast fleet and elect one of their number commander of the fleet. Unlike many Breen laws, no thot ignores the ship sequestration law. A thot who refuses to commit his forces after the majority of his comrades have voted to declare war risks annihilation at the hands of the assembled Breen force.

THE BREEN ORDER OF BATTLE

Until late 2375, few people in Starfleet Command gave the Breen much thought. Regarding them as a species of pirates, slavers, merchants, and troublemakers, Starfleet didn't consider them enough of a threat to justify any major activity in or around their claimed territory.

That changed when the Breen Confederacy announced its alliance with the Dominion by successfully attacking Earth itself—something not even the Klingons ever dared to do. For decades, perhaps centuries, the Breen had, for their own inscrutable reasons, hidden the true extent of their military power. Their secret revealed, and their losses in the Dominion War relatively slight, they stand poised to be one of the biggest threats to the peace and security of the Alpha Quadrant during the latter quarter of the 24th century.

THE BREEN CONFEDERACY

To understand the Breen military properly, one must first know a little something about the Breen government and society. Residents of the planet of the same name (a supposedly arctic world which, according to some cryptic reports, may actually be temperate and lush), the Breen are a fractious and enigmatic people who must wear thick, all-concealing refrigeration suits when off their homeworld. Among other species, the Breen have a reputation as dangerous, treacherous, manipulative, sly, and deceptive. As the Romulans say, "Never turn your back on a Breen."

The Breen government is known as the Breen Confederacy. As its name indicates, it's less of a centralized ruling institution, and more of a strong alliance

THE BREEN SPACE FORCE

Less a star navy and more a collection of ships working together for the common benefit of their crews and the Breen people, the Breen space force nonetheless fights well. While it lacks some of the advantages of a standing navy, its personnel have a lot of experience with unconventional tactics (*i.e.*, piracy and ambush), and it has large, powerful ships. Until the Federation alliance developed a defense, their energy dissipator weapon alone made the Breen space navy a dangerous enemy.

TABLE OF ORGANIZATION

The thot chosen to lead the Breen space navy receives the title *tha'thot*, roughly meaning "chief leader of the battle forces." He serves at the pleasure of the council; if the political winds shift and he loses the support of the people who chose him, he'll likely find himself replaced and recalled to Breen. He may or may not accept

THOT PRAN

Attributes

Fitness 4
Strength +1
Vitality +2
Coordination 3
Intellect 3
Presence 4
Willpower +2
Psi 0

Skills

Administration (Bota Rez Government) 4 (5)
Logistics (5)
Athletics (Lifting) 2 (3)
Culture (Breen) 2 (3)
History (Breen) 2 (3)
Language, Breen 2
Law (Breen) 3 (4)
Merchant (Slaves) 2 (3)
Personal Equipment (Refrigeration Suit) 2 (3)
Planetside Survival (Arctic) 2 (3)
Primitive Weaponry (Club) 1 (2)
Security (Law Enforcement) 1 (2)
Shipboard Systems (Command) 3 (4)
Starship Tactics (Breen) 4 (5)
Starfleet (5)
Strategic Operations (Invasion Strategies) 3 (4)
Breen Sector Strategies (4)
Streetwise (Breen Underworld) 2 (3)
Unarmed Combat (Breen Boxing) 2 (3)
World Knowledge (Breen) 2 (3)

Advantages/Disadvantages

High Pain Threshold +2. Political Rank (Thot) +5.
Shrewd +1. Telepathic Resistance +4. Wealth +4.
Intolerant (Humans) -2. Sworn Enemy (disgraced political rival and his family) -2. Vengeful -2

Courage: 3
Renown: 36
Aggression: 11
Discipline: 7
Initiative: 5
Openness: -5
Skill: 8
Resistance: 6

Thot Pran was the supreme commander of the Breen military forces that fought in the Dominion War. The ruler of Bota Rez, a large state on a landmass in Breen's southern hemisphere, Pran rose to power through dynastic succession as the only surviving son of his father. His ability to govern well complemented his ability to arrange the "accidental" deaths of his two older brothers, and soon Bota Rez was on the ascendancy among the Breen states.

Aggressive and ruthless, Pran built up the Rez army and navy, making himself a military power to be reckoned with. To keep his forces in fighting trim, he turned most of his ships to piracy, enriching his coffers while his men gained valuable experience. He lost some ships this way, but earned more than enough wealth to make up for it. When circumstances permitted, he often led pirate raids himself.

Pran was one of the first Breen to start dealing with the Dominion. Recognizing in the Founders some of his own best qualities, he forged strong business ties with them. When the time came, he spoke strongly in behalf of a Breen alliance with the Dominion. Not only did he sway many Breen to support his cause, he obtained the supreme commander's position for himself.

Initially the addition of his forces to those of the Dominion, not to mention the revelation of the Breen energy dissipator, nearly tipped the scales in favor of himself and his allies. But the Federation alliance struggled back and, eventually, defeated them, forcing Pran to sign a humiliating treaty with the hated Humans. As a result of his loss, his political power on Breen has suffered as well, and many of his enemies sense an opportunity to chip away at his resources. Only time will tell whether he can withstand this setback and continue as a major power in the Breen Confederacy.

that decision with equanimity, and his choice can affect the Confederacy's ability to prosecute a war. During the Breen's involvement in the Dominion War, Thot Pran of Bota Rez served as *tha'thot*. His conduct as supreme commander never came into serious question during the fighting, and no thot attempted to remove him from his position.

BROT'KAR (STATE FLEETS)

The Confederacy divides its wartime space forces into *brot'kar*—fleets based on the state they come from. For example, Thot Pran brings the Bota Rez Brot'kar to the fighting, and Thot Glar commands the Dosa Ghen Brot'kar. The thot ruling that state, or his appointed representative, commands the fleet, subject to the orders of the *tha'thot*. About half the thots prefer to command their fleets themselves; the rest stay safe at home and risk someone else's neck, even though that's not as prestigious.

Because the resources of the Breen states vary, so do the size and composition of their fleets. Powerful states like Bota Rez, Kethu Dar, and Xilk Tre send hundreds, even thousands, of vessels, including many Breen Battle Cruisers and other capital ships. Smaller or poorer states, such as Yec Tanta or Pej Roak, can only contribute a few dozen vessels, and perhaps personnel to work in other parts of the Breen military machine. Obviously, thots who bring more ships to the war have more power within the Breen command structure, and greater access to the *tha'thot*.

Although all Breen soldiers are supposed to follow the *tha'thot* unquestioningly in time of war, the never-ending feuds and struggles between various Breen states sometimes affect the fleet. Forces from one state may not move to support ships from an unfriendly state quite as quickly, or one thot may slip embarrassing information about a rival to the *tha'thot* in the hope of harming his rival's chances to receive plum assignments. Over a long-term war, this squabbling can significantly hinder the Breen's military efforts, but it had no discernible effect on their conduct during the Dominion War.

TILGA'KAR (SUB-FLEETS)

Each state fleet breaks down into *tilga'kar*, a term literally meaning "sub-fleet" but that figuratively translates as "tactical wing." The size of a *tilga'kar* varies from one fleet to another. In the larger fleets, a *tilga'kar* can include dozens of ships, like a Starfleet tactical wing; among smaller ones, each *tilga'kar* may have less than a dozen ships. Some of the larger fleets organize their *tilga'kar* by class or type, like most other naval forces. But usually the Breen lump ships together into mixed groupings using a logic not fully comprehensible to Starfleet.

Each *tilga'kar* falls under the command of an *uthot* ("Junior Thot" or "Sub-Thot") appointed by the thot of the fleet. Compared to Starfleet, an *uthot* equates to a

low-ranking admiral or a captain who commands a tactical wing.

JELGA (WINGS)

A thot may divide large *tilga'kars* into *jelga*, units roughly equivalent to Starfleet wings. Jelga contain about three to eight ships each, usually all of roughly the same Size (jelga rarely mix fighters and capital ships). One of the *relkyh* (captains) commanding a ship in the jelga commands the jelga as a whole.

In the Breen space forces, a *relk* (captain) commands each ship. Uthots and thots choose *relkyh* based on merit, political muscle, favors owed, their success commanding pirate or slaving missions, bribery, and many other factors. If the *relk* proves incompetent in the eyes of his crew, the crewmembers will probably kill him and choose one from among them to replace him. Uthots and thots usually support such "mutinous" crews to ensure that the *relkyh* do their jobs properly and don't get too complacent.

BREEN SPACE TACTICS

Assessing how the Breen fight a space war based on their conduct during the Dominion War is difficult, for several reasons. First, they were involved in the actual fighting for a very short period of time. Second, when they did fight, it was usually as one component of a larger joint force commanded by Dominion personnel. The only major battle the Breen led was their counteroffensive in the Chin'toka system, and that was a very atypical encounter in many respects.

But Starfleet and Klingon observers discerned a few points of Breen tactical and strategic doctrine. First, they like to rely on deception, trickery, ambush, and similar tactics whenever possible. The fact that their ships have cloaking devices provides some evidence to support this conclusion, but the energy dissipator weapon makes an even better case. They could not have developed the dissipator overnight; it must have taken years of research to perfect. Yet they refrained from using it so they could, eventually, surprise a major enemy and score a key victory. They didn't even employ it when attacking Earth. Instead, they waited until Chin'toka, and by doing so destroyed hundreds of enemy vessels in a remarkably short period of time.

Second, the Breen fight conservatively. Unless they have a major advantage to press, they don't overextend themselves. It's almost as if they're afraid to show the true extent of their strength, or to draw the full attention of their enemies. In situations where the Jem'Hadar or Cardassians would advance quickly, the Breen usually advanced slowly, waiting for reinforcements so the enemy wouldn't catch them off-guard and weak. Some Starfleet analysts suspect this tendency arises from the long Breen history of feuding and infighting. A thot who reveals too much of his power too soon, or who risks everything on one bold stroke, often comes to ruin. Therefore Breen

TILGA'KAR SHORGA VRNET

The *Shorga Vernet* sub-fleet is one of the units serving in the space forces of the Breen nation of Chöda Besk. Although small compared to the sub-fleets of some larger states, it distinguished itself with its bold tactics and daring flight maneuvers during the Dominion War. When the Federation alliance recaptured Betazed, the *Shorga Vernet* destroyed a key Romulan command wing and nearly derailed the entire offensive.

Ship	Class	Commander
Flagship		
<i>Choskl-Ag</i>	<i>Gor Taan</i>	Uthot Brec
Jelga Shuk		
<i>Lg'tash</i>	<i>Gor Taan</i>	Relk Zarn
<i>Neelg</i>	<i>Dret Shol</i>	Relk Prehs
<i>Thun-Kc</i>	<i>Gor Taan</i>	Relk Henc
<i>Hrelt</i>	<i>Kaath Pek</i>	Relk Kreg
<i>Shteth Kurpa</i>	<i>Gled Kraan</i>	Relk Ghret
<i>S'vek'pa</i>	<i>Gor Taan</i>	Relk Lesk
Jelga Thket		
<i>Trhg-Ta</i>	<i>Gor Taan</i>	Relk Drenk
<i>Mhexr Skla</i>	<i>Kaath Pek</i>	Relk Shol
<i>Darwc-Pik</i>	<i>Rog Treth</i>	Relk Mert
<i>Kleth-Ag</i>	<i>Gor Taan</i>	Relk Cheg
<i>Preen Sxorec</i>	<i>Gled Kraan</i>	Relk Threk
<i>Sk'ra Prek</i>	<i>Gled Kraan</i>	Relk Emg
Jelga Kumuta		
10 Breen Attack Fighters		Varies

BREEN SHIPS

The following list represents all the Breen ship types known to Starfleet as of 2376.

Warships

Gel Chak-class Heavy Warship
Talg Gir-class Warship
Sarr Theln-class Warship
Bük Pren-class Light Warship

Cruisers

Gor Taan-class Battle Cruiser
Chel Grett-class Battle Cruiser
Kaath Pek-class Cruiser
Pesh Goth-class Light Cruiser

Destroyers

Rog Treth-class Destroyer
Ved Karm-class Destroyer

Frigates

Dret Shol-class Heavy Frigate
Shog Val-class Fast Frigate
Thord Klon-class Frigate
Plesh Brek-class Frigate

Fast Attack Ships

Gled Kraan-class Fast Attack Ship
Bleth Chaos-class Fast Attack Ship
 Breen Attack Fighter

Escorts

Kaan Brott-class Heavy Escort
Resh Klerd-class Escort

Scouts

Thek Varr-class Heavy Scout
Gesh Plarr-class Scout

Specialized

Draalk Varth-class Heavy Courier
Chesh Pelm-class Science Vessel
Laan Tar-class Medical Cruiser

Support/Auxiliary

Traath Kep-class Fleet Tender
Prelt Shon-class Armored Transport
Shoth Breg-class Military Freighter



prefer to proceed slowly and cautiously when fighting a war, unless they feel they have some sort of overwhelming advantage.

SPECIFIC TACTICS

Some specific maneuvers the Federation alliance observed the Breen using include:

Skotha Reverse: The Breen used this tactic several times when “retreating.” As a wing moved away from a battle, appearing to retreat, its Attack Fighters, using their greater acceleration and maneuverability, would peel off in several directions and swing back around to engage pursuing enemy ships. If the enemy ships did not stop to fight them, they resorted to suicide attacks to slow them. With their pursuers occupied, the Breen capital ships turned around as well (sometimes using nebulae or asteroid fields to conceal the maneuver) and attacked—the hunted become the hunters.

Assault Formation V: To use this maneuver, a Breen wing aligns itself in a roughly V-shaped formation pointed at the target wing like an arrowhead, with the wing’s largest or most powerful ship at the “point.” The other ships line up behind it, staggering small and large ships to provide tactical flexibility. The “arrow” smashes into an enemy formation, scattering its front line, then breaks apart to attack individual targets. (The Breen commander makes an Opposed Starship Tactics Test against the commander of the target formation. If he wins the Test, all ships in the wing gain a +1 Test Result bonus to hit all ships in the target wing for one round.)

Vreg Maneuver: This maneuver takes advantage of the number and placement of forward disruptors on the *Gor Taan*-class Battle Cruiser and many other Breen ships. This ship approaches the target, firing all of its forward disruptors. Then Breen tactical computers, instantly evaluating the sensor data on those beams’ angle of fire and impact, triangulate on an area of the ship which the cruiser’s commander wishes to attack—say, weapons, the bridge, or life support. Thanks to the targeting data, the shot becomes much easier. (The Breen ship chooses a target, flies straight at it, and Multifires; it must fire at least once with each forward disruptor it has. As a later action that round, or in the very next round, the ship makes a Moderate (8) Shipboard Systems (Tactical) Test, applying as a Test Result bonus the number of Multifire beams after the first which hit the target. If this Test succeeds, the ship may make a Called Shot against any location on the target ship and halve the hit location modifier.)

THE BREEN LEGIONS

Information about the Breen ground forces—the Breen Legions—is even sketchier than information about their space navy. With a few exceptions, the Breen limited their involvement in the war effort to providing ships, not ground troops. But the Federation alliance learned a

little from the few encounters its Ground Forces had with Breen soldiers, and even more during the Treaty of Bajor negotiations.

TABLE OF ORGANIZATION

The largest unit in the Breen ground forces is the *legion* (*hon* or *hareh* in Breen; Starfleet’s translations are unclear, due to the complexity of the Breen language). As with fleets, each Breen state maintains its own legion, and those legions vary in size and capabilities based on the state’s resources, the personality of its thot, and other factors. In some cases thots command legions directly, but most prefer to focus on space warfare. In their place they appoint a *Varnc ta’Honn* or *V’renac ta’Haren*. The title means “Master of the Legions.” The Master commands with the thot’s authority, except when the thot overrules him.

The larger legions divide themselves into sub-legions for administrative and logistical purposes. Starfleet did not learn the words for a sub-legion and its commander until it required the Breen to reveal them during treaty negotiations. The sub-legion is an *uhon* (or *uhareh*), or “battalion.” Its commander, a *nareg*, has about the same authority as a colonel or major in the Starfleet Ground Forces.

MILITARY ACTION GROUPS AND SQUADS

Breen battalions subdivide themselves into *trunhn* (singular *trun*), meaning “military action groups.” A *trun* has anywhere from 50 to 300 Breen soldiers and officers, depending on the size of the legion and the importance of the mission, making it approximately the same as a company or a large platoon in most other ground forces. The commander, typically called an *ak’trun*, has about the same authority as a captain or lieutenant.

When necessary, a *trun*’s commander splits his forces up into three- to 20-man squads (*chedhn*). Squads receive specific tasks, such as “capture that ridge” or “man that mounted disruptor.” Once it accomplishes its mission, a *ched* returns to the *trun*, where its men may remain together for further missions or disperse to join other squads.

Some *chedhn* achieve more or less permanent status due to their members’ specialized skills. These include squads operating Breen artillery or other heavy weapons, mechanized units, and “stealth warfare” elite squads called *preka sclarn* (“night warriors”).

EQUIPMENT

A Breen soldier’s standard kit includes the following items: a refrigeration suit (provides 1 point of armor against both physical and energy attacks); a Breen disruptor rifle (a Type 3 disruptor equivalent to Romulan energy weapons); a Breen disruptor pistol; and ration packs and miscellaneous tools. Most squads have at least one or two



military tricorders, one or more field medkits, and one Breen CRM 114 energy rifle as a squad heavy weapon. Specialized squads carry different equipment loads.

TACTICS

Starfleet did not learn much about Breen planetary warfare tactics during their few encounters with the legions. After analyzing battle reports, Starfleet personnel have concluded that many of the tactical doctrines governing Breen space warfare—a penchant for deception and trickery, slow and cautious advancement—also apply to Breen ground attacks. The Breen seem to prefer to make a short advance to a position, secure it heavily, and then send a squad out to take the next position. They could make greater gains if they risked larger advances, but seem content with a “slow and steady” approach.

The Breen also emphasize the use of heavy weapons. Every squad has at least one CRM 114 energy rifle (if not more), and squad-portable artillery weapons, missiles, and the like are not uncommon. The extra firepower this policy provides their squads enabled the Breen to win more than one skirmish during the war. The Federation alliance responded by issuing similar weapons to their troops to counteract the Breen advantage.

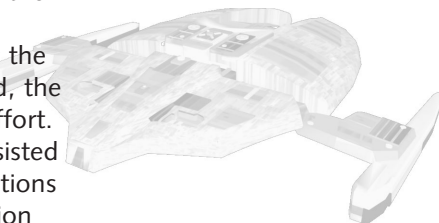
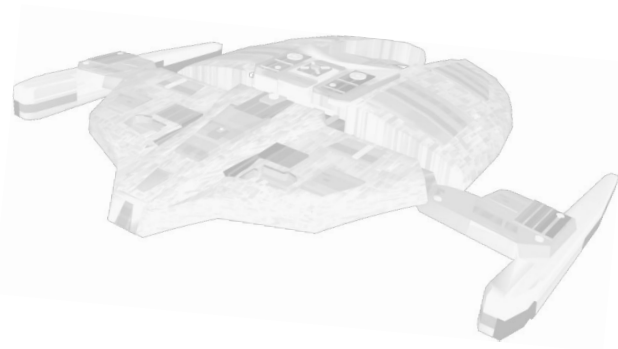
AFTER THE WAR

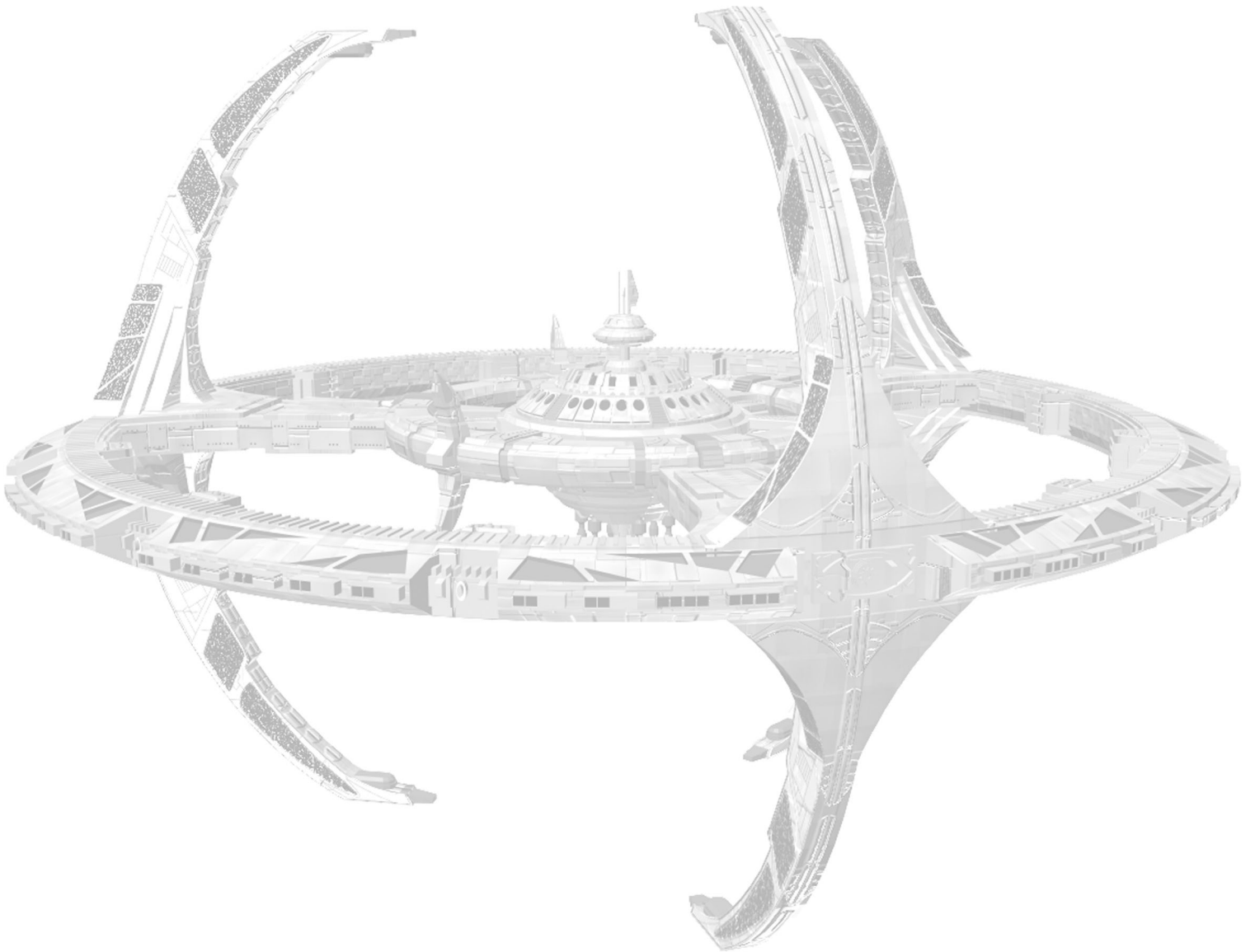
Since the Federation knows relatively little about Breen internal politics and military policy, it's difficult to judge how the end of the war may affect this enigmatic species. The Treaty of Bajor provides that the Breen will never go to war against any Alpha Quadrant species or government again, but few in Starfleet Command believe the Breen will abide by that provision in perpetuity. Indeed, many of Starfleet's more cautious officers consider the Breen the next major threat to the Federation. None of the *thots* sent their entire military forces to the Dominion War, so the Breen retain a significant level of military power with which to continue their piratical activities or attack their enemies. Now that their secret has come to light, how will they act when they don't have to maintain the illusion of weakness?

Given the nature of Confederacy politics, undoubtedly some *thots* (possibly including Thot Pran himself) will lose prestige, and therefore political leverage, due to their role in the war. Those who backed the Confederacy-Dominion alliance argued the Breen were supporting the winning side and that when the Dominion triumphed, the Breen would acquire vast new territories with little effort. Captured Dominion records do indicate the Breen insisted upon substantial territorial concessions, including sections of Cardassian space and promises of various Federation territories, in exchange for entering the war. What they wanted with this new territory, other than extra living space and resources to exploit, remains unknown.

If one or more *thots* fall because of the loss of the war, the repercussions could affect the entire Confederacy.

A rival, seeing his old enemy's weakness, may try to capture more territory, leading to minor wars and perhaps even planetwide conflict as thots invoke secret alliances or bring newly-developed weapons to the fray. Maybe a powerful or clever thot will conquer the other thots, making himself the unquestioned leader of the Breen people and a significant threat to Federation security. Starfleet Intelligence plans to monitor activity on the Breen homeworld as closely as possible for the foreseeable future.





TOOLS OF DESTRUCTION AND DEFENSE: MILITARY TECHNOLOGY

CHAPTER EIGHT

From weapons to communications systems to ships bristling with guns, technology constitutes a crucial element in the history of warfare. The military technology of the 24th century is as diverse as that of any period of humanoid history, perhaps moreso. The sampling below represents only the smallest fraction of the devices available to military and quasi-military forces throughout the galaxy.

OFFENSIVE TECHNOLOGY

ENERGY WEAPONS

BREEN CRM 114 ENERGY RIFLE

Damage: 16 vehicular damage/32 personal damage/.5 starship damage

Targeting: 1 (-1 Difficulty for all shots)

Range: 10/60/120/250

Size: 127 cm long, 3.4 L in volume

Mass: 12.36 kg

Energy: 3,200 charges

A large energy rifle of Breen manufacture, the CRM 114 is intended primarily for use against ground vehicles, emplacements, and similar targets. Its quick recharge rate allows for frequent firing. A character may fire the CRM 114 on automatic, using the rules on page 238 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook, but the weapon can only fire a maximum of three shots in a round, each doing 14 points of vehicular damage and costing 16 charges.

MOUNTED PHASER

Damage: See table next page

Targeting: 2 (-2 Difficulty for all shots)

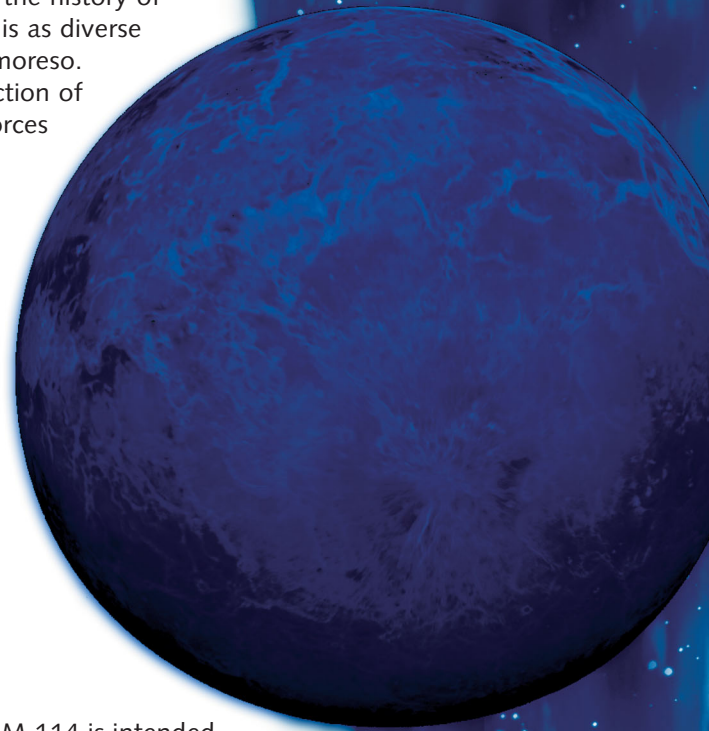
Range: 10/60/120/250

Size: 154 cm long, 4.5 L in volume

Mass: 14.74 kg

Energy: 8,000 charges

This weapon, a staple of the Starfleet Ground Forces arsenal, comes mounted on a tripod or vehicle. A single person cannot carry it easily, and can only fire it if it's already emplaced and steadied; typically a two- or three-man crew services the weapon. It emits a standard phaser beam, fireable in the four common phaser modes. Characters may fire it on automatic, using the rules on page 238 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook; the number of shots it can fire per round depends upon the strength of the beam (see accompanying table). Narrators can use the statistics for this weapon for similar weapons used by other governments, but may wish to increase the damage done slightly at the expense of losing most of the firing modes and/or using more charges.



MOUNTED PHASER TABLE

Setting	Damage ¹	Charges	Auto Shots
1 Heavy Stun	(8+8d6)	5	10
2 Light Thermal	50+4d6	25	10
3 Heavy Thermal	95+6d6	50	10
4 Light Disrupt	135+8d6	75	8
5 Heavy Disrupt A	175	100	8
6 Heavy Disrupt B	200	125	6
7 Heavy Disrupt C	225	150	6
8 Heavy Disrupt D	250	175	4

¹-Personal damage

EMPLACED PHASER TABLE

Type	Damage ¹	Protection	Power Generated
Type X	20	30/30	120
Type XI	22	35/35	140
Type XII	24	40/40	155
Type XIII	26	45/45	170
Type XIV	28	50/50	185
Type XV	30	55/55	200
Type XVI	32	60/60	220
Type XVII	34	65/65	235
Type XVIII	36	70/70	250

¹-Starship damage

Each shot costs Power equal to the Damage done by that shot; the controller can increase this with extra Power per the rules for starship phasers. Shields cost 1 Power per point of Protection per shield; the weapon cannot increase this rating with extra Power.

EMPLACED PHASER

Range: 10/30,000/100,000/300,000

Accuracy: 4/5/7/10; 720 degree firing arc

Size: Equivalent to a Size 2 starship

Damage: Depends on phaser type (see table)

Energy: Microfusion generator (see table)

Commonly used in automated defense perimeters, for planetary defense against starships, and as protection for crucial ground installations or positions, the emplaced phaser is one of Starfleet's most powerful non-starship-based weapons. It consists of a large base, a tower, and a spherical "turret" on top of the tower with a phaser array wrapped all the way around its equator, thus allowing it to bring the beam to bear on a target anywhere around the weapon. An emplaced phaser can Multifire. An onboard microfusion generator powers the weapon (including its shields; see accompanying table). Narrators can use the statistics for this weapon for similar weapons fielded by other governments.

HEAVY WEAPONS

ENRICHED ULTRITIUM ARTILLERY

Damage: 80+12d6 (personal damage), with a Blast Radius of 20 meters and a Dropoff of 10 points per meter thereafter

Range: 5/20/80/300 (in kilometers)

Size: Shell is typically about 60 cm long, 20 cm in diameter; size of launcher varies

Mass: Shell masses 9.5 kg; launcher mass varies

This represents the standard enriched ultritium artillery shell used by most governments. Larger or smaller shells do proportionately more or less damage, and require proportionately larger or smaller electromagnetic launchers to achieve the same ranges. Some types of shells and/or launchers fire over even longer ranges.

Artillery launchers fire indirectly at targets, allowing them to shoot over obstacles like forests or small mountains. But to do so accurately, they must have a way to detect the target's location. Typically they use built-in sensors that link with larger sensor networks. If the sensors, or the sensor net, don't function properly, a soldier can observe the enemy's position and call in the target coordinates; this increases the Difficulty of all shots by +3. If the launcher lacks any way to target the enemy, it can fire blindly and hope for the best.

Self-transporting (or "Wu Hsan") artillery does similar damage, but doesn't use a launcher. Instead, its onboard sensors and microtransporter allow it to dematerialize and then rematerialize anywhere within 40,000 kilometers. The shell's computer grants it an Intellect of 3 and Shipboard Systems (Sensors) 3 (4). If it makes a Sensors Test with a Difficulty determined by the Narrator based on range and circumstances (typically Moderate (6)), it can transport in, automatically hitting the target. Of course, transport inhibitors, shields, and other forms of interference may prevent it from functioning or reaching its target.

MISSILES

Damage: 90+8d6 (personal damage), with a Blast Radius of 10 meters and a Dropoff of 10 points per meter thereafter. Add +3 damage for every 1,000 kilometers' worth of fuel remaining in the missile.

Range: Onboard microfusion engine has enough fuel for missile to travel up to 15,000 kilometers at a speed of 30,000 kilometers per hour (see text)

Size: 150 cm long, 13 cm in diameter

Mass: 9.62 kg

This represents a typical missile using a matter/antimatter- or enriched ultritium explosive. Larger or smaller missiles do proportionately more or less damage, and require proportionately larger or smaller launching technology. Missiles fly at 30,000 KPH, faster than the fastest known hovercraft. They carry enough fuel to travel for up to 15,000 kilometers at this speed (any fuel left explodes when the missile hits its target).

The missile's computer grants it an Intellect of 3 and Shipboard Systems (Sensors) 3 (4) and (Flight Control) (4). If it makes a Sensors Test at a Difficulty determined by the Narrator based on the Size of the target, localized interference, and similar factors (typically Moderate (6)), the missile hits its target. If the target is particularly maneuverable or agile, the missile may have to make a Flight

Control Test to home in on it; if it misses, it shoots past the target, but can loop around and come back for another try until it runs out of fuel.

MELEE WEAPONS

JEM'HADAR COMBAT KNIFE

Size: 41 cm overall, 25 cm main blade length, 4 cm secondary blade length

Mass: 0.29 kg

Accuracy: 8

Block: +1

Damage: 3+2d6

When *kar'takins* are unavailable or inadvisable for some reason, many Jem'Hadar prefer to use this weapon for hand-to-hand fighting. It consists of a long blade with a slight backward curve and short false edge. Projecting out of the bottom of the knife's hilt is another, much shorter blade, which curves forward (in the opposite direction of the large blade). The small blade allows for quick surprise strokes and slashes to catch an enemy off-guard.

KUTTAR

Size: 22 cm long

Mass: 0.24 kg

Accuracy: 8

Block: +0

Damage: 3+2d6

A *kuttar* is a type of bayonet attached to the front of a disruptor rifle or other energy rifle. Klingons frequently use them.

DEFENSIVE TECHNOLOGY

JAMMER

Size: 12 cm x 11 cm x 28 cm

Mass: 8.6 kg

Duration: 20 hours (sphere) or 30 hours (cone) + induction recharging

Ground forces use jammers to block enemy communications. When activated, a jammer projects electromagnetic interference that thwarts all efforts to communicate through it, into it, or out of it. The user may configure the device to cover a cone- or sphere-shaped area. The sphere has a radius of up to 100 meters; the cone is up to 100 meters long on its two longest sides, and up to 50 meters wide on its short side.

CARDASSIAN ORBITAL WEAPON PLATFORM

In late 2374, the Cardassians deployed orbital weapon platforms to protect the Chin'toka system, Cardassia system, and other vital territory. Powered by a central broadcast generator, each one carries 1,000 plasma torpedoes and mounts several powerful disruptors. The platforms have regenerative force fields, making it difficult to damage them.

Cardassian Orbital Weapon Platform

Power: 325

Disruptor Cannons

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 25

Power: [25]

Plasma Torpedoes

Number: 1,000

Launchers: 1

Spread: 12

Arc: Forward, but are self-guiding

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Cardassian Deflector Shield

Protection: 120/120 (120 Power/shield/round) [platform cannot improve this with extra Power, but regenerates 4 points of lost Protection per round]

MILITARY TRANSPORT INHIBITOR

Size: An upright cylinder typically about 1 m tall and 5 cm in diameter

Mass: 6.0 kg

Duration: 1,000 hours + induction recharging

This device functions identically to a standard transport inhibitor (*The Price of Freedom*, page 108), but covers a much wider area—a sphere of up to 100 meters radius. Additionally, the military transport inhibitor emits a much stronger field than a non-military model; isolar tags, pattern enhancers, and skeletal locks will *not* work through it.

Military transport inhibitors have tripod bases with independent rotating joints and adhesive pads so that troops can place them on just about any surface (even on a vertical rockface or hanging from a ceiling). The tripod legs also fold down to form a spike that the user can thrust into the ground for better stability, or use as an impromptu weapon (1+1d6 damage).



MISCELLANEOUS TECHNOLOGY

MILITARY TRICORDER

Range: 2,000 meters for long range scans, 25 meters for short-range scans. All long-range scans are omnidirectional, but the user must aim the tricorder at a specific location to perform a short-range scan. Various types of ionic and other interference can greatly reduce the range of a tricorder's scans.

Size: 10.53 x 6.17 x 2.84 cm

Mass: 235.4 g

Duration: 500 hours (limited use) or 18 hours (continuous use with all systems activated) (Federation, Romulan, and Dominion); 175 hours (limited use) or 6 hours (continuous use with all systems activated) (Klingon and Cardassian); + induction recharging for each.

Like many other specialized professionals, military personnel use a tricorder optimized for their particular needs. Smaller and lighter than standard tricorders, the military tricorder lacks many of the capabilities of its "big brother," but what it can do it does extremely well. It has sensors tuned for special sensitivity to physical and energy phenomena common to military technology—the holograms of personal camouflage fields, the explosive materials in hidden bombs or mines, the interference fields generated by transport inhibitors and jammers, and so forth. A clever soldier can sometimes use his tricorder to jam an inhibitor or jammer, but must be at very close range to make the attempt.

COMBAT DRONE

Size: 36 cm sphere

Mass: 6.1 kg

Duration: Special (see text)

A military adaptation of drones used by scientists to gather data without exposing themselves to peril, the combat drone performs various missions without risking well-trained soldiers. Not all species and governments use combat drones. Starfleet frowns on them, since it prefers that its personnel not depend too much on technology, but does recognize their value in certain situations. Many Klingons scorn them as cowardly. The Romulans, Cardassians, Breen, and Dominion all use them extensively when resources allow.

Basic combat drones come equipped with the following devices:

—*Antigrav Unit:* Combat drones can fly at speeds of up to 30 meters per second (108 KPH) using their onboard antigravity system.

—*Sensors:* The drone's sensor systems function like a regular tricorder that *also* has all of a military tricorder's special adjustments, and they work in a full 360 degree radius around the drone with a range of 5 kilometers. It also has visual and audio sensors. It has a hardened communications link with its controller.

—*Phasers/Disruptors:* Drones have six built-in Type I Phasers (or equivalent disruptors). Each weapon has its own power cell with 200 charges' worth of energy. The drone has a Coordination of 4 and Energy Weapon (Phaser) 3 (4).

—*Shields:* Shields offering 25/25 Protection protect a combat drone. It cannot improve them with extra Power.

—*Tractor Beam:* Drones have a low-strength tractor beam that can move objects of up to 20 kg at a range of up to 10 meters.

Furthermore, some species, particularly the Romulans, equip their drones with cloaking devices. The power cell for the system works for just 10 minutes, so drones only cloak when necessary. The cloaking effect is imperfect due to the unit's size; a military tricorder can detect a cloaked drone within 100 meters with a Challenging (9) Personal Equipment (Tricorder) or (Military Tricorder) Test.

A character may control a drone at a range of up to 200 kilometers with a tricorder or PADD, 250 kilometers with a Tactical Communications Suite, or 40,000 kilometers with better systems (such as those in military installations and starships).

A combat drone explodes if it becomes too badly damaged to return to its operator, hostile forces capture it, or anything severs its link to its operator for more than 10 seconds. The explosion causes 8+8d6 personal damage over a Blast Radius of 3 meters, with a Dropoff of 5 points per meter beyond that. The operator can also trigger self-destruct by remote control.

TACTICAL COMMUNICATIONS SUITE (TCS)

Size: 14.3 L (folded), plus boots and helmet

Mass: 38.7 kg

Duration: Powered systems (such as the communicator) can run for 1,500 hours + induction recharging

Created by Starfleet to improve the performance of Ground Forces soldiers and provide them with protection against enemy attacks, the deceptively-named Tactical Communications Suite actually consists of a fully integrated collection of combat technology built into a suit like an environmental suit. It includes the following systems:

—*Armor:* The suit provides 4 points of armor against both physical and energy attacks. Force shield or individual force field technology integrates directly into the suit to provide additional protection, if necessary.

—*Communications:* The TCS has the strongest, most advanced personal communication system currently available to Starfleet. It can link directly with planetary or other communications and sensor networks to gather and transmit data, and also provides two-way audiovisual communication, so that commanders back at camp can see and hear everything the soldier in the field sees and hears.

—*Flight:* The TCS includes the equivalent of a flight vest (*The Price of Freedom*, pages 101-02).

—*Life Support:* The TCS is completely sealed, pro-

viding a contained environment to protect the wearer. Chemical and biogenic warfare agents cannot penetrate the suit unless it's breached (the wearer carries a repair kit for patching minor damage to the suit). The suit contains enough oxygen and consumables for a 20-hour period.

—*Sensors*: The suit's sensory systems provide the wearer with the following: the equivalent of a regular tricorder that *also* has all of a military tricorder's special adjustments; the Enhanced Vision, Excellent Hearing, Night Vision, and Peripheral Vision advantages; powered binoculars (*The Price of Freedom*, pages 105-06).

—*Targeting Systems*: The TCS's systems automatically link with the targeting systems on a phaser rifle, projecting targeting data directly onto the faceplate of the suit to improve the wearer's accuracy. Increase the Targeting rating of the weapon by 1 (maximum of 3, meaning -3 Difficulty to attack Tests).

Other organizations besides Starfleet have created, or are developing, equipment very similar to the TCS.

GROUND VEHICLES

Starships aren't the only vehicles in the galaxy. Planetside, people use a plethora of craft every starday to move goods, travel from place to place, compete with each other in various sporting events, and fight.

In the *Star Trek: Deep Space Nine Roleplaying Game*, a Ground Vehicle Template describes all ground vehicles (GVs). The "attributes" on the template rate the vehicle's capabilities for moving, sensing things, and engaging in tactical activities. In some cases, GV rules don't differ from starship rules. For example, transporters work the same no matter where they're installed (they have the same ranges, Power costs, and so forth). In such cases, these rules simply reference the starship construction rules in Chapter Eleven of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook.

The rules below refer to the person operating a GV as a "driver." This term includes "pilot" or "captain" if appropriate.

EXPLANATION OF TEMPLATE ELEMENTS AND RELATED RULES

VITAL STATISTICS

These characteristics contain basic information about the GV:

Class and Type: The GV's class name and designation. The terms used to designate vehicles vary wildly from planet to planet and culture to culture, but Starfleet uses the following common classification terms: Civilian Transport (including passenger vehicles); Civilian Commercial (cargo haulers, construction vehicles, agricultural vehicles); Marine Transport; Marine Commercial; Military Transport; Military Logistical (the military equip-

INTERFERENCE AND ELECTRONIC WARFARE ON THE BATTLEFIELD

Narrators who want to simulate jamming, counter-jamming, communications and sensory interference, and various forms of electronic warfare on the 24th century battlefield can do so easily with the Icon System rules. Most forms of electronic warfare boil down to nothing more than Opposed Tests using the appropriate skills. Shipboard Systems (Communications) or (Sensors), or Computer (Data Alteration/Hacking), are usually the most applicable skills. The Narrator provides a story-based explanation by embroidering the outcome of the Opposed Test with a bit of technobabble: "You attempt to generate a subspace interference field to block the enemy's communications, but as you do so, he starts tapping in to your computers to try to shut down your equipment! Working furiously, you use the optronic data relay system to block him out with a firewall, then get your interference field going."

Alternately, the Narrator can resolve the situation by comparing the power of a character's equipment to the strength of the interference. Rate interference's Strength on a scale from 1 to 12, and give communications and sensor equipment a Strength rating on a 1 to 10 scale. If the equipment's Strength equals or exceeds the interference, the character can use it without difficulty. If the interference's Strength exceeds the equipment's Strength, he suffers a -1 Test Result penalty for every point of difference. For example, trying to use a personal communicator (Strength 5) inside a dampening field (Interference 8) imposes a -3 Test Result penalty. Optionally, characters cannot communicate or scan through some types of interference of Strength 10-12, regardless of the equipment's Strength.

A character can make a Test with Personal Equipment (or perhaps Shipboard Systems in some cases) to increase the Strength of his equipment. The Difficulty for the Test equals the Interference +1. If the Test succeeds exactly, his equipment gains +1 Strength for 1d6 rounds; for every 2 additional points by which the Test Result exceeds the Difficulty, add +1 Strength for that same period.

The accompanying table includes suggested Strength ratings for various items and types of interference.

Personal Equipment Strength

Item	Strength
Wrist communicator	4
Personal communicator	5
Tricorder	6
Combat drone	7
Emergency beacon	7
Military tricorder	7
Portable tactical display	7
Tactical Communications Suite	8

Interference	Strength
Various types of radiation	1-10
Dampening field	1-10
Atmospheric electromagnetism	5-6
Presence of meklonite	5-6
Particle scattering field	7-8
Presence of kelbonite	7-8
Verteron pulse	9-12/impossible
Thoron field	9-12/impossible
Broad-band inversion field	9-12/impossible
Jem'Hadar shroud	12
Jammer	Impossible

GROUND VEHICLE SIZE TABLE

Size	Length Range	Width Range	Height Range
10	161-320 m	81-120 m	51-80 m
9	81-160 m	41-80 m	31-50 m
8	41-80 m	26-40 m	21-30 m
7	21-40 m	16-25 m	12-20 m
6	11-20 m	11-15 m	9-12 m
5	9-10 m	7-10 m	6-8 m
4	7-8 m	4-6 m	4-5 m
3	5-6 m	2-3 m	2-3 m
2	3-4 m	1-2 m	1-2 m
1	1-2 m	.5-1 m	.5-1 m

ENVIRONMENTAL SYSTEMS POWER

Number of Persons (Crew+Evac)	Power Cost per Round
1-2	1
3-4	2
5-6	3
7-12	4
13-25	5
26-50	6
51-100	7
101-200	8
...and so on.	

SPEED AND PROPULSION TABLE

Type	Speed (in KPH)	Maximum Power
Living	15	None
Sail	100	None
Motorized	2,500	1 Power per 100 KPH
Propeller	2,500	1 Power per 100 KPH
Jet	12,500	1 Power per 1,000 KPH
Hover	25,000	1 Power per 1,000 KPH

alent of Civilian Commercial); Light Military (including skimmers and hoppers); Heavy Military (including phaser tanks and ground assault vehicles); Military Marine Transport; Military Marine Logistical; Light Military Marine; and Heavy Military Marine.

Commissioning Date: Date of completed development and release for commercial sale or common usage.

BODY CHARACTERISTICS

Every GV has a body, frame, or hull around which it's built. Bodies have three attributes: Size; Resistance; and Structural Points. Body Characteristics require no Power.

Size: How large the GV is. GVs have a Size rating from 1 to 10. This allows rough comparisons, though two ships of the same Size don't necessarily have the exact same dimensions. The accompanying table provides Size guidelines. If a vehicle's dimensions fit into more than one category, use its length or the category into which most of its dimensions fall to determine its Size.

Resistance: Resistance measures the ability of the vehicle's body, frame, and any armor it may have to protect anyone inside it from outside attack. Most GVs rely solely on their Resistance to protect them from attack (only military GVs usually have deflector shields). For

most GVs, Resistance ranges from 1-4.

Structural Points: The GV's physical integrity—how much damage it can take from weapons fire, collisions, and the like before it falls apart. When the vehicle takes damage, subtract that damage from its Structural Points. When a GV loses all of its Structural Points, it has been completely destroyed.

Every GV's Structural Points equal its Size x 10. Thus, a Size 8 disruptor tank has 80 Structural Points. For objects larger or smaller than the Size scale, the Narrator should assign a proportional amount of Structural Points. For example, a building as large as a Size 7 GV would have about 70 Structural Points.

OPERATIONS CHARACTERISTICS

Operations Characteristics reflect the capabilities of a ship's crew and some of its less combat-useful equipment.

Crew/Passengers/Evac: "Crew" indicates the number of persons ordinarily required to operate the GV effectively. "Passengers" indicates how many humanoids the GV can carry in reasonable comfort in addition to its Crew. "Evac" indicates the maximum number of humanoids the GV can carry if necessary (Evac includes the Passengers).

Usually, Crew does not cost Power, since most GVs don't maintain life support systems. Vehicles that do provide life support (such as submarines or high-altitude aircraft) pay the Power cost per round indicated in the accompanying table.

If the life support systems lose Power, the Narrator should increase the Difficulty of Fitness Tests (because of reduced oxygen) or impose other penalties or problems for the characters as he sees fit.

Computers: A GV has one core computer for every 2 points of Computers (which cost 1 Power per point). Most GVs have only one computer, but military vehicles may have two or more, depending on their size and function. While GV have smaller and less powerful computers than starships, the rules governing them are the same.

Transporters: Smaller and civilian GVs rarely have onboard transporters, but larger military GVs sometimes do (particularly troop carriers). Use the same ranges and rules as for starship transporters.

Tractor Beams: If a GV has tractor beams, use the same rules as for starships.

MOVEMENT AND POWER CHARACTERISTICS

GVs move differently (and much more slowly) than starships because they must contend with gravity, atmosphere, and other impediments. Some aircraft can attain speeds equal to or faster than a starship using only thrusters or the lowest levels of impulse, but even a little extra impulse power suffices to leave the fastest GVs far behind.

Speed: The GV's Standard, Sustainable, and Maximum speeds, in kilometers per hour (KPH), written thusly:



xx/yy/zz. *Standard* indicates the GV's common cruising speed, which it can maintain until it runs out of fuel (most 24th century vehicles can travel for months without refueling). *Sustainable* indicates the highest speed the GV can maintain without causing it (or its engine) stress. *Maximum* equals the highest speed the GV can attain; written after it in parentheses is how long it can maintain that velocity. A GV's method of Propulsion (see below) usually indicates the Maximum velocity it can reach (and thus, indirectly, its Standard and Sustainable speeds). See the accompanying table for suggested Maxima. Vehicles with Maxima higher than about 300 KPH usually have weak inertial damping fields and structural integrity fields.

For every 10 minute period a character drives a vehicle above its Sustainable speed, he must make a Moderate (6) Vehicle Operations Test. If he succeeds, the vehicle operates normally, but he makes the next Test at +1 Difficulty. If he fails, the vehicle suffers a minor problem (possibly causing it to lose speed or suffer some other difficulty until repaired). If he Dramatically Fails, the vehicle's engine stops working or suffers a problem of equivalent magnitude until repaired. The same rules apply when the driver attains Maximum speed, but (a) he must make a Test every minute, and (b) failure causes the vehicle to stop working, and Dramatic Failure causes a problem so severe it may result in loss of control of the vehicle or a similar danger.

Speed itself costs no Power; it just indicates a vehicle's tolerances and capabilities. Propulsion (see below) costs Power.

Propulsion: The method by which the vehicle moves. The various means by which humanoids propel vehicles is almost infinite, but some of the more common types of Propulsion include:

Living: Living creatures pull the vehicle. Examples: chariots; *zabathu*-drawn sleds.

Sail: The vehicle uses wind power harnessed by large sails. Examples: sailboats; prairie schooners.

Motorized: The vehicle's Power drives a motor that turns wheels. Examples: automobiles.

Propeller: The vehicle uses a propeller to thrust itself through the water or air. Examples: motorboats; propeller aircraft, helicopters.

Jet: The vehicle uses thrust created by burning chemical fuels to create force and "push" itself forward. Example: jet aircraft.

Hover: The vehicle uses gravitic manipulation to "fly" through the air very close to the ground. Humanoids commonly refer to this as "hovering," and to vehicles that do it as "hovercraft." Hover is by far the most common means of Propulsion for 24th century GVs, since it's easier, cleaner, and faster than any other method. Most hovercraft must stay within .5-1 meter of the ground at all times, but some of the larger, more powerful ones can get as high as 10 meters off the ground. Most hover vehicles have life support systems because they reach speeds so high that otherwise the occupants would have difficulty breathing.

Aircraft of the 24th century are a sort of hybrid of starships and GVs. You should build them using the GV rules, with Hover as a means of Propulsion, but allow them to travel anywhere in the atmosphere, not just close to the ground. They must have life support systems. When maneuvering them, use the three-dimensional rules for starships from the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook rather than the ground maneuvering rules from this book.

The accompanying table lists the Power cost for various methods of Propulsion.

Power: Many vehicles have onboard fusion engines to provide Power to run various systems like computers, hover drives, and transporters. Use the same Power rules as for starships. The GV Template lists Power requirements for systems in brackets, like this: [X Power/round]. That means the system needs X points of Power per round to operate properly.

SENSOR SYSTEMS

Most GVs have sensor packages (particularly hovercraft and aircraft). The rules rate sensors for their gain (represented by a bonus to any Shipboard Systems (Sensors) Test Results made with the sensor) and range.

Long-range Sensors have a range of about 1,000 kilometers (or further, if the vehicle taps into planetary or orbitals sensor networks). *Short-range Sensors* detect objects and phenomena within about 10 kilometers. *Navigational Sensors*, which usually tie into planetary sensor networks, tell the driver where he is. All use the same rules as for starships (including rules for *Sensor Skill*).

Cloak: Few GVs have cloaks; they work poorly when the wind and dust a vehicle's passage raises betray its presence. But some hovercraft and aircraft have them; use the same rules as for starship cloaks. At the Narrator's option, someone trying to detect a cloaked vehicle moving close to the ground may receive bonuses to his Shipboard Systems (Sensors) or Intellect + Perception Test to notice the GV.

WEAPON SYSTEMS

Ground vehicles can carry beam weapons, such as phasers or disruptors, or launched weapons like missiles or artillery. Crews fire weapons using Shipboard Systems (Tactical) or (Weapons Systems). Ground vehicles have a *Weapons Skill* just like starships.

Beam Weapons: The GV Template describes beam weapons using the same characteristics as for beam weapons on starships. Of course, GV weapons typically have much shorter ranges (in kilometers) than starship weapons. On a planet, it's often much more difficult to establish a clear line of fire to a target due to terrain and other factors.

Missile Weapons: GVs' missile weapons (ranging from magnetically-launched artillery shells, to computer-guided missiles, to kinetic projectiles) have the same

PERSONAL, GROUND VEHICLE, AND STARSHIP DAMAGE

Although personal weapons (like Type III phaser rifles), GV weapons (like turretted phaser cannons), and starship weapons (like Type X phaser arrays) all use numbers to describe how much damage they do, those numbers aren't equivalent. A single point of damage from a hand-held phaser isn't as powerful as a single point from a GV phaser, which in turn is weaker than a ship-mounted or ground-emplaced phaser. The relations are as follows:

It takes 2 points of damage from a personal weapon to equal 1 point of GV weapon damage. A Type III phaser rifle blast for 200 points of damage only does 100 points of damage to a GV's shields.

It takes 50 points of damage from a personal weapon to equal 1 point of starship weapon damage. Thus, a Type III phaser rifle blast for 200 points of damage only does 4 points of damage to a starship's shields (the Automatic Defense Rule applies).

1 point of damage from a GV weapon equals 2 points of personal weapon damage. If a GV's missile does 25 points of damage to a person, he takes 50 points of damage.

25 points of damage from a GV weapon equals 1 point of starship weapon damage. If a GV's phaser does 200 points of damage to a starship's shields, they take 8 points of damage (the Automatic Defense Rule applies).

1 point of damage from a starship weapon equals 50 points of personal weapon damage. If a starship's phaser does 20 points of damage to a person, he takes 1,000 points of damage.

1 point of damage from a starship weapon equals 25 points of GV weapon damage. If a starship's phaser does 20 points of damage to a GV's shields, they take 500 points of damage.

Narrators may make exceptions to these rules based on the nature of a weapon or the circumstances in which it's used. For example, melee weapons often have no significant effect on vehicles.

If a character attacks an unshielded target, the results may differ. Review the damage notes on page 239 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook when considering how much damage an attack does to an unshielded target. Don't necessarily interpret the notes literally; use them as guidelines when deciding whether to increase the weapon's effectiveness.

characteristics as starship missiles (again, with more limited ranges). Unlike beam weapons, missiles usually have some ability to go over or around terrain, thus allowing the vehicle to hit targets it cannot directly "see."

DEFENSIVE SYSTEMS

Most GVs lack deflector shields; they rely solely on their Resistance for defense. For GVs with shields, use the same rules as for starships.

ARMORED ASSAULT CRAFT

Class and Type: Heavy Military Aircraft

Commissioning Date: Mid-24th century

Body Characteristics

Size: 8

Resistance: 2

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 4/16/45 [6 Power/round]

Computers: 2 [2 Power/round]

Transporters: 1 personnel, 1 emergency, 1 cargo [2 Power/round]

Tractor Beams: 1 f [2 Power/rating/round]

Movement and Power Characteristics

Speed: 15,000/22,000/25,000 KPH (12 hours)

Propulsion: Hover [1 Power per 100 1,000 KPH]

Power: 160

Sensor Systems

Long-range Sensors: +1/1,000 km [6 Power/round]

Lateral Sensors: +1/10 km [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Type VIII Vehicular Phaser

Range: 1/30/100/300

Arc: 180 degrees forward and aft

Accuracy: 4/5/7/10

Damage: 16

Power: [16]

Ultritium Missiles

Number: 12

Launchers: 2 (1 f, 1 a)

Spread: 2

Arc: Forward or aft, but are self-guided

Range: See text

Accuracy: See text

Damage: 20

Power: [5]

Weapons Skill: 4

Defensive Systems

Deflector Shield

Protection: 40/40 (60) [40 Power/shield/round]

Description and Notes

Fleet data: Armored Assault Craft can travel through an atmosphere at any altitude. Different species and governments produce them in various designs, but the template above describes most models (the Narrator may substitute a disruptor for the phaser or make other minor changes). They usually have a crew of 4 and can carry several passengers. Some carry troops, using transporters or dropoffs to get them into combat zones. Others ferry VIPs through dangerous areas.



ATTACK SKIMMER

Class and Type: Light Military Hovercraft

Commissioning Date: Mid-24th century

Body Characteristics

Size: 4

Resistance: 3

Structural Points: 40

Operations Characteristics

Crew/Passengers/Evac: 2/5/12 [5 Power/round]

Computers: 2 [2 Power/round]

Transporters: None

Tractor Beams: 1 f [2 Power/rating/round]

Movement and Power Characteristics

Speed: 16,000/21,000/25,000 KPH (4 hours)

Propulsion: Hover [1 Power per 100 1,000 KPH]

Power: 130

Sensor Systems

Long-range Sensors: +1/1,000 km [6 Power/round]

Lateral Sensors: +1/10 km [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Type V Vehicular Phaser

Range: 1/30/100/300

Arc: 180 degrees forward

Accuracy: 4/5/7/10

Damage: 10

Power: [10]

Ultritium Missiles

Number: 4

Launchers: 1

Spread: 1

Arc: Forward, but are self-guided

Range: See text

Accuracy: See text

Damage: 20

Power: [5]

Weapons Skill: 3

Defensive Systems

Deflector Shield

Protection: 30/30 (45) [30 Power/shield/round]

Description and Notes

Fleet data: Plated with tritanium armor, armed with phasers and missiles, and riding on an antigrav field at speeds of up to 25,000 KPH, the Attack Skimmer is one of the most common vehicles on the modern battlefield. Many governments field them by the score, using them as the backbone of mechanized infantry units. The crewmembers of these craft often tinker with them to suit their own preferences, so Narrators should occasionally alter the shields, add a weapon or two, or change the Speed just to keep the enemy guessing.

GROUND TROOP TRANSPORT

Class and Type: Light Military Transport

Commissioning Date: Mid-24th century

Body Characteristics

Size: 5

Resistance: 3

Structural Points: 50

Operations Characteristics

Crew/Passengers/Evac: 1/30/60 [7 Power/round]

Computers: 2 [2 Power/round]

Transporters: None

Tractor Beams: None

Movement and Power Characteristics

Speed: 150/250/400 KPH (12 hours)

Propulsion: Motorized [1 Power per 100 KPH]

Power: 105

Sensor Systems

Long-range Sensors: +0/1,000 km [6 Power/round]

Lateral Sensors: +0/10 km [4 Power/round]

Navigational Sensors: +0 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Type V Vehicular Phaser

Range: 1/30/100/300

Arc: 180 degrees forward

Accuracy: 4/5/7/10

Damage: 10

Power: [10]

Weapons Skill: 3

Defensive Systems

Deflector Shield

Protection: 30/30 (45) [30 Power/shield/round]

Description and Notes

Fleet data: When gravimetric interference prevents hovercraft from operating, most forces use Ground Troop Transports to move soldiers. Riding on wheels at speeds of up to 400 KPH, GTTs are surprisingly adaptable and maneuverable despite their size and bulk. They can climb inclines of up to 45 degrees, are hermetically sealed and pressurized for travel underwater (given a sufficiently firm stream or lake bed), and force their way through obstacles that stop soldiers on foot.

GROUND ASSAULT VEHICLE

Class and Type: Heavy Military Ground Vehicle

Commissioning Date: Mid-24th century

Body Characteristics

Size: 8

Resistance: 4

Reactive Armor: 6

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 3/8/20 [5 Power/round]

Computers: 2 [2 Power/round]

Transporters: None



Tractor Beams: None

Movement and Power Characteristics

Speed: 16,000/20,000/24,000 KPH (8 hours)

Propulsion: Hover [1 Power per 1,000 KPH]

Power: 180

Sensor Systems

Long-range Sensors: +1/1,000 km [6 Power/round]

Lateral Sensors: +1/10 km [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Type IX Vehicular Phaser

Range: 1/30/100/300

Arc: 360 degrees around vehicle

Accuracy: 4/5/7/10

Damage: 18

Power: [18]

Ultritium Missiles

Number: 24

Launchers: 4 (2 f, 2 a)

Spread: 2

Arc: Forward or aft, but are self-guided

Range: See text

Accuracy: See text

Damage: 20

Power: [5]

Weapons Skill: 4

Defensive Systems

Deflector Shield

Protection: 50/50 (75) [50 Power/shield/round]

Description and Notes

Fleet data: Aside from phaser and disruptor tanks, Ground Assault Vehicles (GAVs) are the heaviest vehicles in most ground forces' arsenals. Protected by a layer of reactive armor over a base of titanium armor, and armed with two phaser arrays on each side of the vehicle (plus four missile launchers), they can wreak havoc among enemy troop formations and weapon emplacements.

VENDREL-CLASS PHASER TANK

Class and Type: *Vendrel*-class Heavy Military Ground Vehicle

Commissioning Date: Mid-24th century

Body Characteristics

Size: 8

Resistance: 4

Reactive Armor: 12

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 4/0/0 [2 Power/round]

Computers: 2 [2 Power/round]

Transporters: None

Tractor Beams: None

Movement and Power Characteristics

Speed: 17,000/21,000/25,000 KPH (10 hours)

Propulsion: Hover [1 Power per 1,000 KPH]

Power: 200

Sensor Systems

Long-range Sensors: +1/1,000 km [6 Power/round]

Lateral Sensors: +1/10 km [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 4

Weapons Systems

Type XII Vehicular Phaser

Range: 1/30/100/300

Arc: All (720 degrees around vehicle)

Accuracy: 4/5/7/10

Damage: 24

Power: [24]

Type IX Vehicular Phaser

Range: 1/30/100/300

Arc: 180 degrees forward and aft

Accuracy: 4/5/7/10

Damage: 18

Power: [18]

Ultritium Missiles

Number: 12

Launchers: 2 (1 f, 1 a)

Spread: 2

Arc: Forward or aft, but are self-guided

Range: See text

Accuracy: See text

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Deflector Shield

Protection: 60/60 (90) [60 Power/shield/round]

Description and Notes

Fleet data: The heaviest military ground vehicle fielded by Starfleet, the *Vendrel*-class Phaser Tank combines heavy armor and heavy firepower in one nigh-unstoppable package. Speeding across the battlefield at thousands of kilometers per hour, it easily outflanks most other GV's. Many governments use similar vehicles, usually referred to as "disruptor tanks."

The *Vendrel's* main armament is a Type XII phaser array mounted around the equator of a "turret" on top of the craft. With its complete 720 degree field of fire (minus the tank's own arc shadow), it can shoot at targets in the air or on the ground. Additionally, it has smallerphasers mounted forward and aft, and two missile launchers.

GROUND VEHICLE COMBAT

Ground vehicle combat has many similarities with starship combat, but some important differences as well. The rules below note those differences. Any subject not covered by the rules below functions the same as in starship combat, though the Narrator should make any additions or changes he considers necessary to properly and "realistically" represent GV combat in game terms.

OPERATING GROUND VEHICLES

To operate a GV, characters use the Vehicle Operation skill. To use most GV equipment, such as sensors and shields, they use the Shipboard Systems skill.

INITIATIVE

Determine initiative in GV combat using the participants' Vehicle Operation skill. If one of them lacks that skill, he may make an Intellect Test instead. The Narrator may substitute Coordination for Intellect when characters make Vehicle Operation Tests if the use of the skill depends more on a character's ability to "handle" the vehicle than to operate its systems. This is more appropriate for "primitive" vehicles such as sailboats and automobiles than for hovercraft.

MOVEMENT

Ground vehicle movement differs significantly from starship movement, since GVs are limited to two dimensions and restricted by gravity.

Ground Vehicle movement is broken down into *Ground Movement Units* (GMUs). A GMU equals 5 KPH. Divide a GV's Maximum Speed by 5 to determine how many GMUs it can move per round. (In combats involving only hovercraft or other fast vehicles, Narrators may wish to redefine a GMU to equal 100 KPH or 1,000 KPH to decrease the scale of the battlefield.)

A GV does not have to use all of its GMUs for a round in a single action. It can split them up, so that it might, for example, move 100 GMUs, turn, move another 500 GMUs, fire a weapon, then turn again. However, this may require Tests and incur or increase Multiple Action Penalties, in the Narrator's discretion.

ACCELERATION

A GV can accelerate up to one-third (1/3) of its Maximum Speed per round; thus, it takes a GV three rounds to reach its top velocity. It can decelerate at the same rate without making a Test. Decelerating at 50% Maximum requires a Routine (4) Vehicle Operation Test; at 66% Maximum, Routine (5); at 75% Maximum, Moderate (7); at more than 75%, Challenging (9). Failure usually indicates some damage to the vehicle or loss of vehicular control.

TURNING AND MANEUVERING

Maneuvering a GV, even a hovercraft, isn't as easy as maneuvering a starship; friction and gravity play important roles and often cause problems for the driver of a GV. The accompanying table indicates the Difficulty for Vehicle Operation Tests to perform various standard maneuvers.

GROUND VEHICLE MANEUVERS

Maneuver	Difficulty ¹
Drift ("slide" one vehicle width to port or starboard, keep going same direction)	2
Turn 01-15 degrees	3
Turn 16-30 degrees	4
Turn 31-45 degrees	5
Turn 46-60 degrees	6
Turn 61-90 degrees	7
Turn 91+ degrees ("bootlegger reverse")	8
Jumping/swerving around small obstacles	4
Jumping/swerving around medium obstacles	5-8
Jumping/swerving around large obstacles	9+

¹-This Difficulty assumes the vehicle is moving fairly quickly. At speeds of 25 KPH or less, all listed maneuvers are at -6 Difficulty (if the Narrator requires a Test at all).

The Narrator should reduce all Difficulties by 1 for hovercraft, which are much easier to maneuver than other GVs. He may, in his discretion, restrict some vehicles from making certain types of maneuvers (chariots can't make 91+ degree turns, for example).

If the Test succeeds, the GV makes the maneuver without problem. If it fails, the GV may drift off course, suffer some slight damage to the engines or method of Propulsion, or even tip over or crash. Dramatic Failure definitely causes damage to the GV, and very likely a wreck of some sort.

Jumping obstacles includes quickly increasing the distance a hovercraft floats off the ground to go over the obstacle. A "small" obstacle is less than or equal to twice the GV's size dimensions. A "medium" obstacle is larger than a small one, but less than or equal to four times the GV's size dimensions. A "large" obstacle is anything larger than a medium obstacle. Making a jump may require a ramp or other platform to give the vehicle appropriate elevation. The Narrator may forbid a GV to make a jump if it seems impossible or unrealistic for it to perform such a maneuver.

STARSHIP-GROUND VEHICLE SIZE COMPARISON TABLE

Ground Vehicle Size	Starship Size
10	4-6
9	3-4
8	2-3
7	2
6	2
5	2
4	2
3	1-2
2	1
1	1



TACTICAL

CALLED SHOTS

To determine called shots on GVs, Narrators should simply use the Starship Hit Location Table and make appropriate substitutions, such as Propulsion for Warp Nacelle.

Size

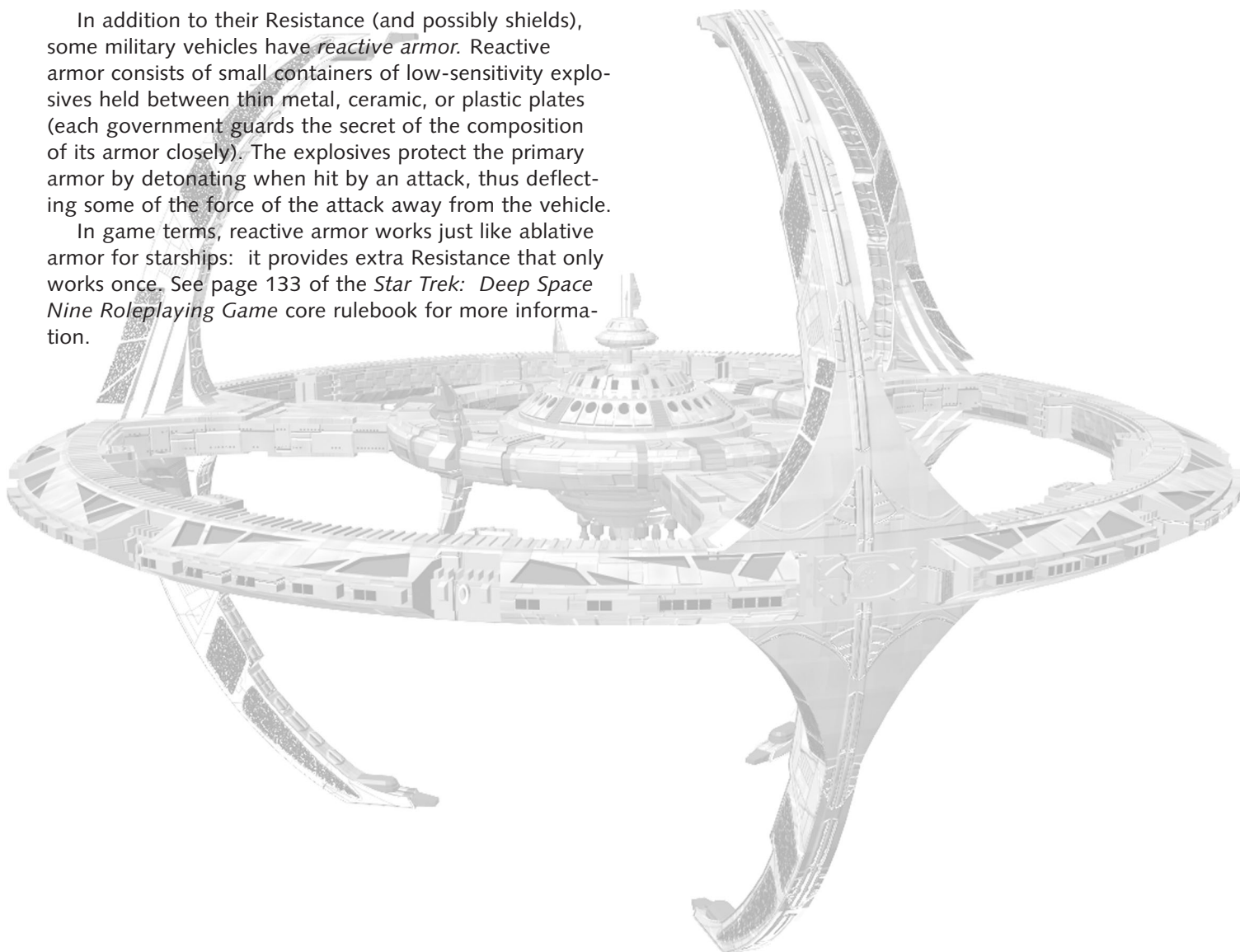
The standard Size modifier rules apply between GVs. The accompanying table (previous page) describes the relationship between GV Size and starship Size in the event a starship attacks a GV or vice-versa.

If a character gets involved in a combat with a vehicle, consider him Size 0 for purposes of calculating the Size modifier.

REACTIVE ARMOR

In addition to their Resistance (and possibly shields), some military vehicles have *reactive armor*. Reactive armor consists of small containers of low-sensitivity explosives held between thin metal, ceramic, or plastic plates (each government guards the secret of the composition of its armor closely). The explosives protect the primary armor by detonating when hit by an attack, thus deflecting some of the force of the attack away from the vehicle.

In game terms, reactive armor works just like ablative armor for starships: it provides extra Resistance that only works once. See page 133 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook for more information.



STARSHIPS OF THE DOMINION WAR

CHAPTER NINE

STARFLEET VESSELS

STARFLEET ATTACK FIGHTER

Class and Type: Starfleet Attack Fighter

Commissioning Date: 2369

Hull Characteristics

Size: 3

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew/Passengers/Evac: 2/0/10 [3 Power/round]

Computers: 2 [2 Power/round]

Transporters: 1 personnel, 1 cargo [2 Power/round]

Tractor Beams: 1 forward [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/7.0/8.0 (6 hours) [2 Power/warp factor]

Impulse System: .7c/.9c [7/9 Power/round]

Power: 140

Sensor Systems

Long-range Sensors: +0/12 light-years [6 Power/round]

Lateral Sensors: +0/1 light-year [4 Power/round]

Navigational Sensors: +0 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Type IX Phaser Cannon

Range: 10/30,000/100,000/300,000

Arc: Forward 180 degrees

Accuracy: 4/5/7/10

Damage: 18

Power: [18]

Type II Photon Torpedoes

Number: 50

Launchers: 6 (3 forward on each wing)

Spread: 1

Arc: Forward, but are self-guiding

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 4

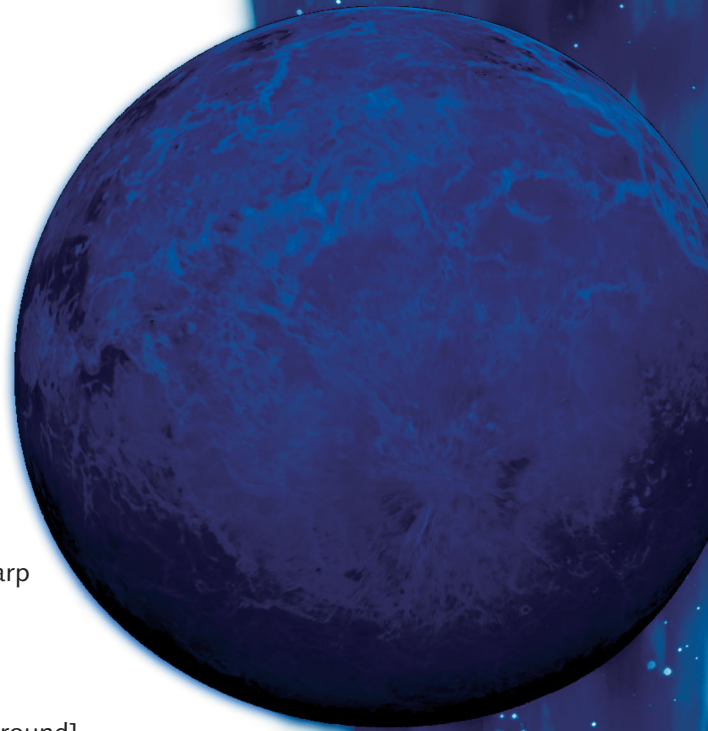
Defensive Systems

Starfleet Deflector Shield

Protection: 41/41 (61) [41 Power/shield/round]

Description and Notes

Fleet data: The only fighter currently fielded by the Federation, the Starfleet Attack Fighter has a central body with two "wings" projecting to either side. The warp nacelles run the length of the dorsal side of the ship where the wings join the main body. Attack Fighters have identification numbers, but not distinct registries or ship names. Although they have warp travel capability, large carrier ships such as *Akiras* or *Steamrunners* often





ferry them to battle.

The Attack Fighter packs a powerful offensive punch. While it has only one phaser array with a limited forward arc, it carries a total of six single-shot torpedo launchers. A wing of Attack Fighters firing torpedoes in tandem can destroy much larger enemy vessels. Most Attack Fighter pilots use their torpedoes conservatively, firing only one or two at a time so they'll never be caught empty if a good shot presents itself. The Fighter lacks an aft weapon, but with extensive usage data from the Dominion War in hand the Advanced Starship Design Bureau plans to eliminate that weakness.

Starfleet normally deploys Attack Fighters in "squadrons" of two to four ships or "wings" of four to ten ships. Each Fighter has a crew of two which works from a small cockpit dorsal forward. One pilot performs piloting and navigation tasks, while the other works the tactical, engineering, and sensor systems.

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 4

Defensive Systems

Starfleet Deflector Shield

Protection: 90/90 (135) [90 Power/shield/round]

Description and Notes

Fleet data: One of Starfleet's more military-oriented vessels, the *El Dorado*-class Heavy Frigate consists of a circular saucer, short connecting interhull, an Engineering hull with a roughly oval cross-section, and three warp nacelles all mounted dorsally (the center one slightly more forward than the outside two).

Like the *Akira* and *Steamrunner* classes, the *El Dorado* functions as a carrier; in fact, Starfleet initially planned to group it into *El Dorado*-only fighting wings which it could then support with its own carried fighters. It launches carried ships from two large bay doors on the forward side of the saucer; projections to port and starboard holding landing bays for the fighters, with repair bays connecting the forward and side bays. To defend itself, the *El Dorado* mounts four phaser arrays and three high-spread torpedo launchers.

During the Dominion War, the *El Dorado* fulfilled its intended purpose admirably. *El Dorado* wings played crucial roles in several battles, including the Second and Third Battles of Vulcanis and the attempts to retake Betazed.

Noteworthy vessels/service records/encounters: U.S.S. *El Dorado*, prototype; U.S.S. *Cibola*, NCC-69103, part of 523rd Tactical Wing, destroyed when ambushed by the Jem'Hadar at Svandroth (2374); U.S.S. *San Marino*, NCC-70115, destroyed four Jem'Hadar ships during the Third Battle of Vulcanis (2374); U.S.S. *Apara*, NCC-71408, participated in final attack on Cardassia Prime (2375). Also in service: U.S.S. *Hunapu*, NCC-72338; U.S.S. *Oaxaca*, NCC-72417.

EL DORADO-CLASS STARSHIP

Class and Type: *El Dorado*-Class Heavy Frigate

Commissioning Date: 2364

Hull Characteristics

Size: 7

Resistance: 3 + 50 ablative armor

Structural Points: 140

Operations Characteristics

Crew/Passengers/Evac: 573/100/7,500 [8 Power/round]

Computers: 6 [6 Power/round]

Transporters: 3 personnel, 3 emergency, 2 cargo [4 Power/round]

Tractor Beams: 1 av, 1 fd [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/8.0/9.6 (12 hours) [2 Power/warp factor]

Impulse System: .72c/.9c [7/9 Power/round]

Power: 245

Sensor Systems

Long-range Sensors: +1/16 light-years [6 Power/round]

Lateral Sensors: +1/1 light-year [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 4

Weapons Systems

Type X Phaser Arrays

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 20

Power: [20]

Type II Photon Torpedoes

Number: 180

Launchers: 1 fvs, 1 fvp, 1 a

Spread: 10

Arc: Forward or aft, but are self-guided

Range: 15/350,000/1,500,000/4,050,000

WYVERN-CLASS STARSHIP

Class and Type: *Wyvern*-Class Planetary Troop Transport ("Hopper")

Commissioning Date: 2363

Hull Characteristics

Size: 2

Resistance: 2

Structural Points: 40

Operations Characteristics

Crew/Passengers/Evac: 2/30/60 [4 Power/round]

Computers: 2 [2 Power/round]

Transporters: 1 personnel [1 Power/round]

Tractor Beams: 1 fv [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: None

Impulse System: .5c/.5c [5/5 Power/round]

Power: 78

Sensor Systems

Long-range Sensors: +0/12 light-years [6 Power/

round]

Lateral Sensors: +0/1 light-year [4 Power/round]

Navigational Sensors: +0 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Type VIII Phaser Array

Range: 10/30,000/100,000/300,000

Arc: 180 degrees forward

Accuracy: 4/5/7/10

Damage: 16

Power: [16]

Weapons Skill: 3

Defensive Systems

Starfleet Deflector Shield

Protection: 20/20 (25) [20 Power/shield/round]

Description and Notes

Fleet data: Better known by the generic term “hopper,” the *Wyvern*-class planetary troop transport can carry up to 30 fully-equipped troops (approximately one platoon) from a starship to the ground, or from point to point on the ground. (Larger versions can carry more troops, ground vehicles, and other equipment.) While in an atmosphere it uses thrusters to maneuver; in space it uses a standard impulse drive. To ensure that they can quickly offload or retrieve troops, *Wyverns* come equipped with large personnel transporters. Additionally, they can land and allow troops to exit through several doors in their sides, which lower to form ramps.

Larger ships carry *Wyverns* when they need to travel interstellar distances. Once the carrier reaches the target planet, it opens its shuttlebay doors to release the transports. *Wyvern*-class ships have identification numbers instead of names and registries, though their pilots sometimes give them nicknames.

Narrators can also use the Starship Template for the *Wyvern*-class Armored Transport as a “generic” hopper for any species. Any species or government which engages in planetary warfare uses such vessels.

ALLIED SHIPS

KLINGON JEN'THAR-CLASS STARSHIP

Class and Type: *Jen'thar*-Class Assault Cruiser (Battle Cruiser)

Commissioning Date: 2358

Hull Characteristics

Size: 5

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Passengers/Evac: 217/800/6,000 [7 Power/round]

Computers: 4 [4 Power/round]

Transporters: 2 personnel, 2 cargo [2 Power/round]

Tractor Beams: 1 av, 1 f [2 Power/rating/round]

INCOMPLETE SHIPS

During the Dominion War, Starfleet often needed to get as many ships into the fields as it could, as quickly as it could. Sometimes that meant combining bits and pieces from half-finished ships or spare parts that it had available—which explains how ships like the *Centaur*, *Chimera*, and *Yeager* classes evolved.

In other cases, though, it meant preparing a standard starship frame, but not putting everything inside the hull that the ship would normally have. If Starfleet has to have a ship quickly to fight, it doesn't need all the laboratories for the advanced scientific experiments, the holodecks, or even all the typical crew quarters. It just requires the basics, plus the best tactical systems available which fit in that hull.

As a result, during 2374 and 2375 Starfleet sent a lot of ships into the field in what it would normally consider a “half-finished” state. Large parts of their hulls were empty, or contained systems not as efficient as the ones the ship would have in times of peace. But they all had good weapons and shields.

To create this sort of ship for your *Star Trek* RPG campaign, take a Starship Template for the type of vessel you want and start removing things. Reduce the effectiveness of the sensors, the number of transporters, or the size of the crew, for example. But keep the weapons and shields—in fact, you may even want to upgrade them just a little. With a little work, you can create a fleet with a uniform look and fighting style, but whose ships actually differ from each other significantly.

After the Dominion War ends, Starfleet will gradually begin “filling out” these incomplete ships as time and resources allow. The Crew may have to get by with a “substandard” ship for quite some time, installing “upgrades” one by one as they become available, until their ship has everything it's supposed to have.

Propulsion and Power Characteristics

Warp System: 6.0/7.0/9.2 (12 hours) [2 Power/warp factor]

Impulse System: .5c/.75c [5/7 Power/round]

Power: 180

Sensor Systems

Long-range Sensors: +1/14 light-years [6 Power/round]

Lateral Sensors: +1/1 light-year [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Cloak: 7 [4 Power/point/round]

Sensors Skill: 4

Weapons Systems

Forward Disruptor Cannon (Type 11)

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 24

Power: [24]

Type 9 Disruptor Arrays

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10



Damage: 20
Power: [20]

Type II Photon Torpedoes

Number: 180
Launchers: 1 forward, 1 aft
Spread: 15/350,000/1,500,000/4,050,000
Arc: Forward or aft, but are self-guided
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 5

Defensive Systems

IKDF Deflector Shield

Protection: 50/50 (75) [50 Power/shield/round]

Description and Notes

Fleet data: The *Jen'thar*-class Assault Cruiser, a relatively old Klingon ship type used for longer-term exploration or attack missions, shows the influence of Starfleet design principles. Unlike most Klingon ships, its nacelle pylons sweep upward and aft, suggesting a bird of prey stooping to strike its target. The central body stretches aft slightly beyond the pylons, and forward to narrow and terminate in a typically Klingon command hull which also boasts a formidable weapons pod.

Unlike the more common *B'rel* and *K'Vort* class vessels, the Klingons designed the *Jen'thar* for longer-term missions of exploration or attack. Thus it was well-suited to the Dominion War, where Klingon ships often spent long periods of time far away from Klingon space.

Noteworthy vessels/service records/encounters: I.K.S. Jen'thar, prototype; *I.K.S. VeS'tang*, crippled an enemy wing during the Second Battle of Vulcanis (2374); *I.K.S. Mektar*, destroyed five Jem'Hadar Attack Fighters during attack on Chin'toka (2374); *I.K.S. Gor'Vas*, destroyed Breen battleship in a suicide run during the final assault on Chin'toka, creating a major opening in the enemy lines (2375).

Power: 275

Sensor Systems

Long-range Sensors: +1/16 light-years [6 Power/round]
Lateral Sensors: +1/1 light-year [4 Power/round]
Navigational Sensors: +1 [5 Power/round]
Cloak: 8 [4 Power/point/round]
Sensors Skill: 4

Weapons Systems

Forward Disruptor Cannon

Range: 10/30,000/100,000/300,000
Arc: 360 degrees forward
Accuracy: 4/5/7/10
Damage: 28
Power: [28]

Type 10 Disruptors

Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]

Type II Photon Torpedoes

Number: 250
Launchers: 1 f, 1 a, 5 in dorsal weapons pod (4 f, 1 a)
Spread:
Arc: 10
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 5

Defensive Systems

IKDF Deflector Shield

Protection: 90/90 (135) [90 Power/shield/round]

Description and Notes

Fleet data: The *Torath*-class Heavy Warship (Battle Cruiser) is a variant of the *Vor'cha*-class Heavy Warship. It has a central body and Engineering hull like the *Vor'cha*, but its nacelle pylons sweep forward as well as down, giving it a slight bird of prey-like appearance. A typical axehead-shaped module on the forward end of the main hull contains the bridge.

The *Torath* carries as much heavy armament as the *Vor'cha*, though its weapons load differs significantly: it has fewer disruptors and more torpedo launchers. Most of the launchers occupy a wedge-shaped dorsal weapons pod, with one additional launcher forward and aft. Tactical data obtained from Dominion War battles indicates that the weapons pod may be vulnerable to counterattacks (which thus deprive the ship of a substantial portion of its weaponry); some Klingon engineers have begun to explore the possibility of redesigning the ship to spread the torpedo launchers out around the body of the vessel.

During the Dominion War, *Torath*-class ships formed the core of many of the Klingon attack wings. Together with *Vor'cha*- and *K'Vort*-class vessels, they provided the

KLINGON TORATH-CLASS STARSHIP

Class and Type: *Torath*-Class Heavy Warship (Battle Cruiser)

Commissioning Date: 2364

Hull Characteristics

Size: 7
Resistance: 4
Structural Points: 140

Operations Characteristics

Crew/Passengers/Evac: 2,000/300/8,000 [8 Power/round]
Computers: 4 [4 Power/round]
Transporters: 4 personnel, 4 cargo [4 Power/round]
Tractor Beams: 1 av, 1 f [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.1/8.2/9.6 (12 hours) [2 Power/warp factor]
Impulse System: .5c/.75c [5/7 Power/round]



IKDF with enough offensive punch to take on Jem'Hadar Battle Cruisers and Cardassian *Keldon*-class Heavy Battle Cruisers and win.

Noteworthy vessels/service records/encounters: *I.K.S. Torath*, prototype; *I.K.S. Veng'ta*, singlehandedly destroyed a Jem'Hadar Carrier in battle near the Feldarius system (2374); *I.K.S. Togar*, participated in liberation of Betazed (2375).

ROMULAN T'KOREX-CLASS STARSHIP

Class and Type: *T'korex*-class Warbird (Battleship)

Commissioning Date: 2366

Hull Characteristics

Size: 9

Resistance: 4

Structural Points: 180

Operations Characteristics

Crew/Passengers/Evac: 1,250/380/9,300 [8 Power/round]

Computers: 6 [6 Power/round]

Transporters: 8 personnel, 8 emergency, 8 cargo [12 Power/round]

Tractor Beams: 1 fd, 1 av [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 5.0/7.0/9.0 (12 hours) [2 Power/warp factor]

Impulse System: *.5c/.75c* [5/7 Power/round]

Power: 290

Sensor Systems

Long-range Sensors: +2/14 light-years [6 Power/round]

Lateral Sensors: +2/1 light-year [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Cloak: 9 [4 Power/point/round]

Sensors Skill: 5

Weapons Systems

Forward Disruptor Cannon

Range: 10/30,000/100,000/300,000

Arc: 360 degrees forward

Accuracy: 4/5/7/10

Damage: 26

Power: [26]

Type 11 Disruptors

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 24

Power: [24]

Plasma Torpedoes

Number: 300

Launchers: 1 f, 1 a

Spread: 10

Arc: Forward or aft, but are self-guided

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Romulan Deflector Shields

Protection: 100/100 (150) [100 Power/shield/round]

Description and Notes

Fleet data: The *T'korex*-class Warbird resembles a smaller version of the *D'deridex*-class Heavy Warbird with an underhull which extends all the way to its command hull instead of connecting via a boom. The Star Navy regards it as one of the workhorses of many Romulan fleets. *T'korex* wings were a common sight during the latter stages of the Dominion War, though it will take the Star Empire a long time to rebuild all the ones destroyed during the final battles.

Like its bigger brother, the *T'korex* sports an impressive array of weaponry, ranging from a large forward disruptor cannon, to other disruptors of slightly less power, to torpedo launchers. Many Romulan commanders prefer the *T'korex* to the *D'deridex* due to its greater maneuverability and ease of internal customization.

Noteworthy vessels/service records/encounters: *T'korex*, prototype; *V'darigan*, crippled beyond repair after destroying several orbital weapons platforms during the battle to retake Bazar (2374); *Kobe't*, participated in initial attack on Chin'toka (2374), destroyed during Breen counteroffensive (2375); *Gemrax*, destroyed three Breen ships during a battle in the Kalandra Sector (2375).

ROMULAN D'GEROK-CLASS STARSHIP

Class and Type: *D'gerok*-class Assault Gunship (Heavy Frigate)

Commissioning Date: 2364

Hull Characteristics

Size: 6

Resistance: 4

Structural Points: 120

Operations Characteristics

Crew/Passengers/Evac: 337/219/3,650 [7 Power/round]

Computers: 6 [6 Power/round]

Transporters: 4 personnel, 4 emergency, 3 cargo [6 Power/round]

Tractor Beams: 1 f, 1 a [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 5.0/7.0/8.0 (12 hours) [2 Power/warp factor]

Impulse System: *.5c/.75c* [5/7 Power/round]

Power: 250

Sensor Systems

Long-range Sensors: +2/14 light-years [6 Power/round]

Lateral Sensors: +2/1 light-year [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Cloak: 8 [4 Power/point/round]

Sensors Skill: 3



ENEMY SHIPS

Weapons Systems

Forward Disruptor Cannon

Range: 10/30,000/100,000/300,000
 Arc: 360 degrees forward
 Accuracy: 4/5/7/10
 Damage: 26
 Power: [26]

Type 11 Disruptors

Range: 10/30,000/100,000/300,000
 Arc: All (720 degrees)
 Accuracy: 4/5/7/10
 Damage: 24
 Power: [24]

Plasma Torpedoes

Number: 400
 Launchers: 2 f, 2 a
 Spread: 10
 Arc: Forward or aft, but are self-guided
 Range: 15/350,000/1,500,000/4,050,000
 Accuracy: 4/5/7/10
 Damage: 20
 Power: [5]

Weapons Skill: 5

Defensive Systems

Romulan Deflector Shields

Protection: 90/90 (120) [80 Power/shield/round
 (embedded nacelles)]

Description and Notes

Fleet data: Most Romulans consider the *D'gerok*-class Assault Gunship one of the most unusual-looking vessels in their fleet. Designed by an engineer who studied Cardassian shipbuilding philosophies, it features embedded warp nacelles. This slows the ship slightly, but results in a stronger shield envelope. As a result, the ship lacks the typical "wing pylons" so common on Romulan vessels. Instead, its command hull (which has a more diamond-shaped profile when viewed dorsally than most Romulan command hulls) attaches directly to its roughly rectangular main hull. The forward half of the main hull is slightly larger and broader than the aft half.

The embedded nacelle design suits the *D'gerok* quite well, since its primary mission profile—assaulting space stations and planets—it needs heavy defenses and powerful weaponry more than speed and maneuverability. With its multiple disruptor banks and four plasma torpedo launchers, the *D'gerok* presents a threat to even the most heavily-defended stationary target. Since moving targets may have the ability to outmaneuver it, it usually flies in tandem with swifter Romulan vessels when confronting such targets.

Noteworthy vessels/service records/encounters: *D'gerok*, prototype; *Peth'lar*, destroyed three orbital defense platforms during offensive to free Bizar (2374), *Otoroth*, destroyed in suicide run on Jem'Hadar Battle Cruiser during offensive to free Bizar (2374); *T'vaktal*, participated in attempts to loosen the Breen's grip on the Chin'toka system, led a *D'gerok* wing that destroyed a Breen defense platform (2375).

CARDASSIAN ABERAX-CLASS STARSHIP

Class and Type: *Aberax*-Class Destroyer

Commissioning Date: 2362

Hull Characteristics

Size: 5
 Resistance: 3
 Structural Points: 100

Operations Characteristics

Crew/Passengers/Evac: 225/200/3,000 [7 Power/round]
 Computers: 4 [4 Power/round]
 Transporters: 2 personnel, 4 emergency, 4 cargo [5 Power/round]
 Tractor Beams: 1 f, 1 a [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 4.9/7.9/9.1 (6 hours) [2 Power/warp factor]

Impulse System: .5c/.75c [5/7 Power/round]

Power: 210

Sensor Systems

Long-range Sensors: +2/15 light-years [6 Power/round]

Lateral Sensors: +2/1 light-year [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Forward Disruptor Cannon

Range: 10/30,000/100,000/300,000
 Arc: 360 degrees forward
 Accuracy: 4/5/7/10
 Damage: 26
 Power: [26]

Type 9 Spiral-Wave Disruptors

Range: 10/30,000/100,000/300,000
 Arc: All (720 degrees)
 Accuracy: 4/5/7/10
 Damage: 20
 Power: [20]

Type II Photon Torpedoes

Number: 300
 Launchers: 2 f, 2 a
 Spread: 10
 Arc: Forward or aft, but are self-guided
 Range: 15/300,000/1,000,000/3,000,000
 Accuracy: 4/5/7/10
 Damage: 20
 Power: [5]

Weapons Skill: 4

Defensive Systems

Cardassian Deflector Field

Protection: 71/71 (92) [61 Power/shield/round
 (embedded nacelles)]



Description and Notes

Fleet data: The *Aberax*-class Destroyer is one of the most feared ships in the Cardassian fleet. Although not as large as the *Galor*-class Battle Cruiser or other ships more commonly associated with the Central Command, it packs nearly as much offensive “punch” as that ship. With its multiple disruptor batteries and four torpedo launchers (an unusually large number of launchers for a Cardassian ship), it can cause significant damage to ships much larger than it.

During the Dominion War, wings of *Aberax*-class Destroyers saw action in nearly every major battle. Backing up the Battle Cruisers of both the Cardassians and the Jem’Hadar, they protected major assets while wreaking havoc among the Federation alliance fleets. Admiral Baltren Tozar of Starfleet’s Thirty-Fourth Fleet once described them as “the toughest thing ever flown by a spoonhead.”

Like most Cardassian ships, the *Aberax* features embedded warp nacelles, giving it a streamlined appearance compared to most Starfleet and Klingon vessels. A roughly trapezoidal module attached to the forward dorsal edge of the main body contains the bridge and several other major systems. The aft end of the main body tapers, then flares out into a curved-edge axehead shape.

Noteworthy vessels/service records/encounters: *Aberax*, prototype; *Khobaro*, singlehandedly destroyed the *Galaxy*-class *U.S.S. Hentar*, NCC-71093, while that ship patrolled the Cardassian border (2374); *Temural*, accounted for five enemy ship casualties during the Third Battle of Vulcanis (2375).

Weapons Systems

Forward and Aft Disruptor Cannons

Range: 10/30,000/100,000/300,000
Arc: 360 degrees forward and aft
Accuracy: 4/5/7/10
Damage: 20
Power: [20]

Type 8 Spiral-Wave Disruptor

Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]

Type II Photon Torpedoes

Number: 80
Launchers: 1 f, 1 a
Spread: 6
Arc: Forward or aft, but are self-guided
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 4

Defensive Systems

Cardassian Deflector Field

Protection: 60/60 (75) [50 Power/shield/round (embedded nacelles)]

Description and Notes

Fleet data: The *Guran* is one of the oddest-looking ships fielded by the Central Command. Its main body closely resembles the *Aberax*-class Destroyer, but an enormous U-shaped superstructure attaches ventrally to the command hull, pointing forward. Long structures shaped like flattened cylinders attach to each side of the U; they can hold weapons, supplies, additional crew quarters, or the like.

During the Dominion War, the Central Command used *Guran*-class ships much like *Hideki*-class Scouts—to harass enemy capital ships when in large wings, and to oppose enemy ships like itself on a one-on-one basis. Although not as heavily armed as the Jem’Hadar Fast Attack Ship (see below), it achieved almost as good a record during the war due to the skills of the Central Command’s pilots and crew.

Noteworthy vessels/service records/encounters: *Guran*, prototype; *Eth’gar*, beamed first enemy troops onto Betazed (2374); *Kordat*, destroyed three Klingon *Brakt*-class Fast Attack ships while defending the Chin’toka system (2375).

CARDASSIAN GURAN-CLASS STARSHIP

Class and Type: *Guran*-Class Fast Attack Ship

Commissioning Date: 2366

Hull Characteristics

Size: 4
Resistance: 2
Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 75/50/580 [6 Power/round]
Computers: 4 [4 Power/round]
Transporters: 2 personnel, 2 emergency, 2 cargo [3 Power/round]
Tractor Beams: 1 f, 1 a [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 5.0/7.0/9.6 (6 hours) [2 Power/warp factor]
Impulse System: .5c/.75c [5/7 Power/round]
Power: 175

Sensor Systems

Long-range Sensors: +1/14 light-years [6 Power/round]
Lateral Sensors: +1/1 light-year [4 Power/round]
Navigational Sensors: +1 [5 Power/round]
Sensors Skill: 3



JEM'HADAR CARRIER

Class and Type: Jem'Hadar Carrier

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 11

Resistance: 4

Structural Points: 220

Operations Characteristics

Crew/Passengers/Evac: 4,225/5,000/32,000 [9 Power/round]

Computers: 6 [6 Power/round]

Transporters: 10 personnel, 6 emergency, 6 cargo [11 Power/round]

Tractor Beams: 1 fd, 1 fv, 1 av [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/9.2/9.6 (12 hours) [2 Power/warp factor]

Impulse System: .75c/.92c [7/9 Power/round]

Power: 360

Sensor Systems

Long-range Sensors: +2/17 light-years [6 Power/round]

Lateral Sensors: +2/1 light-year [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Sensors Skill: 5

Weapons Systems

Type 13 Phased Polaron Beams

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 3/4/6/9

Damage: 28

Power: [28]

Type II Photon Torpedo

Number: 300

Launchers: 1 fv, 1 fd, 1 a

Spread: 10

Arc: Forward or aft, but are self-guided

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 3/4/6/9

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Dominion Deflector Shield

Protection: 140/140 (210) [140 Power/shield/round]

Description and Notes

Fleet data: The most massive ship fielded by the Jem'Hadar during the Dominion War except for the Battleship, the Carrier combines sheer power with the important tactical function of a carrier. With up to 50 Jem'Hadar Attack Ships stored in its enormous shuttle-bays, the Carrier operates as a small fleet unto itself.

The Jem'Hadar Carrier usually does not serve as a front-line vessel. Instead, the Jem'Hadar keep it in the center or rear of a formation to act as an anchor and support its Attack Ship flight crews. In fact, it possesses fewer

phased polaron beam generators than the Jem'Hadar Battle Cruiser (but it has the more powerful Type 13 generator). The Federation alliance's final assault on Cardassia forced the Carriers into a more proactive role, and they accounted for numerous casualties among enemy ships before receiving the cease-fire order.

The Jem'Hadar Carrier resembles the Jem'Hadar Battle Cruiser, but it's much larger and more massive. Where the Battle Cruiser's forward section and sides all have a sort of curved appearance, with smooth, organic lines, the same sections of the Carrier are angular and harsh, with straight lines and a pointed forward "fork" jutting defiantly towards the enemy.

JEM'HADAR FAST ATTACK SHIP

Class and Type: Jem'Hadar Fast Attack Ship

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 5

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Passengers/Evac: 210/300/3,000 [7 Power/round]

Computers: 4 [4 Power/round]

Transporters: 2 personnel, 2 emergency, 2 cargo [3 Power/round]

Tractor Beams: 1 f, 1 a [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/9.2/9.6 (12 hours) [2 Power/warp factor]

Impulse System: .72c/.9c [7/9 Power/round]

Power: 235

Sensor Systems

Long-range Sensors: +2/16 light-years [6 Power/round]

Lateral Sensors: +2/1 light-year [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Sensors Skill: 4

Weapons Systems

Type 10 Phased Polaron Beam

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 3/3/6/9

Damage: 22

Power: [22]

Type II Photon Torpedoes

Number: 300

Launchers: 1 fs, 1 fp, 1 a

Spread: 10

Arc: Forward or aft, but are self-guided

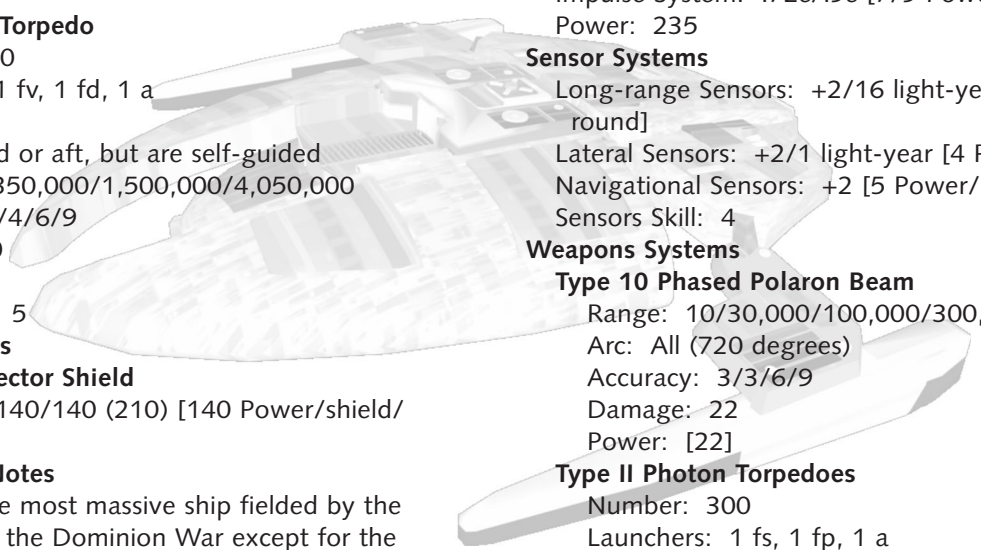
Range: 15/350,000/1,500,000/4,050,000

Accuracy: 3/3/6/9

Damage: 20

Power: [5]

Weapons Skill: 5





Defensive Systems

Dominion Deflector Shield

Protection: 81/81 (122) [81 Power/shield/round]

Description and Notes

Fleet data: The Jem'Hadar Fast Attack Ship is the Dominion's next step up from the Jem'Hadar Attack Fighter. Larger and better armed, it forms an important part of the Dominion fleets. Thanks to their speed and firepower Fast Attack Ship wings sometimes out-flanked Federation alliance capital ships to harass enemy perimeters from behind the lines. Fast Attack Ships also performed well when assigned to patrol, reconnaissance, and escort duties.

Physically, the Fast Attack Ship is much sleeker than the Attack Fighter. Its main body resembles a Jem'Hadar Battle Cruiser, but smaller and narrower, as if the engineers had stretched it out slightly. The warp nacelles attach to pylons thrusting downward and aft, giving the ship a dart-like appearance.

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 22

Power: [22]

Missile Weapon

Number: 350

Launchers: 4

Spread: 6

Arc: Forward or aft, but are self-guided

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Breen Deflector Shield

Protection: 90/90 (135) [90 Power/shield/round]

Description and Notes

Fleet data: From the moment the Breen *Gor Taan*-class Battle Cruiser appeared on the battlefields of the Dominion War, Starfleet personnel knew they were up against a new, powerful foe. Breen ship design aesthetics resemble nothing else among the major Alpha and Beta Quadrant species. The Battle Cruiser consists of five major assemblies: a crescent-shaped crossbar running port-starboard, and four "spars" running forward-aft. The central, largest, spar includes the main bridge, the impulse engines, and most major ship systems. The other three (port, starboard, and ventral) are all the same length, though the ventral one is somewhat broader. The main deflector attaches to the ventral side of the ventral spar.

Both to generate extra Power and to provide multiple maneuvering options, the *Gor Taan* includes two complete, distinct warp propulsion systems. The larger nacelles attach to the outer edge of the port and starboard spars, while the smaller, secondary nacelles are on the aft of those same spars. The warp cores themselves are in the central and ventral spars.

The Breen Battle Cruiser carries heavy armament. Each spar has a weapons module on its forward end which contains a powerful disruptor and a torpedo launcher (the ventral spar lacks the launcher). The central spar's module also includes a Breen energy dissipator. Breen disruptor blasts are typically pulses of green energy (this doesn't mean they're fired in Pulse mode, though they often are); their torpedoes have a similar appearance. The ship also has a cloaking device.

During the War, Federation alliance forces found several weaknesses in the *Gor Taan*. Primarily, the nature of the ship's construction means that it's relatively easy to break it into multiple pieces by shattering the crossbar or spars. While the ship has strong shields, once attacks penetrate them it often suffers catastrophic damage more quickly than a comparable Starfleet or Dominion vessel.

BREEN GOR TAAN-CLASS STARSHIP

Class and Type: *Gor Taan*-class Battle Cruiser

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 7

Resistance: 3

Structural Points: 140

Operations Characteristics

Crew/Passengers/Evac: 637/195/5,300 [7 Power/round]

Computers: 6 [6 Power/round]

Transporters: 5 personnel, 5 emergency, 5 cargo [7 Power/round]

Tractor Beams: 1 f, 1 a [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/9.2/9.6 with main warp system, 5.0/7.0/8.0 with secondary system (12 hours for either system) [2 Power/warp factor]

Impulse System: .72c/.9c [7/9 Power/round]

Power: 320

Sensor Systems

Long-range Sensors: +1/15 light-years [6 Power/round]

Lateral Sensors: +1/1 light-year [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Cloak: 7 [4 Power/point/round]

Sensors Skill: 4

Weapons Systems

Energy Dissipator

Range: 5/30,000/80,000/100,000

Arc: 180 degrees forward

Accuracy: 4/5/7/10

Damage: Drains 25% of ship's Power per round (see text)

Power: [120]

Breen Type 10 Disruptors

Range: 10/30,000/100,000/300,000

THE BREEN ENERGY DISSIPATOR (BASIC AND SPACEDOCK RULES)

SU Cost: 120 (ship must also purchase a targeting system)

Power Cost: 120

Developed sometime in the mid-24th century by the Breen, the Energy Dissipator drains all Power from a target ship and prevents it from generating further Power, rendering it a lifeless, floating hulk vulnerable to any attack.

The Energy Dissipator has a Range of 5/30,000/80,000/100,000 with a 180-degree firing arc, and costs 120 Power per shot. A crew cannot Multifire it. When its beam hits a target, the target suffers an immediate loss of one-fourth (25%) of its Power and Power-generating capability (this includes Auxiliary and Emergency Power). It loses another one-fourth of its Power and Power-generating capabilities per round until it has none. The only way to reverse the effects of the Dissipator is to tow the ship to a repair yard and replace or repair every part of the warp propulsion, impulse engine, and other Power-generating systems, a process requiring days of work. Klingon vessels are immune to the Dissipator's effects if they adjust their tritium intermix. Federation engineers learned how to tune a ship's shields to totally block the effect of the dissipator in late 2375.

Damage: Drains 25% of ship's Power per round (see text)

Power: [120]

Breen Type 9 Disruptors

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 20

Power: [20]

Missile Weapon

Number: 100

Launchers: 2

Spread: 6

Arc: Forward or aft, but are self-guided

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Breen Deflector Shield

Protection: 75/75 (105) [75 Power/shield/round]

Description and Notes

Fleet data: The *Kaath Pek* Cruiser is in many respects a smaller, more streamlined version of the *Gor Taan* Battle Cruiser, though it lacks some of that ship's vulnerabilities. It has a central, spearhead-shaped main hull from which two broad pylon-like structures extend port and starboard to hold spars. The starboard spar is much longer and larger than the port one; it curves forward until its forward end contacts the centerline of the ship. At that tip is a large module containing the bridge as well as several weapons. (Federation alliance forces sometimes exploited this design by attacking the starboard spar and severing the bridge from the main part of the ship, but the ship does have a secondary bridge in the main hull.) The port spar terminates forward in several weapons, including the energy dissipator.

Like the *Gor Taan*, the *Kaath Pek* has two warp propulsion systems, providing it with ample Power to run its systems. According to Starfleet Intelligence analyses of salvage from destroyed Breen ships, some *Kaath Peks* may have been retrofitted with larger, more powerful warp cores, making them even more of a threat.

BREEN KAATH PEK-CLASS STARSHIP

Class and Type: *Kaath Pek*-Class Cruiser

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 5

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Passengers/Evac: 365/87/3,210 [7 Power/round]

Computers: 4 [4 Power/round]

Transporters: 3 personnel, 3 emergency, 2 cargo [4 Power/round]

Tractor Beams: 1 f, 1 a [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/8.6/9.2 with main warp system, 5.0/7.0/8.0 with secondary system (12 hours for either system) [2 Power/warp factor]

Impulse System: .7c/.9c [7/9 Power/round]

Power: 270

Sensor Systems

Long-range Sensors: +1/15 light-years [6 Power/round]

Lateral Sensors: +1/1 light-year [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Cloak: 7 [4 Power/point/round]

Sensors Skill: 4

Weapons Systems

Energy Dissipator

Range: 5/30,000/80,000/100,000

Arc: 180 degrees forward

Accuracy: 4/5/7/10



BREEN ATTACK FIGHTER

Class and Type: Breen Fighter

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 2

Resistance: 2

Structural Points: 40

Operations Characteristics

Crew/Passengers/Evac: 2/10/80 [4 Power/round]

Computers: 2 [2 Power/round]

Transporters: 1 personnel, 1 cargo [1 Power/round]

Tractor Beams: 1 f [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 4.0/7.4/8.6 (6 hours) [2 Power/warp factor]

Impulse System: .7c/.9c [7/9 Power/round]

Power: 100

Sensor Systems

Long-range Sensors: +0/12 light-years [6 Power/round]

Lateral Sensors: +0/1 light-year [4 Power/round]

Navigational Sensors: +0 [5 Power/round]

Cloak: 6 [4 Power/point/round]

Sensors Skill: 3

Weapons Systems

Type 8 Breen Disruptors

Range: 10/30,000/100,000/300,000

Arc: 360 degrees forward, 360 degrees aft

Accuracy: 4/5/7/10

Damage: 16

Power: [16]

Missile Weapon

Number: 20

Launchers: 1 forward

Spread: 4

Arc: Forward, but are self-guided

Range: 15/350,000/1,500,000/4,050,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

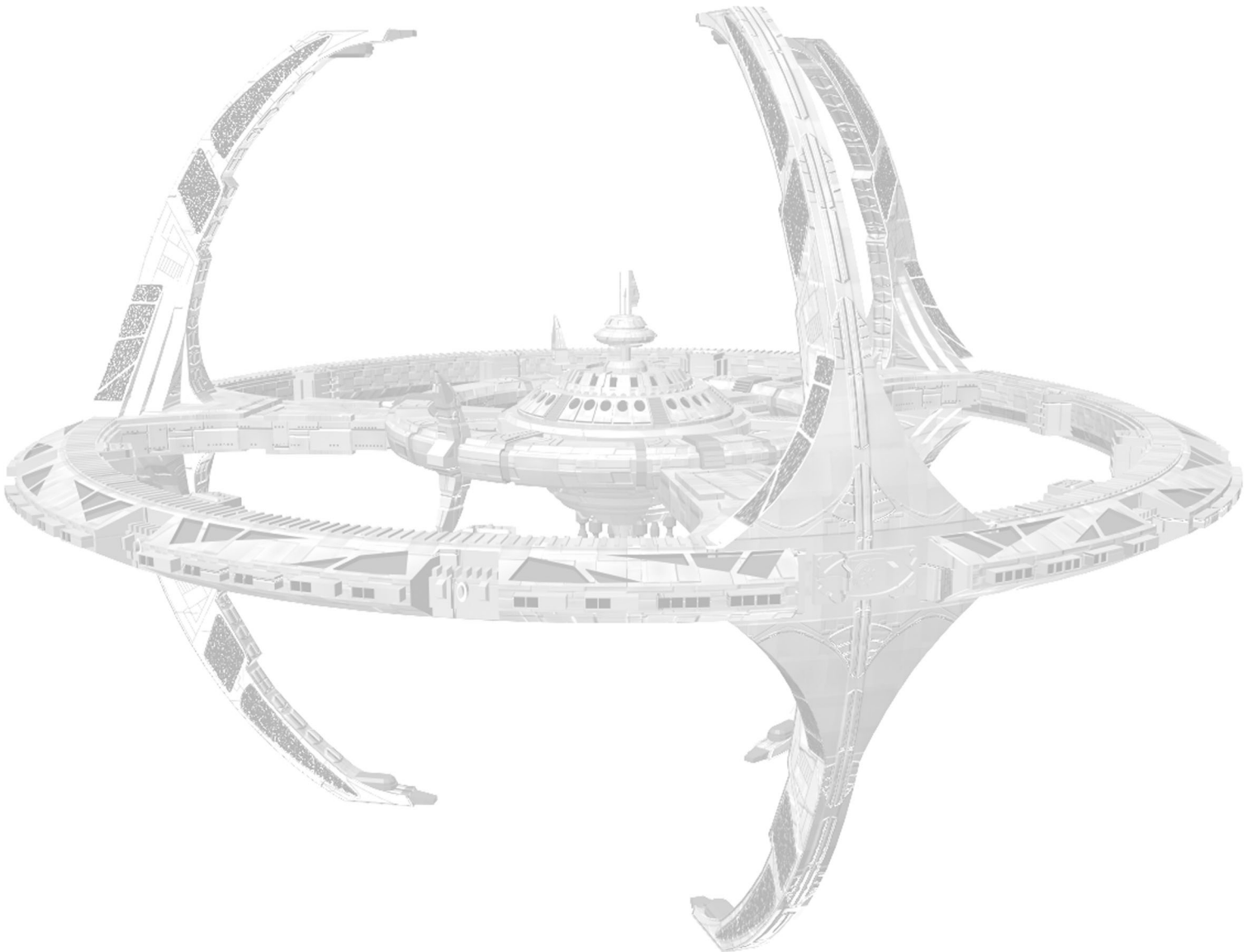
Defensive Systems

Breen Deflector Shield

Protection: 28/28 (42) [28 Power/shield/round]

Description and Notes

Fleet data: The Breen attack fighter has a shape like an elongated T, with a vicious-looking fork on the forward end of the main body (this makes it particularly suited for ramming attacks; increase its Size by 2 for purposes of determining the damage it causes with forward rams). Fast, maneuverable, and equipped with two disruptors and a torpedo launcher, it does an excellent job supporting Breen capital ships and dogfighting with enemy fighters. It has a crew of 2, but can also carry up to 10 Breen soldiers or passengers if necessary.



THE CRUCIBLE OF BATTLE: DOMINION WAR CHARACTER CREATION

CHAPTER TEN

This chapter provides rules for creating both military-oriented and civilian characters from the Alpha Quadrant who were involved in the Dominion War in some way.

OVERLAYS

The following Overlays are military packages built with 54 Development Points. Although as written they apply primarily to Starfleet characters, players and Narrators can adapt them for other governments with minor changes. Each Overlay lists its primary skills in *italics*.

COMBAT ENGINEER

To keep ground forces equipment and vehicles operating smoothly, to crack the security codes on captured communications systems, and to jury-rig weapons to deal with new and unusual situations, soldiers need a combat engineer. Trained in a wide variety of technical skills, the combat engineer plays a crucial role on the 24th century battlefield.

COMBAT ENGINEER

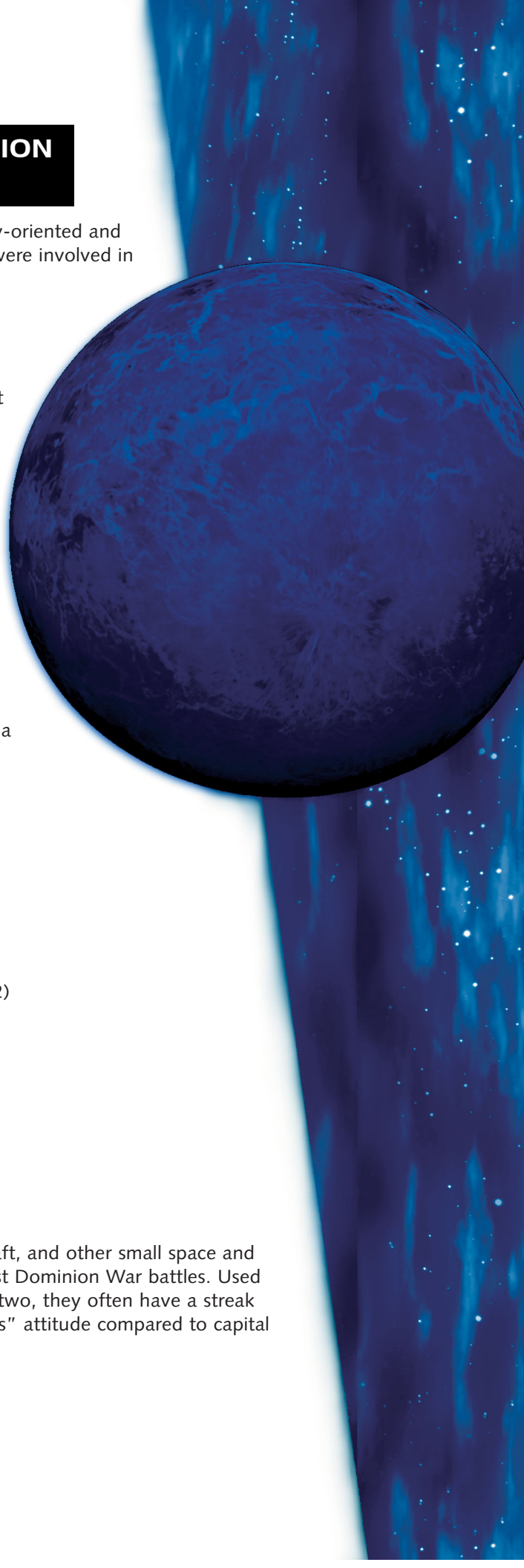
- Athletics (choose Specialization) 1 (2)
- Computer (Data Alteration/Hacking) 1 (2)
- Demolitions* (Military Explosives) 1 (2)
- Dodge 1
- Energy Weapon (choose Specialization) 1 (2)
- Language (choose appropriate language) 1
- Materials Engineering* (choose Specialization) 1 (2)
- Personal Equipment* (choose Specialization) 2 (3)
- Physical Sciences (Chemistry) 1 (2)
- Planetside Survival (choose Specialization) 1 (2)
- Shipboard Systems* (choose Specialization) 2 (3)
- Systems Engineering* (choose Specialization) 2 (3)
- Vehicle Operation (choose Specialization) 1 (2)
- Weaponsmith* (choose Specialization) 2 (3)

FIGHTER PILOT

Trained to fly Attack Fighters, armored assault craft, and other small space and air combat vehicles, fighter pilots participated in most Dominion War battles. Used to working on their own or with just a crewmate or two, they often have a streak of independence and a “fly by the seat of your pants” attitude compared to capital ship personnel.

FIGHTER PILOT

- Athletics (choose Specialization) 1 (2)
- Computer (choose Specialization) 1 (2)
- Dodge 1





History (Federation or other appropriate Specialization) 1 (2)
 Language
 Federation Standard 1
 Law (Starfleet Regulations or other appropriate military regulations) 1 (2)
 Personal Equipment (choose Specialization) 1 (2)
 Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (Flight Control) 2 (3)
Space Sciences (Astrogation or other appropriate Specialization) 1 (2)
Starship Tactics (Fighter Tactics) 2 (3)
Systems Engineering (choose Specialization) 2 (3)
 Unarmed Combat (Starfleet Martial Arts or other appropriate style) 1 (2)
Vehicle Operation (Armored Assault Craft or other aircraft) 2 (3)

Overlay can take the Strategic Operations Officer Tour of Duty Background History package instead (see below).

STRATEGIC OPERATIONS OFFICER

Administration (Logistics) 2 (3)
 Athletics (choose Specialization) 1 (2)
 Computer (choose Specialization) 1 (2)
 Dodge 1
Energy Weapon (Phaser) 2 (3)
 History (Federation) 1 (2)
 Language
 Federation Standard 1
 Law (Starfleet Regulations) 1 (2)
 Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (choose Specialization) 2 (3)
Starship Tactics (choose Specialization) 2 (3)
Strategic Operations (choose Specialization) 2 (3)
 Vehicle Operation (choose Specialization) 1 (2)

STARFLEET GROUND FORCES OFFICER

This Overlay represents a typical member of the Starfleet Ground Forces (you can find Overlays for Klingon, Romulan, Cardassian, and Dominion soldiers in the books devoted to them). Trained in a wide variety of ground warfare skills, he's a match for any other soldier on the battlefield.

STARFLEET GROUND FORCES OFFICER

Athletics (choose Specialization) 1 (2)
 Dodge 1
Energy Weapon (Phaser Rifle) 2 (3)
First Aid (Wound/Combat Trauma) 1 (2)
Heavy Weapons (choose Specialization) 1 (2)
 History (Federation) 1 (2)
 Language
 Federation Standard 1
Personal Equipment (Military Tricorder) 2 (3)
Planetary Tactics (choose Specialization) 2 (3)
Planetside Survival (choose Specialization) 2 (3)
 Shipboard Systems (choose Specialization) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
 Vehicle Operation (choose Specialization) 1 (2)

BACKGROUND HISTORY PACKAGES

The following Academy Life and Tours of Duty/ Professional Careers Background History packages represent activities and events in which characters might have participated during the Dominion War. Narrators may have to adjust them slightly if the events of the war unfolded differently in their series.

ACADEMY LIFE BACKGROUND HISTORY PACKAGES

The Dominion War had a substantial impact on the curriculum and procedures at Starfleet Academy. Ordinarily cadets receive four solid years of training at the Academy (including a cadet cruise) before embarking on their careers. But during the war Starfleet faced frequent manpower shortages, so it sent cadets through the Academy *much* more quickly. The Academy developed a four- to six-month "intensive training" program to produce as many new officers as possible. Sometimes the relative lack of training led to battlefield errors, but usually clever young officers learned quickly on the job and did the Federation proud.

To create a Starfleet character who went through the Academy's wartime "quick curriculum," do the following:

1. Take a normal Starfleet Overlay, but remove six levels' worth of skills (by reducing 2 (3) skills to 1 (2), or eliminating skills entirely), giving you an Overlay built on only 36 points. The Narrator may alter the point level to create better- or worse-trained officers; for example, cadets rushed through during the stages of the war when Starfleet needed them the quickest might only have 24 points' worth of skills from their Overlay.

2. Take one of the Dominion War Academy Life

STRATEGIC OPERATIONS OFFICER

In times of war, many Starfleet commanders appoint a Strategic Operations Officer to assist them. A Strategic Operations Officer (who belongs to the Command branch) prepares a ship or station for the outbreak of war (or upcoming battles), liaises with Starfleet Command and allied commands to obtain strategic and tactical data, handles logistical matters, summarizes intelligence reports for his fellow officers, and performs similar duties. (Other species have officers who fulfill these functions; you can use this Overlay for them as well by changing the Specializations.)

Characters who have already chosen a Starfleet



Packages from the accompanying table, or spend the equivalent amount of points on the Universal Background List or Academy Life History List from the *Star Trek: The Next Generation Roleplaying Game* core rulebook.

Then choose a Tour of Duty to represent what the character did during the war.

Players using the *Starfleet Academy Boxed Set* can create a wartime cadet differently. Create a starting cadet as outlined on pages 93-114 of the first book in the set. Then add 18 Development Points' worth of skills from the Overlay representing the character's chosen career—the Operations Officer Overlay for someone who wants to go into Flight Control, for example.

Regardless of which method you use, when you're done creating your character add up the Development Points spent. Subtract that number from 128. The remainder is the number of Development Points' worth of skills and abilities your character lacks because Starfleet abbreviated his training to get him into the field quickly. The Narrator should dole those points out to the character throughout the early stages of the series, representing how he's "learning on the job." Alternately, the Narrator can let the character take additional Tours of Duty to represent what he learned while on the front lines.

DOMINION WAR ACADEMY LIFE PACKAGES

A Starfleet character receives 5 Development Points to spend during Dominion War Academy Life.

Artillery Training: Demolitions (Military Explosives) 1 (2), Heavy Weapons (choose Specialization) 1 (2), Rival -1

Combat Engineer Training: Engineering, Material or Systems (choose Specialization) 1 (2), +1 Intellect

Combat Medicine Training: First Aid (Wound/Combat Trauma) 1 (2), Medical Sciences (Combat Medicine and one other Specialization) 1 (2) and (2), Code of Honor (Hippocratic Oath) -2

Dominion Tactical Counteraction School: Planetary Tactics (Dominion) 1 (2), Starship Tactics (Dominion) 1 (2), Intolerant -1

Fighter Training: Shipboard Systems (Flight Control) 1 (2), Vehicle Operation (choose appropriate Specialization) 1 (2), Thrillseeker -1

Ground Forces Training: Command (Combat Leadership) 1 (2), Planetary Tactics (choose two Specializations) 1 (2) and (2), Rival -2

Military Administration Training: Administration (Logistics) 1 (2), Strategic Operations (choose Specialization) 1 (2), -1 Empathy

Operations Officer Training: Shipboard Systems (choose Specialization) 1 (2), +1 Intellect

War Security Training: Energy Weapon (Phaser) 1 (2), Security (Security Procedures) 1 (2), -1 Empathy

STARFLEET TOURS OF DUTY PACKAGES

In series which focus on the war itself, characters may begin play with *no* Tour of Duty—the series begins when

Starfleet assigns them to a ship or space station immediately following graduation. But characters who've spent some time in the war, either in war-based campaigns or campaigns beginning after the war, can take one or more of the packages listed in the accompanying table to reflect those experiences.

While a peacetime tour of duty with Starfleet typically lasts 2-7 years, Narrators can compress that a great deal during the Dominion War if they want to. Because of the almost constant activity and "learn or die" tension forcing them to develop new skills, characters can complete a "tour" in as little as a few months.

Narrators running Klingon, Romulan, or Cardassian campaigns can easily adapt these packages to suit those species, often by doing nothing more than changing Specializations.

STARFLEET DOMINION WAR TOURS OF DUTY

A Starfleet character receives 10 Development Points to spend during Dominion War Tours of Duty.

Artillery Unit: The character served with an artillery unit, operating Starfleet's "big guns" to provide fire support for his fellow troops and destroy enemy strongholds.

Heavy Weapons (choose Specialization) 1 (2), Planetary Tactics (Artillery) and (Small-Unit) 1 (2) and (2), Systems Engineering (Ground Weapons Systems) 1 (2)

Combat Engineering: The character served as a combat engineer, helping to repair broken weapons, build bridges, and develop new weapons systems. Time and again his technical skills saved Starfleet lives.

Materials Engineering (choose Specialization) 1 (2), Systems Engineering (choose Specialization) 1 (2), Weaponsmith (choose Specialization) 1 (2), Innovative +1

Crippling Wound: The character suffered severe injuries in combat which crippled him. Despite this problem, he continues to soldier on and do his duty.

Energy Weapon (choose Specialization) 1 (2), Shipboard Systems (choose Specialization) 1 (2), Starship Tactics (choose Specialization) 1 (2), Stealth (choose Specialization) 1 (2), Physically Impaired -2 (missing limb or equivalent problem which, for some reason, cannot be fixed with a Medical Remedy; character may substitute Chronic Pain instead)

Crucial Mission: Because of his ability to think quickly on his feet and his diverse skills, the character was selected for a crucial mission (typically one behind enemy lines). By succeeding, he earned the accolades of his fellow officers.

Choose any one Military Skill at 1 (2), +1 Perception, Commendation +3, Famous Incident +3

Fighter Pilot: The character was assigned to a fleet to work his magic at the controls of an Attack Fighter. He "shot down" many enemy fighters and helped to destroy enemy capital ships as well.



Shipboard Systems (Flight Control) and (Tactical) 2 (3) and (3), Vehicle Operation (choose appropriate Specialization) 1 (2)

Heroic Conduct: The character performed above and beyond the call of duty, making a name for himself with his heroism and bravery.

Choose any one Military Skill with two Specializations at 1 (2) and (2), six points' worth of Commendation/Contact/Famous Incident

Klingon Liaison: The character served as a liaison between Starfleet and the Klingon forces participating in the war. (By changing a few Specializations, you can take a *Romulan Liaison* package instead.)

Administration (Logistics) 1 (2), Culture (Klingon) 1 (2), Starship Tactics (Klingon) 1 (2), +1 Vitality

Mechanized Unit: The character served in a Ground Forces mechanized unit, perhaps as part of the crew of a phaser tank, assault skimmer, or self-propelled artillery piece.

Planetary Tactics (Mechanized Ground Combat) 2 (3), Vehicle Operation (choose appropriate Specialization) 1 (2), +1 Dexterity

Military Intelligence: Starfleet assigned the character to Starfleet Intelligence to assist with military intelligence gathering and analysis. During his time there he met someone who may prove helpful to him later on.

Administration (Logistics) 1 (2) OR Strategic Operations (choose Specialization) 1 (2), Computer (choose Specialization) 1 (2), Espionage (choose Specialization) 1 (2), Contact +1

On The Front: The character spent time on the front lines, fighting against the Dominion-Cardassian-Breen alliance. He distinguished himself with his bravery and heroic actions.

General: Energy Weapon (choose Specialization) 1 (2) OR Shipboard Systems (choose Specialization) 1 (2), Planetary Tactics (choose Specialization) 1 (2) OR Starship Tactics (choose Specialization) 1 (2) OR Strategic Operations (choose Specialization) 1 (2), Primitive Weaponry (choose Specialization) 1 (2) OR Unarmed Combat (Starfleet Martial Arts) 1 (2), Famous Incident +1

Betazed/Bolian Front: Shipboard Systems (choose Specialization) 1 (2), Planetary Tactics (Planetary Support Tactics) 1 (2), Unarmed Combat (Starfleet Martial Arts) 1 (2), Famous Incident +1

Chin'toka Campaign: Shipboard Systems (choose Specialization) 1 (2), Starship Tactics (Cardassian OR Dominion OR Breen) 1 (2), Unarmed Combat (Starfleet Martial Arts) 1 (2), Famous Incident +1

Planetside Front: Energy Weapon (choose Specialization) 1 (2), Planetary Tactics (choose Specialization) 1 (2), Primitive Weaponry (choose Specialization) 1 (2), Famous Incident +1

Kalandra Sector: Shipboard Systems (choose Specialization) 1 (2), Strategic Operations (Kalandra Sector Strategies) 1 (2), Unarmed Combat (Starfleet Martial Arts) 1 (2), Famous Incident +1

Vulcan Front: Shipboard Systems (choose Specialization) 1 (2), Strategic Operations (Vulcan Sector Strategies) 1 (2), Unarmed Combat (Starfleet Martial Arts) 1 (2), Famous Incident +1

Reconnaissance: Starfleet assigned the character to a scout ship, where he spent many tense days behind enemy lines, spying on Dominion and Cardassian fleet and troop movements.

Espionage (Traffic Analysis) 1 (2), Shipboard Systems (choose two Specializations) 1 (2) and (2), Space Sciences (choose Specialization) 1 (2)

Strategic Operations Officer: Starfleet temporarily assigned the character to serve as his ship's Strategic Operations Officer. While dealing with one of the military bureaucracies, he helped someone who will return the favor later on.

Administration (Logistics) 1 (2), Starship Tactics (choose Specialization) 1 (2), Strategic Operations (choose Specialization) 1 (2), Contact +1

War Administration: The character served as part of his government's military bureaucracy, helping to manage the war effort. While he may not have earned the accolades of fellow officers who fought on the front lines, his efforts were no less important to the Federation alliance's victory than their's.

Administration (Logistics) 1 (2), Persuasion (Debate) 1 (2), Strategic Operations (choose Specialization) 1 (2), Contact +1

CIVILIAN WARTIME PROFESSIONAL CAREER PACKAGES

For the most part, civilians living in or near the war zones tried to avoid the war, but sometimes that was impossible. Here are a few war-specific packages representing how characters spent the war years.

CIVILIAN WARTIME PROFESSIONAL CAREER PACKAGES

A character receives 10 Development Points to spend during his Wartime Professional Career.

Dominion Occupation Resistance: The Dominion occupied and invaded the character's world. Refusing to knuckle under, he joined the resistance movement, fighting covertly against the hated Jem'Hadar.

Demolitions (Booby Traps) 1 (2), Energy Weapon (choose Specialization) 1 (2), Security (Security Systems) 1 (2), Stealth (choose Specialization) 1 (2), Dark Secret -2 (did some things during the resistance of which he's not proud)

Mercenary Work: The character saw the Dominion War as an opportunity for profit. He may have fought for the Dominion, or in some brush war on a planet the Federation alliance members no longer had the resources to control.

Energy Weapon (choose Specialization) 1 (2), Planetary Tactics (choose Specialization) 1 (2), Starship Tactics (choose Specialization) 1 (2), Wealth +1



Refugee: Rather than get thrown into a Jem'Hadar labor camp, the character fled his world before the Dominion invaded. He spent the rest of the war at the mercy of the combatants, living on the run wherever he could find a place not yet touched by the war, often having to deal with unsavory types just to get enough food.

Space Sciences (Astrogation) 1 (2), Streetwise (Locate Contraband) 1 (2), World Knowledge (choose two Specializations) 1 (2) and (2)

Salvage: It's dangerous to conduct salvage operations in mid-war—but it's also quite profitable, and the character made a tidy sum retrieving saleable scrap from war-torn starship hulks. But by taking a few choice pieces out from underneath the nose of a competitor, he's made himself an enemy for life.

Bargain (Salvage) 1 (2) OR Barter (Salvage) 1 (2), Merchant (Salvage) 1 (2), Shipboard Systems (choose Specialization) 1 (2), Wealth +3, Sworn Enemy -2

War Profiteering: The character made a healthy profit dealing with the Federation and other entities who needed supplies. Of course, he charged five times what the goods cost in peacetime, but that's just part of the fun of capitalism.

Bargain (choose Specialization) 1 (2), Merchant (choose Specialization) 1 (2), Wealth +4

STARSHIP TACTICS

The Specialization(s) characters take can influence how they use Starship Tactics, and what information it imparts to them. Most characters have a Specialization in their own government's tactics (Starship Tactics (Starfleet) for a Starfleet officer, for example). Specialists, or characters who have experience fighting a particular enemy, sometimes take Specializations reflecting that (Starship Tactics (Cardassian) for a Starfleet officer who fought in the Federation-Cardassian War, for example).

Characters of any species learn certain basic tactics and stratagems when they study Starship Tactics—using torpedo spreads for maximum efficiency, how and when to flank an enemy, and how to establish or attack a defense perimeter, for example. Characters with a Specialization in a particular force's tactics *also* learn the specific, specialized maneuvers and tricks that force uses. For example, a character with Starship Tactics (Romulan) knows all about Romulan ships' "decloak and fire torpedoes" maneuver, and other specifically Romulan combat protocols. A character with Starship Tactics (Cardassian) doesn't know about that, but does understand how Cardassian ships' embedded warp nacelles affect their tactical options, and how to perform (or counteract) the Galesh 5-7 maneuver.

In a combat situation, a character with an appropriate Specialization can make much better use of what he knows than one who can only rely on general knowledge. When fighting a Cardassian wing, the character with Starship Tactics (Romulan) only has his general tactical training to call on, but one with Starship Tactics (Cardassian) can tell his captain that "the Cardassians appear to be initiating a variant of the Duvok Gambit, sir—we should go down and to port, rather than to starboard as the Cardassians want us to." Narrators should keep this in mind when adjudicating the effects of Starship Tactics Tests.

STRATEGIC OPERATIONS

In wartime, this skill becomes particularly important. Characters use it to (a) develop their own side's long-range plans, goals, and maneuvers; and (b) to discern the other side's long-range plans, goals, and maneuvers. For example, if the Jem'Hadar launch an assault against a seemingly valueless planet, characters can make Strategic Operations Tests to try to figure out what they're up to. Or, a Starfleet officer could make a Strategic Operations Test to locate a weakness in the Sixth Fleet's patrol pattern, then reassign ships to compensate.

Narrators can also use Strategic Operations to resolve the outcome of battles they don't want to play out as part of an episode. An Opposed Strategic Operations Test between the two supreme commanders determines the result of a battle. The more the victor's Test Result exceeds the loser's by, the greater the extent of his triumph—the more enemy ships destroyed, the more territory captured, and so forth.

SKILLS

A quick look at the skill list on pages 64-65 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook reveals many skills that apply to wartime or military-oriented characters and situations: Starship Tactics, Strategic Operations, Heavy Weapons, and the like. For the most part, those skills work exactly as described in the core rulebook or related supplements (such as *Spacedock*). The notes below don't repeat any of the information from the core rulebook, but may note a few new Specializations and uses for such skills.

DEMOLITIONS

Characters trained to prepare and defuse explosives by a military or quasi-military organization often take Specializations such as *Military Explosives* or *Explosive Ordnance Disposal* (EOD). Some even take a species-specific Specialization, like *Romulan Explosives*.

HEAVY WEAPONS

Some Specializations commonly taken for this skill include Magnetically-Launched Artillery (phaser shells, ultritrium shells, and the like), Phaser Emplacements, Self-Transporting Artillery, Shoulder-Fired Weapons (man-portable missiles and the like), and Mounted Phaser. Characters from outside the Federation can substitute "Disruptor" for "Phaser," as appropriate.



VEHICLE OPERATION

Characters use this skill to drive or pilot ground vehicles, such as the ones described in the *Military Technology* chapter. Most of the Ground Vehicle Templates there describe “generic” ground vehicles whose names make good Specializations: Armored Attack Vehicles, Phaser Tanks, Skimmers, Hoppers, Ground Troop Transports, and so forth.

Commendation rules from pages 83-84 of the *Star Trek: The Next Generation Roleplaying Game Players' Guide*. They provide Renown awards to accompany the commendation. Word gets around quickly in Starfleet (and similar organizations) when one of its own gets the recognition he deserves.

DEPARTMENT HEAD (+1 TO +4)

Characters in the Starfleet Ground Forces or similar organizations only have to buy this advantage if they want to command a department for units of platoon size or larger. The accompanying table (next page) lists the cost based on the size of the unit.

FAMOUS INCIDENT (VARIES)

During the Dominion War, characters have plenty of opportunities to earn fame and glory. Famous Incident represents participation in a pivotal event perfectly. Saving a unit pinned by a superior enemy force, rescuing comrades from danger, turning the tide of a battle with a daring maneuver, or capturing an important enemy are just a few of the activities that could justify buying this advantage. As with Commendation, the Narrator should consider awarding characters a Famous Incident instead of raw Experience Points.

PROMOTION (+0 TO +6)

The accompanying table (next page) lists the Development Point costs for ranks in various ground forces.

DISADVANTAGES

As with advantages, many of the disadvantages listed in the core rulebook could derive from a character's experiences during the Dominion War. For example, an injury may leave a character Physically Impaired (or suffering from Chronic Pain, Poor Hearing, or Poor Sight).

PANICKY (-3)

The character saw so much combat, so many of the horrors of war, that it's affected his world-view. Even after the war ends, he remains anxious and suspicious all the time, reacting to surprises and similar stimuli as if still in combat.

Whenever the character is in combat, he has to spend 1 Courage Point to resist panicking. If he doesn't, the Narrator determines how he reacts. He might: freeze up, leaving himself unable to fight back and vulnerable to any enemy; throw down his weapon and run away; shoot himself in the foot to get off the front lines; or fire back blindly, wasting his ammunition or accidentally shooting a friend.

Whenever the character is surprised out of combat,

TRAITS

ADVANTAGES

Combat experience provides a justification for buying many different advantages. When a character's life is on the line, it doesn't take much for his natural gifts to emerge, for him to learn new things to keep himself alive, or for him to earn the accolades of his fellows.

ACCURATE (+2 OR +4)

A character with this new advantage is particularly accurate with a specific ranged weapon (such as a phaser rifle or disruptor pistol). For +2 Development Points, he receives a +1 Test Result bonus on all Tests to hit targets with that weapon; for +4 Development Points, he receives a +2 bonus.

Characters may buy Accurate more than once to apply to more than one weapon. They cannot buy it multiple times for the same weapon. The largest bonus this advantage can provide for any given weapon is +2.

BLINDFIGHTING (+2)

Characters who can't see during a battle—because it's night, or smoke obscures their vision, or the flash of some weapon blinds them—are at a significant disadvantage. Characters with this disadvantage can overcome that handicap. They've trained themselves to fight hand-to-hand when they cannot see. Using their hearing, touch, and even smell to compensate for the loss of eyesight, they fight just as well as when they can see.

In game terms, this advantage eliminates all visual cover penalties (see page 116 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook) when the character cannot see during melee combat. It has no effect on ranged combat.

COMMENDATION (+1 TO +3)

Characters in combat have many opportunities to earn commendations. Granting Commendations instead of raw Experience Points is a superb way for the Narrator to reward excellent roleplaying during war scenarios.

Narrators should consider using the revised

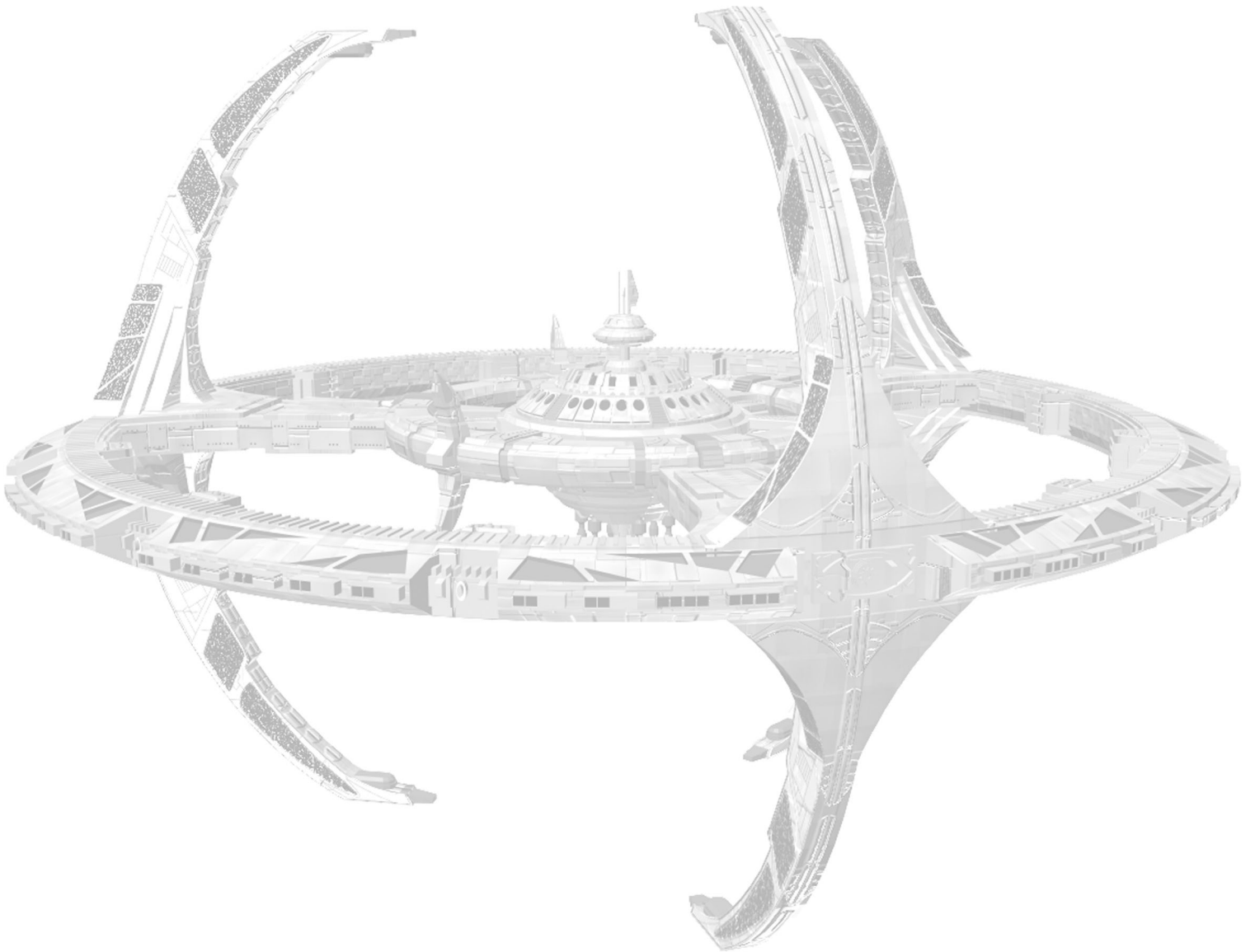
hears an unexpected loud noise, or the like, he must spend 1 Courage Point or react as if he were in combat. If he's not armed, he'll probably tackle or punch the person surprising him, or dive for cover and start throwing things at the "enemy." If he's armed, he may accidentally shoot a completely innocent person.

GROUND FORCES DEPARTMENT HEADS

Cost	Unit
1	Platoon
2	Company, battalion
3	Regiment, brigade
4	Division or larger

GROUND FORCES PROMOTIONS

Cost	Starfleet	Romulan	Breen
0	Ensign	Trooper	H'ren
1	Lieutenant (j.g.)	Sublieutenant	Ak'ched
2	Lieutenant	Lieutenant	Vel'sh
3	Captain	Captain	Ak'trun
4	Major	Major	Grelek
5	Colonel	Colonel	Nareg
6	General	General	Thot
7	Commanding General	Major-General	



FIGHTING THE GOOD FIGHT: DOMINION WAR SERIES

CHAPTER ELEVEN

As the most significant event in the history of the Star Trek setting during the galaxy's past two decades, the Dominion War provides Narrators like you with the opportunity to use the drama of war to enhance the stories they tell. Whether you present it as an ominous stormcloud on the horizons of your series, portray it into your series just like it occurred on the show, change it to suit your own game and point of view, or deal with the ramifications of the conflict in a post-war setting, the Dominion War has something to offer your Star Trek series. This chapter shows you how to get the most out of it.

THE DOMINION WAR IN YOUR SERIES

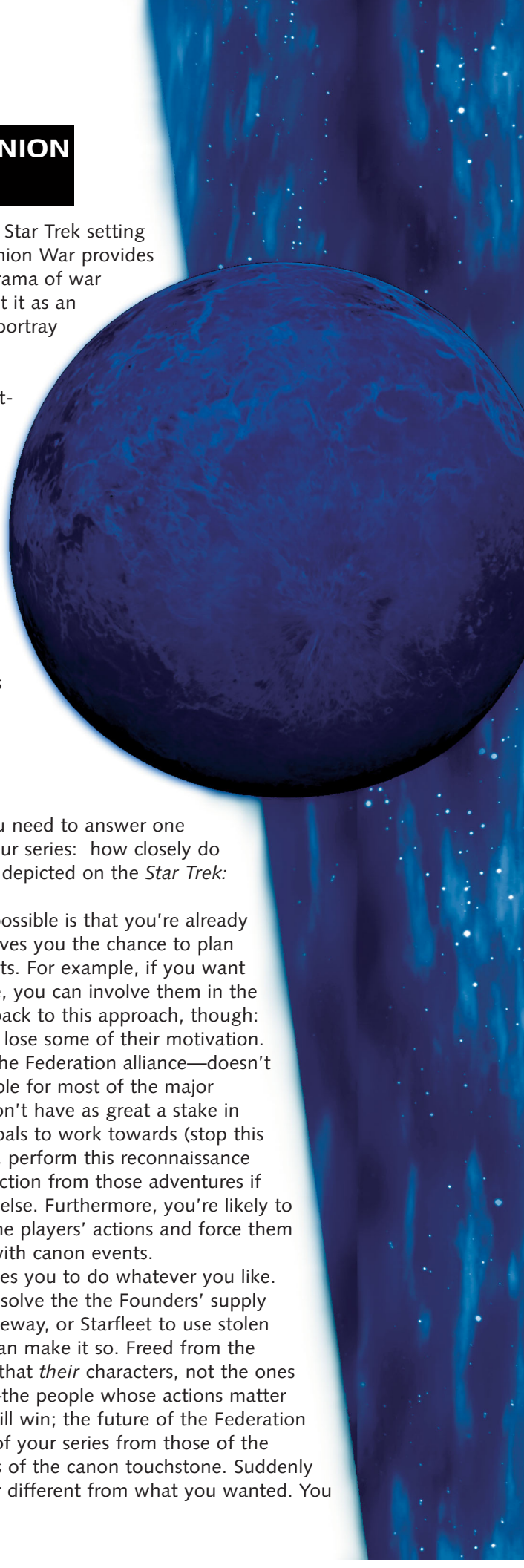
First you have to consider how to incorporate the war into your series. Some Narrators prefer to use the war as one aspect of an overall series; others run series based entirely around it.

INEVITABLE VICTORY OR POSSIBLE DEFEAT?

Regardless of how he chooses to use the war, you need to answer one fundamental question before incorporating it into your series: how closely do you want to track the "canon" events of the war as depicted on the *Star Trek: Deep Space Nine* television show?

The benefit of following the canon as closely as possible is that you're already well aware of what's going to happen when. That gives you the chance to plan the events of your story to dovetail with canon events. For example, if you want the characters to defend a planet, but lose the battle, you can involve them in the defense of Benezar or Betazed. There's a major drawback to this approach, though: if the characters know what's going to happen, they lose some of their motivation. Since the ultimate outcome of the war—victory for the Federation alliance—doesn't hinge on their actions, and we know who's responsible for most of the major triumphs of the war (Benjamin Sisko), they simply don't have as great a stake in what's going on. It's possible to give them smaller goals to work towards (stop this Jem'Hadar offensive, save the people on that planet, perform this reconnaissance mission), but most players won't derive much satisfaction from those adventures if they know the *real* action's taking place somewhere else. Furthermore, you're likely to find yourself straitjacketed as you try to cope with the players' actions and force them around to a course of action which won't interfere with canon events.

On the other hand, not tracking canon events frees you to do whatever you like. If you want the Jem'Hadar to conquer Vulcan, or to solve the the Founders' supply problems by having them find a working Iconian gateway, or Starfleet to use stolen Dominion technology to upgrade its starships, you can make it so. Freed from the constraints of the existing storyline, the players find that *their* characters, not the ones from the TV show, become the center of attention—the people whose actions matter the most. If they don't do their job, the Dominion will win; the future of the Federation depends on them. But once you divorce the events of your series from those of the "real" history, you lose the familiarity and usefulness of the canon touchstone. Suddenly events can spiral out of control and reach a result far different from what you wanted. You





may end up running a post-war campaign with a Crew belonging to a ragtag band of rebels trying to overthrow a triumphant Dominion.

For most Narrators, the best approach is to combine the two: stick to canon events as much as possible, but not enough to cut off the free-flowing nature of the series story and the Crew's actions. Unless the Crew does something to prevent it, an event unfolds just as it did on the TV show: Betazed falls to the Dominion; the Romulans join the war after falling for Captain Sisko's ploy. But the Crew's missions remain crucial to the outcome of the story. Even though they're working behind the scenes (we never saw them on TV, after all), the player characters *matter*. If their espionage mission behind enemy lines fails, the Dominion will win the Second Battle of Vulcanis. If they don't make it through with a secret shipment of supplies for the Cardassian Liberation Front, the Jem'Hadar will crush Damar's resistance movement. You just have to be prepared to deal with the consequences if the characters fail. If they know you'll twist events around to stay on the canon track, they won't be as concerned about making sure their missions succeed.

INCORPORATING THE WAR INTO AN EXISTING SERIES

Most Narrators will see the war as one element in their series—a large collection of events which may or may not interact with the established course of the series and the stories they plan to tell in their episodes. This allows them to “mine” the war for ideas and dramatic events without having it come to dominate the campaign completely.

BEFORE THE WAR

You can use the war before it even starts. In the years building up to the Dominion-Cardassian alliance, all sorts of events portending the storm to come occurred, and the characters can get involved in them. If you want your Crew to get in a little practice in how 24th century warfare works, you can plan scenarios that allow the characters to participate in the events of the Klingon-Cardassian War. If you like episodes to focus on intrigue, diplomacy, conspiracy, and mysteries, you can send the characters off in pursuit of changelings who have infiltrated the Federation or other Alpha Quadrant governments.

If you decide to alter the events of the war, you can foreshadow the changes in the pre-war period. For example, if you want the Dominion to make use of an Iconian gateway, perhaps you can include an item of Iconian technology in a pre-war episode. That way the characters learn enough about it to recognize the strange energy signatures that will eventually tip them off to what the Dominion's doing—and maybe that device, or the place where they found it, holds the key to cutting off the Dominion's new supply line to the Gamma Quadrant.

DURING THE WAR

Once the war begins, you should decide just how thoroughly you want to involve the characters in it. If some or all of them belong to Starfleet, they may have no choice but to get into the fighting; if they're civilians, they may participate more indirectly. (See below for more information on what different types of characters can do while the war rages.)

In a series that doesn't focus on the war, the Narrator needs to make sure war events don't dominate his stories. Even the *Deep Space Nine* television show, which *did* focus on the war, told plenty of stories with no significant connection to the war—for example, “His Way” or “Take Me Out To the Holosuite.” Don't just throw the Crew members into the fighting and let them find their way out; use the war and the turmoil it causes to create opportunities for character development and stories with only marginal relation to the war.

For example, suppose the characters are a band of mercenaries for sale to the highest bidder, but good-hearted people nevertheless. You could simply get them involved in the fighting, assuming they're willing to work for the Dominion-Cardassian alliance. But there are lots of other possibilities. Other, smaller, wars may start on troubled planets which the Federation, Klingons, and Romulans can no longer watch over. Even better, you can get them involved in the war on the Federation alliance's side indirectly. Perhaps a refugee who escaped from Betazed as the Jem'Hadar attacked hires the characters to make a raid onto Betazed to rescue his family, or to retrieve some hidden isolinear chips containing valuable data. The characters have to sneak (or fight) through the Dominion's defensive perimeter, make it onto the planet, avoid Jem'Hadar patrols, find what they're looking for, and then escape with it safely. Sounds like a pretty dramatic, exciting adventure, doesn't it? And even though it has no direct connection to the war, it's *influenced* by the war, without being controlled by it.

Additionally, the drama of the war may highlight characters' feelings and beliefs in ways that provide you with fodder for character development scenarios. For instance, a character with the *Pacifism* disadvantage may find himself in a situation where he has to fight or die—will he stick to his principles, or discover that sometimes he has to use force to preserve the good? Or take a doctor with *Code of Honor (Hippocratic Oath)*. Can he bring himself to provide treatment to injured Jem'Hadar soldiers when doing so may risk his own life? If there's a merchant character in the campaign, how far will he go with his war profiteering before his conscience gets the best of him? The drama of war provides you with plenty of opportunities to plumb the depths of the player characters in this fashion. You don't have to just run “battle of the week” scenarios; the Dominion War offers a lot more opportunities for great storytelling than that.



AFTER THE WAR

Some Narrators prefer to set their series *after* the end of the Dominion War—in 2376 or 2380, for example. That way they can use the events of the war without having to change them or worry about giving the Crew members a sufficiently prominent role to keep them interested, but still have characters who were affected by or participated in the war. A Crew might include a former Starfleet officer whose ideals were shattered by the horrors he witnessed during the war, a Betazoid who fought in the resistance against the Jem'Hadar and has found that she has a flair for the roguish life, a merchant grown fat and prosperous off wartime trade, a Cardassian fleeing the turmoil on his homeworld, and a Klingon soldier who's decided to remain away from the Empire for a while to see what the galaxy has to offer a warrior born. All of these characters were influenced by the war in significant ways, so the series feels that influence without becoming a slave to it.

Similarly, the aftereffects of the war provide clever Narrators with dozens of episode ideas. For example, the amount of salvage floating around former battlefields should prove tempting to any merchant, pirate, or mercenary—and who knows what sort of unexpected dangers may lurk inside those hull fragments? A simple salvage operation could turn into a tense, bloody adventure when a Dominion biological warfare experiment (say, a Jem'Hadar version of a “war dog”) gets loose in the Crew's ship. The state of post-war Cardassia (described in *The Cardassians: Iron and Ash*) and how it develops from this point on, could be the subject of an entire series!

You may also want to address the effects of the war on Alpha Quadrant technology. For example, perhaps the Federation and its allies have obtained Dominion transporter technology via treaty or captured ships. Suddenly, transporter systems once limited to 40,000 kilometers can send someone up to three light-years away! This could have major ramifications for commerce, military matters, and many other aspects of Alpha Quadrant society.

WAR SERIES

Some Narrators will base an entire series around the Dominion War. These games revolve entirely around the canon and Narrator-created events of the war. The series may actually start before the war begins, and continue after the combatants sign the Treaty of Bajor, but it primarily focuses on the course and conduct of the war itself.

In a war series, the question of whether to allow characters to alter the events of the war gets thrown into high contrast. Unless you want to limit the player characters to marginal roles in the conflict or march them through its events in lockstep fashion, you almost have to allow them to have a major impact on the war and even change its events if necessary. Otherwise the amount of excitement and drama in your stories diminishes consider-

ably.

Even though we already know about how Captain Sisko, General Martok, and other characters affected the outcome of the war, many ways exist for characters to play a significant role in the war, even when they're in proximity to the television characters. For example, characters could participate in Operation Return, but find themselves in a position where they have to destroy an enemy wing, or else the *Defiant* can't win through the Dominion lines to reach Deep Space 9. The players will know *exactly* what's at stake, even if their characters don't. As long as you're willing to accept the consequences of failure (*i.e.*, the Dominion brings in reinforcements from the Gamma Quadrant), the tension and excitement will run high even though the player characters aren't on that one ship which makes it through to the station.

The opportunities presented by non-canon events, including many of the battles and missions described in this book, are perhaps even greater. You can involve characters in events depicted only in this book simply by changing some of the names. Rather than have a particular NPC earn all the glory for winning a particular battle, put the characters in his place and give them a chance to earn the accolades of their peers (and plenty of Experience Points!).

VARYING THE ACTION

In a war-based series, you should take care not to fall into the “battle of the week” syndrome. Enormous space battles are the primary events of the war, but it offers plenty of other adventure possibilities. You can also structure episodes around themes like these:

—*Espionage*: Send the characters on an undercover operation to spy on Dominion-Cardassian fleet movements, to perform a reconnaissance mission behind enemy lines, or even back to the Federation core worlds to participate in a mystery/conspiracy episode to root out changeling spies amidst the ranks of Starfleet Command.

—*Smuggling*: Maybe the characters have to sneak materiel through enemy lines to besieged or captured planets, or help the Federation alliance maintain its supply lines.

—*Search and rescue*: War scatters refugees and soldiers missing in action across dozens of sectors. Characters may have to penetrate deep into contested territory to find and rescue them, or to salvage vital information from the wreckage of a fleet's flagship.

—*Escape and evade*: After the Dominion captures them, the characters have to escape first their prison, then Cardassian space—along with fellow prisoners of war they've rescued.

—*Combat engineering*: The characters could become involved in the hunt for raw materials to build a new weapon (or could prevent Dominion attempts to steal the weapon), build a bridge over a contested river, or try to crack the encryption on a Cardassian communications relay while the Dominion attacks.



— *Love among the ruins*: Romantic relationships take on a special poignancy when either of the characters involved could die in battle.

— *The pathos of war*: How will the characters react to seeing so many of their friends and loved ones die during the war? Did they have relatives on Earth or Betazed when the Jem'Hadar and Breen attacked those worlds? Will this affect the characters' Traits, or prompt them to head off on ill-conceived, vengeance-spawned attacks on Dominion outposts?

— *Sacrifice*: What are the characters willing to give up to see the Federation alliance through to victory—their lives, their ship, their wealth, their careers, their principles?

THE SETTING

Just because there's a war on doesn't mean the characters have to stay in the thick of things episode after episode. The course of the war or orders from their superiors may send them to many different places, some on the fringe of the war or even touched by it. Instead of fighting on the front lines every week, maybe they'll find themselves posted to the forces defending Vulcan, where they get involved in ferreting out a changeling spy or a Section 31 conspiracy. Perhaps the war's interference with standard trade lanes presents new commercial opportunities for traders. With Starfleet called away from its primary mission of exploration, the field is open for civilians to strike out into the great unknown and find a planet they can claim to make their fortunes. The possibilities, like the galaxy itself, are almost endless.

CHARACTERS IN THE WAR

Perhaps the most important factor for a Narrator to consider when planning a war-based or war-influenced campaign is the types of player characters in the game. A series with Starfleet characters differs from one featuring merchants, pirates, or Klingon warriors.

STARFLEET CHARACTERS

Although *Star Trek: Deep Space Nine Roleplaying Game* series don't ordinarily focus on Starfleet characters, for a war series such characters often provide you the most and best possibilities. Starfleet is in the forefront of the battles, struggling to preserve the very existence of the Federation. It's fighting for something greater than itself, and the importance of its fight should inspire even the most jaded player.

In fact, if at least some of the player characters *aren't* Starfleet officers, you may have trouble getting them involved in the major events of the war. The Federation alliance isn't likely to allow a motley crew of merchants, pirates, mercenaries, and/or rogues to line up beside its ships in a defense perimeter or attend its top-secret strat-

egy sessions. With some Starfleet player characters to vouch for them, though, just about any characters could get into the very center of events.

The other benefit of having Starfleet player characters is that their involvement in the war entails all sorts of ethical and moral conflicts which can lead to great roleplaying and tense episodes. Starfleet officers don't think of themselves as soldiers—they're explorers, scientists, diplomats. The Dominion War forced many of them into situations where they had to do things they weren't proud of: slaughter thousands of enemy troops, plan offensives that would get hundreds of their friends and colleagues killed, and make deals with the devil for strategic and tactical advantages. How the Crew members in a campaign react to the moral quandries confronting them can add dimensions to a campaign that would never emerge if the Crew were left to missions of exploration.

OTHER MILITARIES

Of course, you can take a slightly different tack if you're not interested in the Starfleet perspective, but still want to involve characters in the war directly: run a series centered around a ship of Klingons or Romulans, or maybe even some renegade Cardassians performing secret missions for the Federation alliance. Each of these species has a very different view of, and approach to, the war than the Federation. The television series provides a good example of how Starfleet reacts to the fighting; in a Klingon or Romulan campaign, the episodes can explore the Klingon or Romulan perspective. Neither species shackles itself with the niceties of Federation principles, allowing the characters to do things Starfleet characters would never even contemplate. The contrast with what *Star Trek* fans are used to from the television show could make for some intriguing gaming.

MERCHANTS AND TRADERS

The 34th Rule of Acquisition says, "War is good for business," and merchant throughout the Alpha Quadrant learned how true that saying is during the Dominion War. All of the combatants involved, not to mention planets which suffered infrastructure damage from attacks, needed as many supplies as they could get, creating a seller's market. Many unscrupulous traders engaged in blatant war profiteering, becoming wealthy men in the process.

Plenty of other possibilities exist for less hard-hearted characters—for example, smuggling. People on besieged or occupied planets will pay top latinum for goods, food, and medicine... *if* the characters can get the products to them. That's going to involve a lot of fancy flying and intrigue, not to mention preparing good escape routes for when the Jem'Hadar, inevitably, discover the characters. Similarly, with the war disrupting established trade routes, the door opens up for a clever, daring, and innovative merchant to find new trade routes to get the goods to

market. The first trader to find a way around (or through) the fighting, minefields, and patrols will make a tidy sum upon his arrival.

Merchants who retrieve, buy, and sell starship salvage and scrap will find their business booming because of the war. None of the combatants have the time and resources to clean up all the wreckage after their battles, leaving civilians to scavenge saleable parts. While the increase in supply has caused prices to drop in some areas (prompting traders to go farther afield in search of better prices), the availability of rare military salvage has provided merchants with a way to maintain profit margins. No doubt the civilian shipyards of the Alpha Quadrant will be busy for years building ships with bits and pieces left over from the war.

PIRATES, PRIVATEERS, AND RAIDERS

The increased security brought on by the war, not to mention the greater presence of government starships in the war zones and surrounding regions, have caused problems for pirates and raiders. The areas along the Federation-Cardassian border, once so profitable, are now war zones—not exactly a good place for pirates. Instead, the war has forced pirates outward, to locate new places to ply their trade. A few daring pirate bands raided small Starfleet or Dominion patrols to capture military-grade ships. Privateers have had an even harder time of it. The Klingons and Romulans rarely hire privateers; Starfleet never does. The Dominion only made use of the largest, most powerful privateers (like the Breen). Most have devolved to standard piracy to keep their ships working and themselves fed.

MERCENARIES

Mercenaries have had a slightly easier time of it. Mercenary bands willing to work for the Dominion have found employment with their forces, *if* they're large enough, well enough equipped, possess knowledge of the appropriate regions, and unquestioningly accept the orders of Vorta and Jem'Hadar. A surprising number accepted these conditions in exchange for generous amounts of latinum; an unsurprisingly high percentage of them didn't survive to spend it. Other mercenaries, unwilling to help the invaders but knowing the Federation alliance wouldn't hire them, turned their attentions to worlds outside Federation space, or to planets where the people, suddenly free of Starfleet oversight, fell to fighting among themselves or rebelled against their government. Such events provide settings for many episodes.

OTHER ROGUES

With Starfleet Security cracking down on criminals throughout Federation space, thieves, gamblers, and others of their ilk found the war not to their liking. Most of them drifted beyond the borders of Federation territory

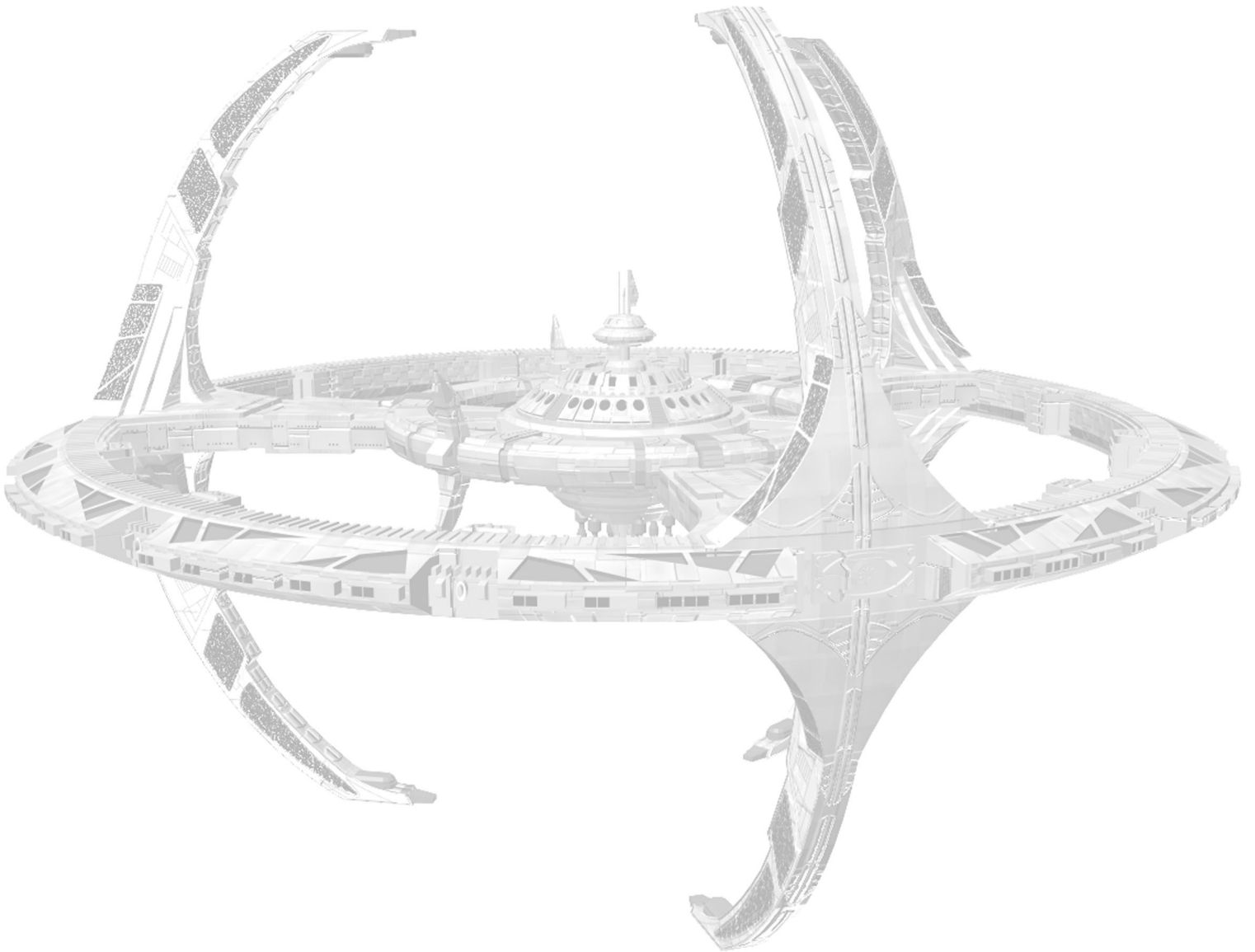
RESISTANCE CAMPAIGNS

One of the most intriguing options for a Dominion War game is the *resistance series*. Characters in this sort of game belong to the resistance on an occupied planet, such as Betazed, Benzar, or Cardassia. They have to use unconventional tactics and equipment to defeat the invaders and save their people.

A resistance campaign offers intriguing challenges which most *Star Trek: Deep Space Nine Roleplaying Games* do not. Characters can't get whatever they need from the nearest replicator or merchant, or worm their way out of trouble by crossing someone's palm with a few bars of latinum. Instead, they've got to fight for their lives, and the freedom of millions, against an overwhelmingly powerful enemy.

Additionally, resistance campaigns offer Narrators a chance to put characters into unfamiliar circumstances. Rogues and pirates used to space stations and starship corridors suddenly find themselves living in caves without all the creature comforts they prefer. They may wish they'd spent a few more Development Points on Planetside Survival.

to greener pastures, and Starfleet, for one, was perfectly content to see them go. But you can find a way around this if you want to get rogue characters involved in the Dominion War. Recognizing the usefulness of their skills, perhaps Starfleet (or Section 31) will hire the characters to perform clandestine missions against the enemy. Or you could use a "Dirty Dozen" framing device for your series by beginning with the characters imprisoned in a Federation penal colony. Another possibility is to trap the characters behind enemy lines and make them figure out how to escape or defend themselves against the Jem'Hadar. For example, suppose the Dominion besieges Risa. The characters have to take on the roles of the "Magnificent Seven" to save the helpless workers and vacationers from the enemy menace.



SPACEDOCK TEMPLATES

APPENDIX A

For Narrators and players using the *Spacedock* advanced starship construction and combat rules, here are *Spacedock* templates for the ships and defense platforms described in the *Dominion War Sourcebook*.

STARFLEET ATTACK FIGHTER

Class and Type: Starfleet Attack Fighter

Commissioning Date: 2369

HULL SYSTEMS

Size: 2

Length: 30.2 meters

Beam: 28.5 meters

Height: 12.7 meters

Decks: 2

Mass: 29 metric tonnes

SUs Available: 625

SUs Used: 625

HULL

Outer 8

Inner 8

RESISTANCE

Outer Hull: 6 6

Inner Hull: 6 6

STRUCTURAL INTEGRITY FIELD

Main: Class 2 (Protection 50/80)
[1 Power/10 Protection/round] 17

Backup: Class 2 (Protection 25)
[1 Power/10 Protection/round] 9

Backup: Class 2 (Protection 25)
[1 Power/10 Protection/round] 9

Specialized Hull: Atmospheric Capability 2

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2/0/10

CREW QUARTERS

Spartan: 4 1

ENVIRONMENTAL SYSTEMS

Basic Life Support [3 Power/round] 8

Reserve Life Support [2 Power/round] 4

Emergency Life Support (18 emergency shelters) 4

Gravity [1 Power/round] 2

Consumables: 2 weeks' worth 1

Replicator Systems: None

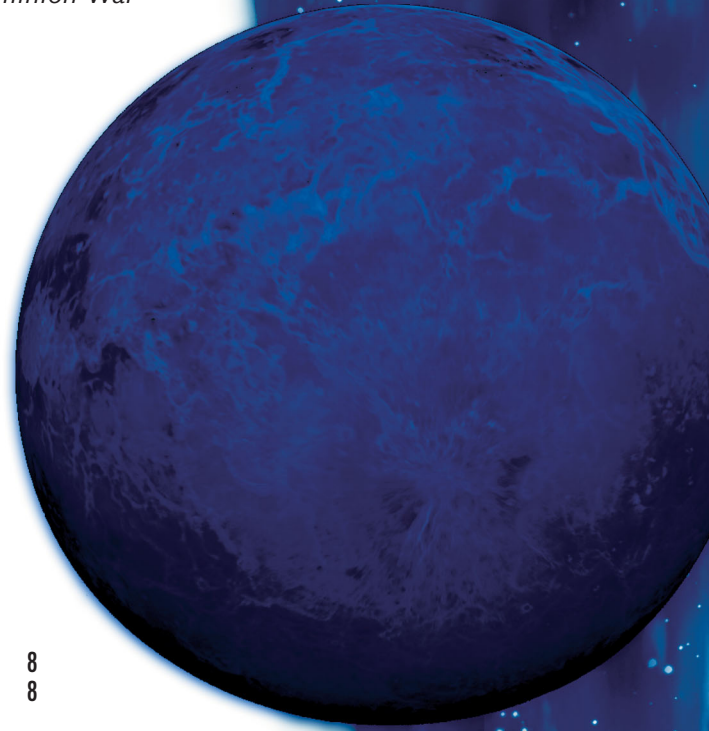
Medical Facilities: 1 (+0) [1 Power/round] 5

Recreation Facilities: None

Personnel Transport: Jefferies tubes [0 Power/round] 2

Fire Suppression System [1 Power/round when active] 2

Cargo Holds: None





Escape Pods
 Number: 2
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 4A6
 Speed: 4.0/7.4/8.6 [1 Power/.2 warp speed]
 PIS: Type C (6 hours of Maximum warp)

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round]
 Acceleration Upgrading: Class Alpha (66% acceleration)
 [1 Power/round when active]
 Location: Dorsal aft, port and starboard
 Reaction Control System (.025c) [2 Power/round when in use]

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 320 Power/round)
 Location: Aft amidships
 Impulse Engine[s]: 1 Class 5A (generate 40 Power/engine/round)
 Auxiliary Power: 2 reactors (generate 5 Power/reactor/round)
 Emergency Power: Type C (generates 35 Power/round)
 EPS: Standard Power flow, +100 Power transfer/round

Standard Usable Power: 360

OPERATIONS SYSTEMS

Bridge: Forward dorsal

COMPUTERS

Core 1: Amidships [5 Power/round]
 ODN

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]
 Range Package: Type 2 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
 Strength Package: Class 5 (Strength 5)
 Gain Package: Standard
 Coverage: Standard

Lateral Sensors [5 Power/round]
 Strength Package: Class 5 (Strength 5)
 Gain Package: Standard
 Coverage: Standard

Navigational Sensors: [5 Power/round]
 Strength Package: Class 5 (Strength 5)
 Gain Package: Standard

Probes: 10

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3
 [1 Power/round in use]

Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 2

1

Inertial Damping Field

Main
 Strength: 8 [3 Power/round]
 Number: 2

Backup
 Strength: 5 [2 Power/round]
 Number: 3

Attitude Control [1 Power/round]

39

8

3

1

COMMUNICATIONS SYSTEMS

Type: Class 5 [2 Power/round]
 Strength: 5
 Security: -2
 Basic Upgrading: None

6

10

25

2

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward

2

9

TRANSPORTERS

Type: Personnel [4 Power/use]
 Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: 1 aft of cockpit

72

15

6

35

20

Type: Cargo [3 Power/use]
 Pads: 200 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: 1 aft

11

Cloaking Device: None

SECURITY SYSTEMS

Rating: 1
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

10

4

6

8

4

2

2

SCIENCE SYSTEMS

Rating: None
 Specialized Systems: None
 Laboratories: None

18

TACTICAL SYSTEMS

Forward Phaser Cannon

Type: IX
 Damage: 180 [18 Power]
 Number of Emitters: 80 (up to 2 shots per round)
 Auto-Phaser Interlock: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Forward ventral
 Firing Arc: 180 degrees forward
 Firing Modes: Standard, Continuous, Pulse, Wide-Beam

10

10

19

Starboard Torpedo Launchers (x3)

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 1
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Along forward edge of starboard wing
 Firing Arc: Forward, but are self-guided

1

12

1

1

13 (x3)



Port Torpedo Launchers (x3)

Standard Load: Type II photon torpedo (200 Damage)
Spread: 1
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Along forward edge of port wing
Firing Arc: Forward, but are self-guided

13 (x3)

Torpedoes Carried: 50

5

TA/T/TS: Class Beta [1 Power/round]

9

Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)

15 (x4)

Shield Generator: Class 3 (Protection 410) [41 Power/shield/round]
Shield Grid: Type C (50% increase to 615 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 136)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

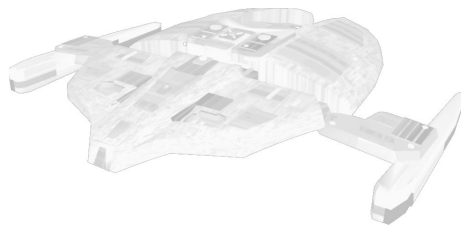
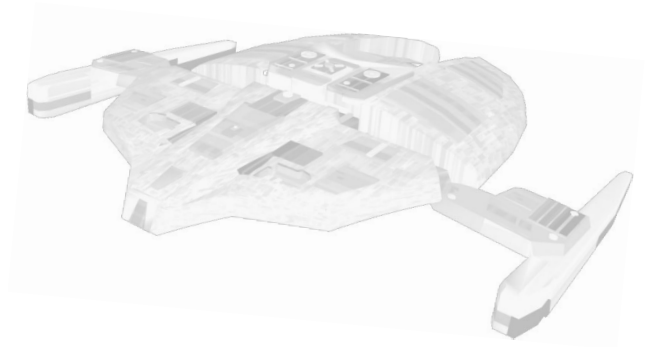
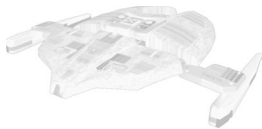
Auto-Destruct System

4
2

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No





PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6A6	93
Speed: 6.0/8.0/9.6 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round]	28
Location: Aft saucer	

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round]	28
Location: Aft ventral Engineering	
Reaction Control System (.025c) [2 Power/round when in use]	7

POWER SYSTEMS

WARP ENGINE

Type: Class 9/0 (generates 490 Power/round)	104
Location: Engineering hull	
Impulse Engine[s]: 2 Class 5A (generate 44 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type E (generates 45 Power/round)	45
EPS: Standard Power flow, +300 Power transfer/round	65

Standard Usable Power: 578

OPERATIONS SYSTEMS

Bridge: Saucer dorsal	35
Auxiliary Control Room: Battle bridge, Engineering hull	21
Separation System: Saucer separation [10 Power]	7

COMPUTERS

Core 1: Saucer port [5 Power/round]	14
Core 2: Saucer starboard [5 Power/round]	14
Core 3: Location [5 Power/round]	14
Uprating: Class Alpha (+1) [1 Power/computer/round]	6
ODN	35

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000	28
Accuracy: 5/6/8/11	
Location: Forward Engineering, ventral of saucer	

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]	43
Range Package: Type 6 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/6-1.0/1.1-3.7/3.8-5.0)	
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)	
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	19
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	18
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Alpha (+1)	
Probes: 40	4

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2	
[1 Power/round in use]	11
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: Two	2

EL DORADO CLASS

Class and Type: *El Dorado*-class Heavy Frigate

Commissioning Date: 2364

HULL SYSTEMS

Size: 7

Length: 420.46 meters
Beam: 257.82 meters
Height: 105.44 meters
Decks: 24
Mass: 3,273,400 metric tonnes
SUs Available: 2,300
SUs Used: 2,187

HULL

Outer	28
Inner	28

RESISTANCE

Outer Hull: 8	9
Inner Hull: 8	9
Ablative Armor: 500	100

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	31
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 573/100/7,500

CREW QUARTERS

Spartan: None	
Basic: 500	50
Expanded: 100	20
Luxury: 30	30
Unusual: 8	8

ENVIRONMENTAL SYSTEMS

Basic Life Support [12 Power/round]	28
Reserve Life Support [6 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 2 years' worth	14
Food Replicators [7 Power/round]	7
Industrial Replicators	13
Type: Network of small replicators [2 Power/round]	
Type: 2 large units [2 Power/replicator/round]	
Medical Facilities: 7 (+2) [7 Power/round]	35
Recreation Facilities: 6 [12 Power/round]	48
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	21
Fire Suppression System [1 Power/round when active]	7
Cargo Holds: 50,000 cubic meters	2
Locations: Aft	
Escape Pods	9
Number: 160	
Capacity: 8 persons per pod	



Inertial Damping Field			
Main	56		
Strength: 9 [3 Power/round]			
Number: 4			
Backup	16		
Strength: 6 [2 Power/round]			
Number: 4			
Attitude Control [2 Power/round]	2		
COMMUNICATIONS SYSTEMS			
Type: Class 8 [2 Power/round]	21		
Strength: 8			
Security: -4 (Class Gamma uprating)			
Basic Uprating: Class Alpha (+1)			
Emergency Communications: Yes [2 Power/round]	1		
TRACTOR BEAMS			
Emitter: Class Delta [3 Power/Strength used/round]	12		
Accuracy: 4/5/7/10			
Location: Aft ventral			
Emitter: Class Delta [3 Power/Strength used/round]	12		
Accuracy: 4/5/7/10			
Location: Forward dorsal			
Emitter: Class Alpha [3 Power/Strength used/round]	6		
Accuracy: 5/6/8/11			
Location: One in each shuttlebay			
TRANSPORTERS			
Type: Personnel [5 Power/use]	54		
Pads: 6			
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)			
Energizing/Transition Coils: Class I (Strength 9)			
Number and Location: 2 in saucer, 1 in Engineering			
Type: Emergency [5 Power/use]	48		
Pads: 16			
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)			
Energizing/Transition Coils: Class I (Strength 9)			
Number and Location: 2 in saucer, 1 in Engineering			
Type: Cargo [4 Power/use]	28		
Pads: 400 kg			
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)			
Energizing/Transition Coils: Class I (Strength 9)			
Number and Location: 1 in saucer, 1 in Engineering			
Cloaking Device: None			
SECURITY SYSTEMS			
Rating: 4	16		
Anti-Intruder System: Yes [1 Power/round]	7		
Internal Force Fields [1 Power/3 Strength]	7		
SCIENCE SYSTEMS			
Rating 2 (+1) 2 Power/round]	17		
Specialized Systems: None			
Laboratories: 14	4		
TACTICAL SYSTEMS			
Saucer Dorsal Phaser Array	31		
Type: X			
Damage: 200 [20 Power]			
Number of Emitters: 120 (up to 3 shots per round)			
Auto-Phaser Interlock: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Saucer dorsal			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Continuous, Pulse, Wide-Beam			
Saucer Ventral Phaser Array			31
Type: X			
Damage: 200 [20 Power]			
Number of Emitters: 120 (up to 3 shots per round)			
Auto-Phaser Interlock: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Saucer ventral			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Continuous, Pulse, Wide-Beam			
Engineering Forward Dorsal Phaser Array			24
Type: X			
Damage: 200 [20 Power]			
Number of Emitters: 80 (up to 2 shots per round)			
Auto-Phaser Interlock: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Engineering section forward (concealed when ship not separated)			
Firing Arc: 405 degrees dorsal			
Firing Modes: Standard, Continuous, Pulse, Wide-Beam			
Engineering Ventral Phaser Array			23
Type: X			
Damage: 200 [20 Power]			
Number of Emitters: 80 (up to 2 shots per round)			
Auto-Phaser Interlock: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Engineering section ventral			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Continuous, Pulse, Wide-Beam			
Engineering Dorsal Phaser Array			22
Type: X			
Damage: 200 [20 Power]			
Number of Emitters: 80 (up to 2 shots per round)			
Auto-Phaser Interlock: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Engineering section dorsal			
Firing Arc: 360 degrees dorsal (significant arc shadows from nacelles and pylons)			
Firing Modes: Standard, Continuous, Pulse, Wide-Beam			
Forward Ventral Port Torpedo Launcher			17
Standard Load: Type II photon torpedo (200 Damage)			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward Engineering section, dorsal and port of main deflector			
Firing Arc: Forward, but are self-guided			
Forward Ventral Starboard Torpedo Launcher			17
Standard Load: Type II photon torpedo (200 Damage)			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward Engineering section, dorsal and starboard of main deflector			
Firing Arc: Forward, but are self-guided			



Aft Torpedo Launcher

17

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 180

18

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9
Bonus: +2

Weapons Skill: 4

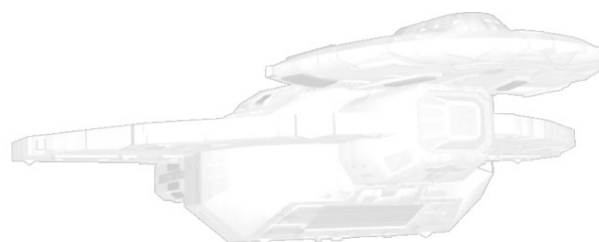
Shields (Forward, Aft, Port, Starboard) 80 (x4)

Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]
Shield Grid: Type C (50% increase to 1350 Protection)
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

8

Auto-Destruct System

7



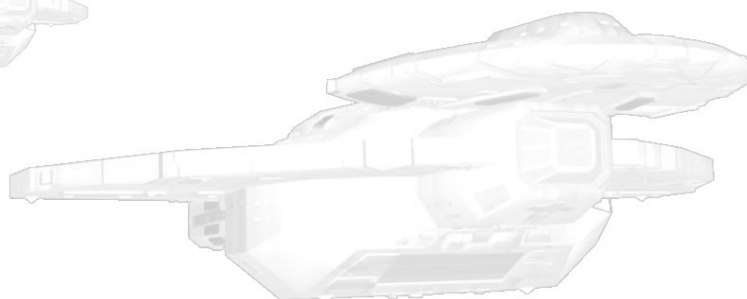
AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 50 Size worth of ships 100

Standard Complement: Up to 25 Starfleet Attack Fighters, remainder of space occupied by shuttlecraft
Location(s): Saucer port, saucer starboard

Captain's Yacht: Yes

10





WYVERN-CLASS

Class and Type: *Wyvern-class* Armored Transport

Commissioning Date: 2363

Impulse Engine[s]: 1 Class 2 (generate 16 Power/engine/round)	
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round)	6
Emergency Power: Type B (generates 30 Power/round)	30
EPS: Standard Power flow, +80 Power transfer/round	18

Standard Usable Power: 166

HULL SYSTEMS

Size: 2

Length: 20.2 meters
 Beam: 8.6 meters
 Height: 3.5 meters
 Decks: 1
 Mass: 15.7 metric tonnes
 SUs Available: 475
 SUs Used: 398

HULL

Outer	8
Inner	8

RESISTANCE

Outer Hull: 6
Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class2 (Protection 50/80) [1 Power/10 Protection/round]	17
Backup: Class 2 (Protection 25) [1 Power/10 Protection/round]	8
Backup: Class 2 (Protection 25) [1 Power/10 Protection/round]	8

**Specialized Hull: Atmospheric Capability;
Planefall Capability**

4

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2/30/60

Crew Quarters: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [4 Power/round]	8
Reserve Life Support [2 Power/round]	4
Emergency Life Support (2 emergency shelters)	4
Gravity [1 Power/round]	2
Consumables: 1 week's worth	1
Replicator Systems: None	
Medical Facilities: None (has 4 medkits)	
Recreation Facilities: None	
Personnel Transport: Jefferies tubes [2 Power/round]	2
Fire Suppression System [1 Power/round when active]	2
Cargo Holds: 25 cubic meters	1
Locations: Aft	
Escape Pods	1
Number: 8	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

WARP DRIVE: NONE

IMPULSE ENGINE

Type: Class 2 (.5c/.5c) [5/5 Power/round]	10
Location: Aft	
Reaction Control System (.025c) [2 Power/round when in use]	2

POWER SYSTEMS

WARP ENGINE

Type: Class 3/E (generates 150 Power/round)40
Location: Aft

OPERATIONS SYSTEMS

Bridge: Forward cockpit	10
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COMPUTERS

Core 1: Below main deck [5 Power/round]	4
ODN	6

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000	8
Accuracy: 5/6/8/11	
Location: Forward ventral	

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]	18
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Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round]	10
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Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round]	10
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Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)

Probes: None

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3	12
[1 Power/round in use]	

Navigational Computer

Main: Class 1 (+0) [0 Power/round]	0
Backups: 1	0

Inertial Damping Field

Main	8
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Strength: 5 [3 Power/round]
Number: 2

Backup	2
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Strength: 3 [2 Power/round]
Number: 2

Attitude Control [1 Power/round]	1
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COMMUNICATIONS SYSTEMS

Type: Class 5 [2 Power/round]	10
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Strength: 5
Security: -2

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]	6
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Accuracy: 5/6/8/11
Location: Forward ventral

TRANSPORTERS

Type: Personnel [10 Power/use]	22
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Pads: 16
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: One aft of cockpit



Cloaking Device: None

SECURITY SYSTEMS

Rating: 1 4
Anti-Intruder System: Yes [1 Power/round] 2
Internal Force Fields [1 Power/3 Strength] 2

SCIENCE SYSTEMS

Rating: None
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Forward Phaser Array 11

Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 180 degrees forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] 6

Strength: 7
Bonus: +0

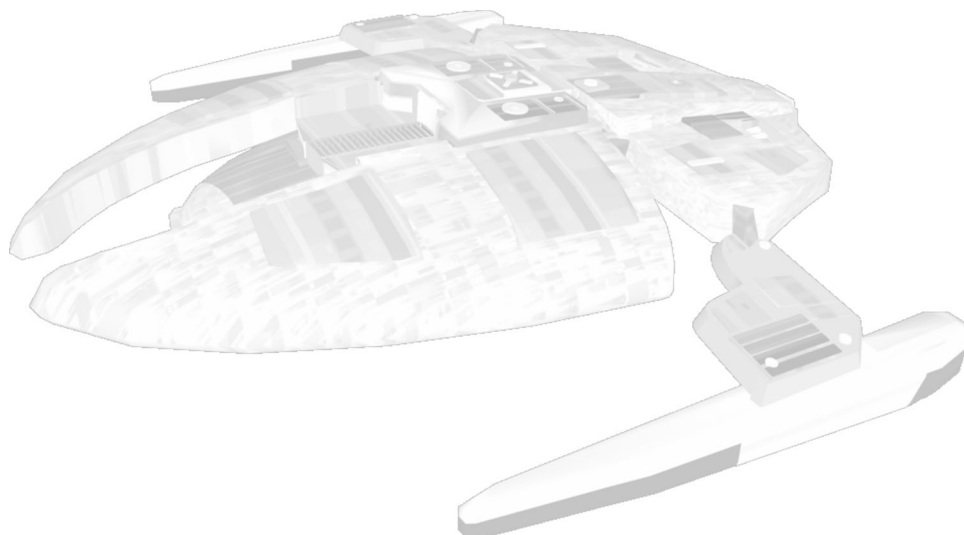
Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard) 11 (x4)

Shield Generator: Class 1 (Protection 200) [20 Power/shield/round]
Shield Grid: Type A (25% increase to 250 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 60)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 2

AUXILIARY SPACECRAFT SYSTEMS: None





PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6.92	86
Speed: 6.0/7.0/9.2 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Location: Aft	

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Location: Port and starboard, where pylons join main body	
Reaction Control System (.025c) [2 Power/round when in use]	5

POWER SYSTEMS

WARP ENGINE

Type: Class 7/M (generates 380 Power/round)	83
Location: Aft	

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +250 Power transfer/round 50

Standard Usable Power: 436

OPERATIONS SYSTEMS

Bridge: Command hull forward 25

COMPUTERS

Core 1: Command hull [5 Power/round] 10

Core 2: Engineering hull [5 Power/round] 10

ODN 15

Navigational Deflector [5 Power/round] 20

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Command hull ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 33

Range Package: Type 4 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 17

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors: [5 Power/round] 16

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Probes: 40 4

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use] 11

Navigational Computer

Main: Class 2 (+1) [1 Power/round] 2

Backups: 2 2

KLINGON JEN'THAR CLASS

Class and Type: *Jen'thar*-Class "Assault Cruiser" (Battle Cruiser)

Commissioning Date: 2358

HULL SYSTEMS

Size: 5

Length: 183.28 meters

Beam: 86.50 meters

Height: 43.27 meters

Decks: 10

Mass: 437,000 metric tonnes

SUs Available: 1,750

SUs Used: 1,679

HULL

Outer 20

Inner 20

RESISTANCE

Outer Hull: 6 6

Inner Hull: 6 6

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) 26

[1 Power/10 Protection/round]

Backup: Class 4 (Protection 35) 13

[1 Power/10 Protection/round]

Backup: Class 4 (Protection 35) 13

[1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 217/800/6,000

CREW QUARTERS

Spartan: 800 40

Basic: 200 20

Expanded: 60 12

Luxury: 15 15

Unusual: 5 5

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 20

Reserve Life Support [6 Power/round] 10

Emergency Life Support (30 emergency shelters) 10

Gravity [3 Power/round] 5

Consumables: 3 years' worth 15

Food Replicators [5 Power/round] 5

Industrial Replicators 11

Type: Network of small replicators [2 Power/round]

Type: 2 large units [2 Power/replicator/round]

Medical Facilities: 3 (+1) [3 Power/round] 15

Recreation Facilities: 4 [8 Power/round] 32

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15

Fire Suppression System [1 Power/round when active] 5

Cargo Holds: 30,000 cubic meters 1

Locations: Ventral amidships

Escape Pods 7

Number: 120

Capacity: 8 persons per pod



Inertial Damping Field			
Main	40		
Strength: 9 [3 Power/round]			
Number: 4			
Backup	12		
Strength: 6 [2 Power/round]			
Number: 4			
Attitude Control [1 Power/round]	1		
COMMUNICATIONS SYSTEMS			
Type: Class 7 [2 Power/round]	17		
Strength: 7			
Security: -3 (Class Gamma uprating)			
Basic Uprating: Class Alpha (+1)			
Emergency Communications: Yes [2 Power/round]	1		
TRACTOR BEAMS			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Aft ventral			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Forward			
Emitter: Class Alpha [3 Power/Strength used/round]	3		
Accuracy: 5/6/8/11			
Location: Shuttlebay			
TRANSPORTERS			
Type: Personnel [4 Power/use]	30		
Pads: 4			
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: One in command section, one in Engineering section			
Type: Cargo [4 Power/use]	24		
Pads: 400 kg			
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: Two in Engineering section			
Cloaking Device: None Class 7 [40 Power/class/round]	26		
SECURITY SYSTEMS			
Rating: 4	16		
Anti-Intruder System: Yes [1 Power/round]	5		
Internal Force Fields [1 Power/3 Strength]	5		
SCIENCE SYSTEMS			
Rating 1 (+0) [1 Power/round]	9		
Specialized Systems: None			
Laboratories: 12	4		
TACTICAL SYSTEMS			
Forward Disruptor Cannon	50		
Type: 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward weapons pod			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Aft Disruptor Array			42
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Aft			
Firing Arc: 360 degrees aft			
Firing Modes: Standard, Pulse			
Dorsal Disruptor Arrays (3)			42 (x3)
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per disruptor per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Three locations on dorsal side of ship			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Ventral Disruptor Arrays (3)			42 (x3)
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per disruptor per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Five locations on ventral side of ship			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Forward Torpedo Launcher			18
Standard Load: Type II photon torpedo (200 Damage)			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward weapons pod			
Firing Arc: Forward, but are self-guided			
Aft Torpedo Launcher			18
Standard Load: Type II photon torpedo (200 Damage)			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Aft			
Firing Arc: Aft, but are self-guided			
Torpedoes Carried: 150			15
TA/T/TS: Class Gamma [2 Power/round]			12
Strength: 9			
Bonus: +2			
Weapons Skill: 5			
Shields (Forward, Aft, Port, Starboard)			43 (x4)
Shield Generator: Class 3 (Protection 500) [50 Power/shield/round]			
Shield Grid: Type C (50% increase to 750 Protection)			
Subspace Field Distortion Amplifiers: Class Delta (Threshold 160)			
Recharging System: Class 1 (45 seconds)			
Backup Shield Generators: 4 (1 per shield)			4
Auto-Destruct System			5
AUXILIARY SPACECRAFT SYSTEMS			
Shuttlebay(s): Capacity for 20 Size worth of ships			40
Standard Complement: 10 shuttlecraft			
Location(s): Amidships ventral, port and starboard			
Captain's Yacht: No			



KLINGON TORATH CLASS

Class and Type: *Torath*-Class Heavy Battle Cruiser

Commissioning Date: 2364

HULL SYSTEMS

Size: 7

Length: 503.72 meters
Beam: 355.00 meters
Height: 115.28 meters
Decks: 27
Mass: 3,047,500 metric tonnes
SUs Available: 2,750
SUs Used: 2,666

HULL

Outer 28
Inner 28

RESISTANCE

Outer Hull: 10
Inner Hull: 10

STRUCTURAL INTEGRITY FIELD

Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round] 34
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2,000/300/8,000

CREW QUARTERS

Spartan: 1,400 70
Basic: 850 85
Expanded: 200 40
Luxury: 10 10
Unusual: 2 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [12 Power/round] 28
Reserve Life Support [6 Power/round] 14
Emergency Life Support (42 emergency shelters) 14
Gravity [4 Power/round] 7
Consumables: 3 years' worth 21
Food Replicators [7 Power/round] 7
Industrial Replicators 16
Type: Network of small replicators [2 Power/round]
Type: 3 large units [2 Power/replicator/round]
Medical Facilities: 4 (+1) [4 Power/round] 20
Recreation Facilities: 4 [8 Power/round] 32
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
Fire Suppression System [1 Power/round when active] 7
Cargo Holds: 133,000 cubic meters 4
Locations: Aft, ventral amidships, 8 other locations
Escape Pods 9
Number: 160
Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6A6 93
Speed: 6.1/8.2/9.6 [1 Power/.2 warp speed] 16
PIS: Type H (12 hours of Maximum warp) 6
Upgrading: Package 1 for Standard, Package 2 for Sustainable

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Port and starboard, ventral of pylons

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft Engineering hull
Reaction Control System (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

Type: Class 10/P (generates 549 Power/round) 115
Location: Engineering hull
Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12
Emergency Power: Type E (generates 45 Power/round) 45
EPS: Standard Power flow, +300 Power transfer/round 65

Standard Usable Power: 605

OPERATIONS SYSTEMS

Bridge: Forward dorsal 35

COMPUTERS

Core 1: Forward [5 Power/round] 14
Core 2: Engineering [5 Power/round] 14
ODN 21

Navigational Deflector [5 Power/round] 28

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 43
Range Package: Type 6 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 19
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors: [5 Power/round] 18
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Probes: 40 4

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] 11
Navigational Computer
Main: Class 3 (+2) [2 Power/round] 4
Backups: 2 2



Inertial Damping Field			
Main	56	Aft Disruptor Array	46
Strength: 9 [3 Power/round]		Type: 10	
Number: 4		Damage: 220 [22 Power]	
Backup	16	Number of Emitters: Up to 3 shots per round	
Strength: 6 [2 Power/round]		Targeting System: Accuracy 4/5/7/10	
Number: 4		Range: 10/30,000/100,000/300,000	
Attitude Control [2 Power/round]	2	Location: Aft	
COMMUNICATIONS SYSTEMS		Firing Arc: 360 degrees aft	
Type: Class 8 [2 Power/round]	21	Firing Modes: Standard, Pulse	
Strength: 8		Dorsal Disruptor Arrays (4)	46 (x4)
Security: -4 (Class Gamma uprating)		Type: 10	
Basic Uprating: Class Alpha (+1)		Damage: 220 [22 Power]	
Emergency Communications: Yes [2 Power/round]	1	Number of Emitters: Up to 3 shots per disruptor per round	
TRACTOR BEAMS		Targeting System: Accuracy 4/5/7/10	
Emitter: Class Delta [3 Power/Strength used/round]	12	Range: 10/30,000/100,000/300,000	
Accuracy: 4/5/7/10		Location: Four locations on dorsal side of ship	
Location: Aft ventral		Firing Arc: 360 degrees dorsal	
Emitter: Class Delta [3 Power/Strength used/round]	12	Firing Modes: Standard, Pulse	
Accuracy: 4/5/7/10		Ventral Disruptor Arrays (4)	46 (x4)
Location: Forward		Type: 10	
Emitter: Class Alpha [3 Power/Strength used/round]	3	Damage: 220 [22 Power]	
Accuracy: 5/6/8/11		Number of Emitters: Up to 3 shots per disruptor per round	
Location: Shuttlebay		Targeting System: Accuracy 4/5/7/10	
TRANSPORTERS		Range: 10/30,000/100,000/300,000	
Type: Personnel [5 Power/use]	64	Location: Four locations on ventral side of ship	
Pads: 6		Firing Arc: 360 degrees ventral	
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)		Firing Modes: Standard, Pulse	
Energizing/Transition Coils: Class G (Strength 7)		Starboard Disruptor Arrays (2)	46 (x2)
Number and Location: Two forward, two in Engineering hull		Type: 10	
Type: Cargo [4 Power/use]	48	Damage: 220 [22 Power]	
Pads: 400 kg		Number of Emitters: Up to 3 shots per disruptor per round	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Targeting System: Accuracy 4/5/7/10	
Energizing/Transition Coils: Class G (Strength 7)		Range: 10/30,000/100,000/300,000	
Number and Location: Two forward, two in Engineering hull		Location: Two locations on ship's starboard side and pylon	
Cloaking Device: Class 8 [40 Power/class/round]	31	Firing Arc: 360 degrees starboard	
SECURITY SYSTEMS		Firing Modes: Standard, Pulse	
Rating: 4	16	Port Disruptor Arrays (2)	46 (x2)
Anti-Intruder System: Yes [1 Power/round]	7	Type: 10	
Internal Force Fields [1 Power/3 Strength]	7	Damage: 220 [22 Power]	
SCIENCE SYSTEMS		Number of Emitters: Up to 3 shots per disruptor per round	
Rating 2 (+1) [2 Power/round]	17	Targeting System: Accuracy 4/5/7/10	
Specialized Systems: 1	5	Range: 10/30,000/100,000/300,000	
Laboratories: 10	2	Location: Two locations on ship's port side and pylon	
TACTICAL SYSTEMS		Firing Arc: 360 degrees port	
Forward Disruptor Cannon	58	Firing Modes: Standard, Pulse	
Type: 13		Forward Torpedo Launcher	18
Damage: 280 [28 Power]		Standard Load: Type II photon torpedo (200 Damage)	
Number of Emitters: Up to 5 shots per round		Spread: 10	
Targeting System: Accuracy 4/5/7/10		Range: 15/350,000/1,500,000/4,050,000	
Range: 10/30,000/100,000/300,000		Targeting System: Accuracy 4/5/7/10	
Location: Forward weapons pod		Power: [20 + 5 per torpedo fired]	
Firing Arc: 360 degrees forward		Location: Forward dorsal	
Firing Modes: Standard, Pulse		Firing Arc: Forward, but are self-guided	
		Dorsal Torpedo Pod (x5)	18 (x5)
		Standard Load: Type II photon torpedo (200 Damage)	
		Spread: 10	
		Range: 15/350,000/1,500,000/4,050,000	
		Targeting System: Accuracy 4/5/7/10	
		Power: [20 + 5 per torpedo fired]	
		Location: Dorsal weapons pod (four forward, one aft)	
		Firing Arc: Forward or aft, but are self-guided	

**Aft Torpedo Launcher****18**

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Aft
 Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300**30****TA/T/TS: Class Gamma [2 Power/round]****12**

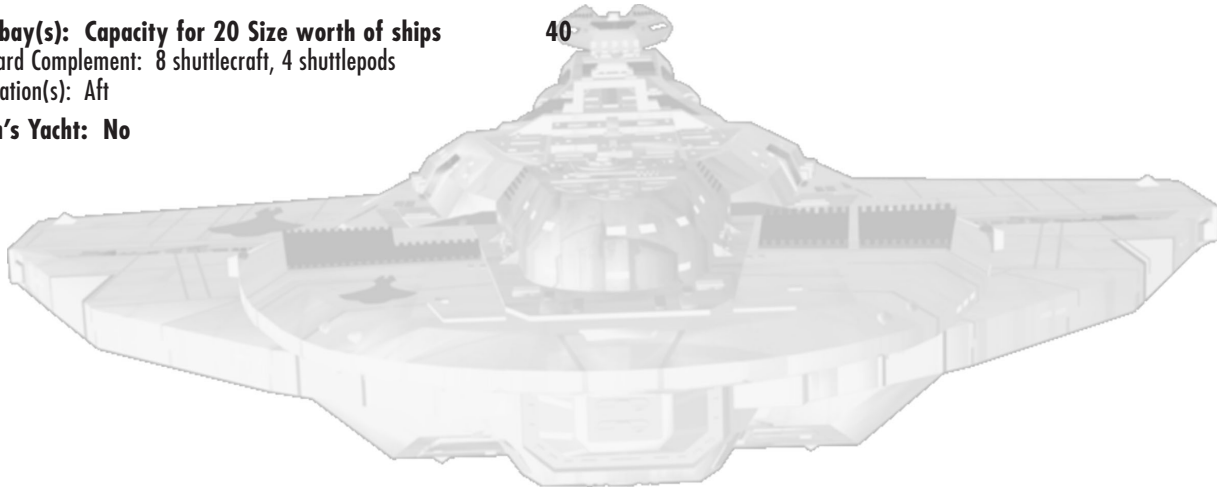
Strength: 9
 Bonus: +2

Weapons Skill: 5**Shields (Forward, Aft, Port, Starboard) 76 (x4)**

Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]
 Shield Grid: Type B (33% increase to 1200 Protection)
 Subspace Field Distortion Amplifiers: Class Eta (Threshold 300)
 Recharging System: Class 1 (45 seconds)
 Backup Shield Generators: 4 (1 per shield)

8**Auto-Destruct System****7****AUXILIARY SPACECRAFT SYSTEMS****Shuttlebay(s): Capacity for 20 Size worth of ships 40**

Standard Complement: 8 shuttlecraft, 4 shuttlepods
 Location(s): Aft

Captain's Yacht: No

ROMULAN T'KOREX CLASS

Class and Type: *T'korex*-class Warbird (Battleship)

Commissioning Date: 2366

HULL SYSTEMS

Size: 9

Length: 786.32 meters
 Beam: 637.18 meters
 Height: 228.91 meters
 Decks: 50
 Mass: 5,218,350 metric tonnes
 SUs Available: 3,150
 SUs Used: 2,973

HULL

Outer 36
 Inner 36

RESISTANCE

Outer Hull: 10
 Inner Hull: 10

STRUCTURAL INTEGRITY FIELD

Main: Class 7 (Protection 100/150)
 [1 Power/10 Protection/round] 40
 Backup: Class 7 (Protection 50)
 [1 Power/10 Protection/round] 20
 Backup: Class 7 (Protection 50)
 [1 Power/10 Protection/round] 20

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,250/380/9,300

CREW QUARTERS

Spartan: 150
 Basic: 1,000
 Expanded: 250
 Luxury: 60
 Unusual: 13

ENVIRONMENTAL SYSTEMS

Basic Life Support [12 Power/round] 36
 Reserve Life Support [6 Power/round] 18
 Emergency Life Support (54 emergency shelters) 18
 Gravity [5 Power/round] 9
 Consumables: 3 years' worth 27
 Food Replicators [9 Power/round] 9
 Industrial Replicators 24
 Type: Two networks of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]
 Medical Facilities: 8 (+2) [8 Power/round] 40
 Recreation Facilities: 7 [14 Power/round] 56
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 27
 Fire Suppression System [1 Power/round when active] 9
 Cargo Holds: 366,000 cubic meters 11
 Locations: Ventral main hull, dorsal main hull, 12 other locations
 Escape Pods 11
 Number: 200
 Capacity: 8 persons per pod



PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 5B 60
 Speed: 5.0/7.0/9.0 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Main hull

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Main hull
 Reaction Control System (.025c) [2 Power/round when in use] 9

POWER SYSTEMS

QUANTUM SINGULARITY ENGINE

Type: Class 12/R (generates 649 Power/round) 135
 Location: Main hull
 Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)
 Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) 15
 Emergency Power: Type E (generates 45 Power/round) 45
 EPS: Standard Power flow, +320 Power transfer/round 77

Standard Usable Power: 705

OPERATIONS SYSTEMS

Bridge: Command hull dorsal forward 45

COMPUTERS

Core 1: Command hull [5 Power/round] 18
 Core 2: Main hull [5 Power/round] 18
 Core 3: Main hull [5 Power/round] 18
 Upgrading: Class Beta (+2) [2 Power/computer/round] 12
 ODN 27

Navigational Deflector [5 Power/round] 36

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 40
 Range Package: Type 4 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
 Strength Package: Class 9 (Strength 9)
 Gain Package: Class Beta (+2)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 24
 Strength Package: Class 9 (Strength 9)
 Gain Package: Class Beta (+2)
 Coverage: Standard
 Navigational Sensors: [5 Power/round] 22
 Strength Package: Class 9 (Strength 9)
 Gain Package: Class Beta (+2)
 Probes: 120 12

Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11
 Navigational Computer
 Main: Class 3 (+2) [2 Power/round] 4
 Backups: 2 2



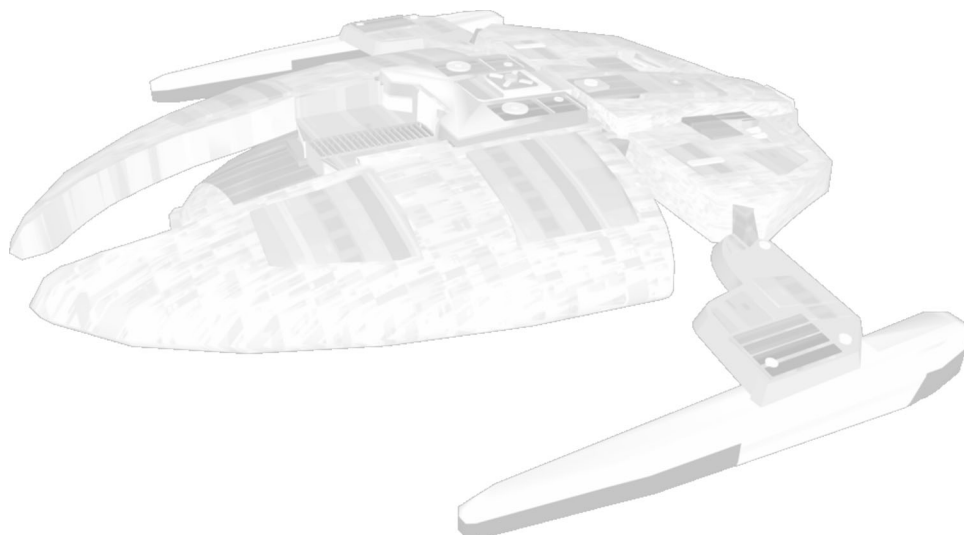
Inertial Damping Field			
Main	72		
Strength: 9 [3 Power/round]			
Number: 4			
Backup	20		
Strength: 6 [2 Power/round]			
Number: 4			
Attitude Control [2 Power/round]	2		
COMMUNICATIONS SYSTEMS			
Type: Class 8 [2 Power/round]	26		
Strength: 8			
Security: -5 (Class Delta uprating)			
Basic Uprating: Class Beta (+2)			
Emergency Communications: Yes [2 Power/round]	1		
TRACTOR BEAMS			
Emitter: Class Delta [3 Power/Strength used/round]	12		
Accuracy: 4/5/7/10			
Location: Forward dorsal			
Emitter: Class Delta [3 Power/Strength used/round]	12		
Accuracy: 4/5/7/10			
Location: Aft ventral			
Emitter: Class Alpha [3 Power/Strength used/round]	6		
Accuracy: 5/6/8/11			
Location: One in each shuttlebay			
TRANSPORTERS			
Type: Personnel [5 Power/use]	144		
Pads: 6			
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)			
Energizing/Transition Coils: Class I (Strength 9)			
Number and Location: Four in command hull, four in main hull			
Type: Emergency [7 Power/use]	144		
Pads: 24			
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)			
Energizing/Transition Coils: Class I (Strength 9)			
Number and Location: Four in command hull, four in main hull			
Type: Cargo [4 Power/use]	102		
Pads: 400 kg			
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)			
Energizing/Transition Coils: Class I (Strength 9)			
Number and Location: Two in command hull, six in main hull			
Cloaking Device: Class 9 [40 Power/class/round]	36		
SECURITY SYSTEMS			
Rating: 5	20		
Anti-Intruder System: Yes [1 Power/round]	9		
Internal Force Fields [1 Power/3 Strength]	9		
SCIENCE SYSTEMS			
Rating 2 (+1) [2 Power/round]	19		
Specialized Systems: 2	10		
Laboratories: 20	4		
TACTICAL SYSTEMS			
Forward Disruptor Array	54		
Type: Type 12			
Damage: 260 [26 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward command hull			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Forward Dorsal Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward dorsal			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Forward Ventral Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward ventral			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Aft Dorsal Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Aft dorsal			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Aft Ventral Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Aft ventral			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Command Hull Ventral Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Command hull ventral			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Forward Torpedo Launcher			28
Standard Load: Plasma torpedoes			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward			
Firing Arc: Forward, but are self-guided			
Aft Torpedo Launcher			28
Standard Load: Plasma torpedoes			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Aft			
Firing Arc: Aft, but are self-guided			
Torpedoes Carried: 300			30



TA/T/TS: Class Gamma [2 Power/round]	12
Strength: 9	
Bonus: +2	
Weapons Skill: 5	
Shields (Forward, Aft, Port, Starboard)	108 (x4)
Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round]	
Shield Grid: Type C (50% increase to 1500 Protection)	
Subspace Field Distortion Amplifiers: Class Eta (Threshold 330)	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	9

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 35 Size worth of ships	70
Standard Complement: 16 shuttlecraft, 8 shuttlepods	
Location(s): Main hull ventral, main hull dorsal	
Captain's Yacht: Yes	10





PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 5A	55
Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16
Upgrading: Package 1 for Standard, Sustainable, and Maximum	6
Special Configuration: Embedded	24

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Location: Main hull	

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Location: Main hull	
Reaction Control System (.025c) [2 Power/round when in use]	6

POWER SYSTEMS

QUANTUM SINGULARITY ENGINE

Type: Class 8/N (generates 440 Power/round)	94
Location: Main hull	
Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type D (generates 40 Power/round)	40
EPS: Standard Power flow, +300 Power transfer/round	60
Standard Usable Power: 496	

OPERATIONS SYSTEMS

Bridge: Command hull	30
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COMPUTERS

Core 1: Command hull [5 Power/round]	12
Core 2: Main hull, forward [5 Power/round]	12
Core 3: Main hull, aft [5 Power/round]	12
Upgrading: Class Alpha (+1) [1 Power/computer/round]	6
ODN	18

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000	24
Accuracy: 5/6/8/11	
Location: Ventral main hull	

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]	40
Range Package: Type 4 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/1.0/1.1-3.5/3.6-5.0)	
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)	
Strength Package: Class 9 (Strength 9)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	24
Strength Package: Class 9 (Strength 9)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	22
Strength Package: Class 9 (Strength 9)	
Gain Package: Class Beta (+2)	
Probes: 20	4

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2	
[1 Power/round in use]	11
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: Two	2

ROMULAN D'GEROK CLASS

Class and Type: *D'gerok*-class Assault Gunship (Heavy Frigate)

Commissioning Date: 2364

HULL SYSTEMS

Size: 6

Length: 343.25 meters
Beam: 160.20 meters
Height: 57.85 meters
Decks: 12
Mass: 1,397,000 metric tonnes
SUs Available: 2,300
SUs Used: 2,160

HULL

Outer	24
Inner	24

RESISTANCE

Outer Hull: 10	12
Inner Hull: 10	12
Ablative Armor: 600	120

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120)	30
[1 Power/10 Protection/round]	
Backup: Class 5 (Protection 40)	15
[1 Power/10 Protection/round]	
Backup: Class 5 (Protection 40)	15
[1 Power/10 Protection/round]	

Specialized Hull: Atmospheric Capability 6

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 337/219/3,650

CREW QUARTERS

Spartan: 200	10
Basic: 200	20
Expanded: 100	20
Luxury: 35	35
Unusual: 10	10

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round]	24
Reserve Life Support [5 Power/round]	12
Emergency Life Support (36 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 2 years' worth	12
Food Replicators [6 Power/round]	6
Industrial Replicators	9
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 6 [12 Power/round]	48
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 100,000 cubic meters	3
Locations: 8 locations throughout ship	
Escape Pods	8
Number: 140	
Capacity: 8 persons per pod	



Inertial Damping Field			
Main	36		
Strength: 8 [3 Power/round]			
Number: 3			
Backup	9		
Strength: 5 [2 Power/round]			
Number: 3			
Attitude Control [2 Power/round]	2		
COMMUNICATIONS SYSTEMS			
Type: Class 7 [2 Power/round]	19		
Strength: 7			
Security: -4 (Class Gamma uprating)			
Basic Uprating: Class Alpha (+1)			
Emergency Communications: Yes [2 Power/round]	1		
TRACTOR BEAMS			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Forward			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Aft			
Emitter: Class Alpha [3 Power/Strength used/round]	3		
Accuracy: 5/6/8/11			
Location: Shuttlebay			
TRANSPORTERS			
Type: Personnel [5 Power/use]	68		
Pads: 6			
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)			
Energizing/Transition Coils: Class H (Strength 8)			
Number and Location: Two in command hull, two in main hull			
Type: Emergency [5 Power/use]	60		
Pads: 16			
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)			
Energizing/Transition Coils: Class H (Strength 8)			
Number and Location: Two in command hull, two in main hull			
Type: Cargo [4 Power/use]	45		
Pads: 400 kg			
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)			
Energizing/Transition Coils: Class H (Strength 8)			
Number and Location: One in command hull, two in main hull			
Cloaking Device: Class 8 [40 Power/class/round]	30		
SECURITY SYSTEMS			
Rating: 4	16		
Anti-Intruder System: Yes [1 Power/round]	6		
Internal Force Fields [1 Power/3 Strength]	6		
SCIENCE SYSTEMS			
Rating 2 (+1) [2 Power/round]	16		
Specialized Systems: 1	5		
Laboratories: 8	2		
TACTICAL SYSTEMS			
Forward Disruptor Array	54		
Type: Type 12			
Damage: 260 [26 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward command hull			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Forward Dorsal Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward dorsal			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Forward Ventral Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward ventral			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Aft Dorsal Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Aft dorsal			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Aft Ventral Disruptor Array			50
Type: Type 11			
Damage: 240 [24 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Aft ventral			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Forward Starboard Torpedo Launcher			28
Standard Load: Plasma torpedoes			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward, starboard			
Firing Arc: Forward, but are self-guided			
Forward Port Torpedo Launcher			28
Standard Load: Plasma torpedoes			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward, port			
Firing Arc: Forward, but are self-guided			
Aft Starboard Torpedo Launcher			28
Standard Load: Plasma torpedoes			
Spread: 10			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Aft, starboard			
Firing Arc: Aft, but are self-guided			



Aft Port Torpedo Launcher

28

Standard Load: Plasma torpedoes

Spread: 10

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft, port

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 400

40

TA/T/TS: Class Gamma [2 Power/round]

12

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

64 (x4)

Shield Generator: Class 4 (Protection 800 + 100 [embedded nacelles])

[80 Power/shield/round]

Shield Grid: Type C (50% increase to 1200 Protection)

Subspace Field Distortion Amplifiers: Class Zeta (Threshold 260 + 10

[embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

8

Auto-Destruct System

6

AUXILIARY SPACECRAFT SYSTEMS

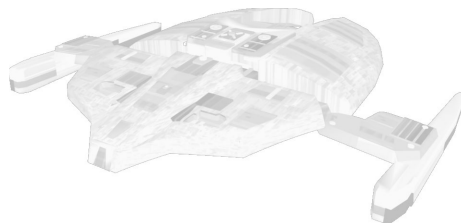
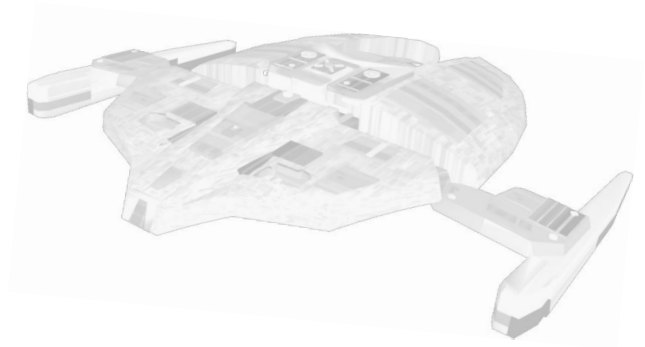
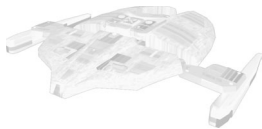
Shuttlebay(s): Capacity for 10 Size worth of ships

20

Standard Complement: 5 shuttlecraft

Location(s): Aft, port and starboard

Captain's Yacht: No





PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 5C2	66
Speed: 4.9/7.9/9.1 [1 Power/.2 warp speed]	
PIS: Type C (6 hours of Maximum warp)	6
Special Configuration: Embedded	20

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Location: Aft	

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Location: Amidships dorsal, port and starboard	
Reaction Control System (.025c) [2 Power/round when in use]	5

POWER SYSTEMS

WARP ENGINE

Type: Class 7/M (generates 375 Power/round)	83
Location: Amidships	
Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type D (generates 40 Power/round)	40
EPS: Standard Power flow, +200 Power transfer/round	45

Standard Usable Power: 431

OPERATIONS SYSTEMS

Bridge: Forward dorsal	25
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COMPUTERS

Core 1: Forward [5 Power/round]	10
Core 2: Amidships [5 Power/round]	10
ODN	15

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000	20
Accuracy: 5/6/8/11	
Location: Forward ventral	

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]	40
Range Package: Type 7 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)	
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)	
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	20
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	18
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Probes: 30	3

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]	10
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: 2	2

CARDASSIAN ABERAX CLASS

Class and Type: *Aberax*-class Destroyer

Commissioning Date: 2362

HULL SYSTEMS

Size: 5

Length: 245.71 meters
Beam: 92.35 meters
Height: 38.50 meters
Decks: 8
Mass: 420,000 metric tonnes
SUs Available: 1,850
SUs Used: 1,763

HULL

Outer	20
Inner	20

RESISTANCE

Outer Hull: 8	9
Inner Hull: 8	9

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]	26
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 225/200/3,000

CREW QUARTERS

Spartan: 140	7
Basic: 80	8
Expanded: 50	10
Luxury: 20	20
Unusual: 4	4

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round]	20
Reserve Life Support [5 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	10
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 5 [10 Power/round]	40
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 33,000 cubic meters	1
Locations: 6 locations throughout the ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	



Inertial Damping Field			
Main	30		
Strength: 9 [3 Power/round]			
Number: 3			
Backup	9		
Strength: 6 [2 Power/round]			
Number: 3			
Attitude Control [1 Power/round]	1		
COMMUNICATIONS SYSTEMS			
Type: Class 8 [2 Power/round]	19		
Strength: 8			
Security: -3			
Basic Upgrading: Class Alpha (+1)			
Emergency Communications: Yes [2 Power/round]	1		
TRACTOR BEAMS			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Forward			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Aft			
Emitter: Class Alpha [3 Power/Strength used/round]	3		
Accuracy: 5/6/8/11			
Location: Shuttlebay			
TRANSPORTERS			
Type: Personnel [5 Power/use]	30		
Pads: 6			
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)			
Energizing/Transition Coils: Class F (Strength 6)			
Number and Location: One forward, one amidships			
Type: Emergency [5 Power/use]	53		
Pads: 16			
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)			
Energizing/Transition Coils: Class F (Strength 6)			
Number and Location: Two forward section, one amidships, one aft			
Type: Cargo [4 Power/use]	44		
Pads: 400 kg			
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)			
Energizing/Transition Coils: Class F (Strength 6)			
Number and Location: Two forward section, one amidships, one aft			
Cloaking Device: None			
SECURITY SYSTEMS			
Rating: 4	16		
Anti-Intruder System: Yes [1 Power/round]	5		
Internal Force Fields [1 Power/3 Strength]	5		
SCIENCE SYSTEMS			
Rating 2 (+1) [2 Power/round]	16		
Specialized Systems: 1	5		
Laboratories: 11	4		
TACTICAL SYSTEMS			
Forward Starboard Disruptor Cannon	54		
Type: 12			
Damage: 260 [26 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward point of starboard section of command hull			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Forward Port Disruptor Cannon	54		
Type: 12			
Damage: 260 [26 Power]			
Number of Emitters: Up to 5 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward point of port section of command hull			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Dorsal Starboard Spiral-Wave Disruptor Array	42		
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per disruptor per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Dorsal on starboard section of command hull			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Dorsal Port Spiral-Wave Disruptor Array	42		
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per disruptor per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Dorsal on port section of command hull			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Ventral Starboard Spiral-Wave Disruptor Array	42		
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per disruptor per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Ventral on starboard section of command hull			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Ventral Port Spiral-Wave Disruptor Array	42		
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per disruptor per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Ventral on port section of command hull			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Dorsal Spiral-Wave Disruptor Array	42		
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per disruptor per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Engineering dorsal amidships			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			



Ventral Spiral-Wave Disruptor Arrays (2)

42 (x2)

Type: 9

Damage: 200 [20 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Equidistantly along ventral side of Engineering hull

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

18

Standard Load: Type II photon torpedo (200 Damage)

Spread: 10

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Ventral of command hull

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

18

Standard Load: Type II photon torpedo (200 Damage)

Spread: 10

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300

30

TA/T/TS: Class Beta [1 Power/round]

9

Strength: 8

Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)

48 (x4)

Shield Generator: Class 4 (Protection 610+100) [61 Power/shield/round]

Shield Grid: Type C (50% increase to 915 Protection)

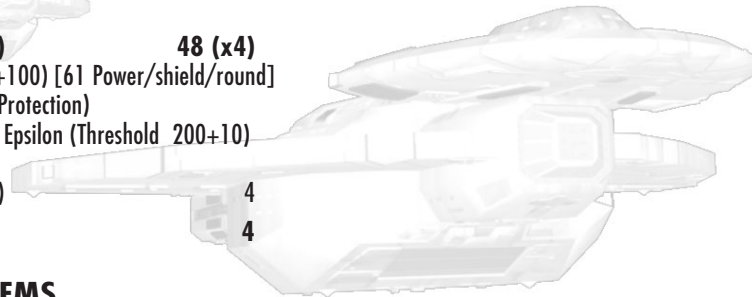
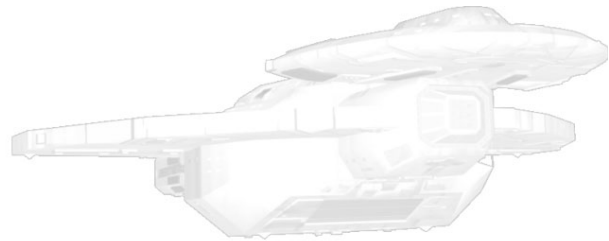
Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 200+10)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

4



AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships

20

Standard Complement: 5 shuttlecraft

Location(s): Ventral, port and starboard

Captain's Yacht: No



CARDASSIAN GURAN CLASS

Class and Type: *Guran-class* Fast Attack Ship

Commissioning Date: 2366

HULL SYSTEMS

Size: 4

Length: 115.37 meters

Beam: 82.10 meters

Height: 26.00 meters

Decks: 5

Mass: 73,500 metric tonnes

SUs Available: 1,300

SUs Used: 1,273

HULL

Outer 16

Inner 16

RESISTANCE

Outer Hull: 6

Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 27

Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 14

Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 14

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 75/50/580

CREW QUARTERS

Spartan: 40

Basic: 40

Expanded: 25

Luxury: 12

Unusual: 3

ENVIRONMENTAL SYSTEMS

Basic Life Support [8 Power/round] 16

Reserve Life Support [4 Power/round] 8

Emergency Life Support (24 emergency shelters) 8

Gravity [2 Power/round] 4

Consumables: 1 years' worth 4

Food Replicators [4 Power/round] 4

Industrial Replicators 4

Type: Network of small replicators [2 Power/round]

Medical Facilities: 3 (+1) [3 Power/round] 15

Recreation Facilities: 3 [6 Power/round] 24

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 12

Fire Suppression System [1 Power/round when active] 4

Cargo Holds: 3,000 cubic meters 1

Locations: Aft

Escape Pods 2

Number: 40

Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 5B6 63

Speed: 5.0/7.0/9.6 [1 Power/.2 warp speed]

PIS: Type C (6 hours of Maximum warp) 6

Upgrading: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18

Acceleration Upgrading: Class Alpha (66% acceleration) [1 Power/round when active] 2

Location: Aft

Reaction Control System (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 300 Power/round) 70

Location: Amidships

Impulse Engine[s]: 1 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +180 Power transfer/round 38

Standard Usable Power: 328

OPERATIONS SYSTEMS

Bridge: Forward 20

COMPUTERS

Core 1: Forward [5 Power/round] 8

Core 2: Amidships [5 Power/round] 8

ODN 12

Navigational Deflector [5 Power/round] 16

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 33

Range Package: Type 4 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 17

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors: [5 Power/round] 16

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Probes: 20 4

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] 11

Navigational Computer

Main: Class 2 (+1) [1 Power/round] 2

Backups: Two 2

Inertial Damping Field

Main 16

Strength: 9 [3 Power/round]

Number: 2

Backup 4

Strength: 6 [2 Power/round]

Number: 2

Attitude Control [1 Power/round] 1



COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]

Strength: 7

Security: -3

Basic Upgrading: Class Alpha (+1)

17

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Forward

Emitter: Class Beta [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Aft

6

6

TRANSPORTERS

Type: Personnel [4 Power/use]

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, one amidships

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, one amidships

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, one amidships

30

28

24

Cloaking Device: None

SECURITY SYSTEMS

Rating: 3

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

12

4

4

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]

Specialized Systems: None

Laboratories: 5

9

2

TACTICAL SYSTEMS

Forward Disruptor Cannon

Type: 9

Damage: 200 [20 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

42

Forward Dorsal Spiral-Wave Disruptor Arrays (x2) 38 (x2)

Type: 8

Damage: 180 [18 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal, to either side of bridge module

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Forward Ventral Spiral-Wave Disruptor Arrays (x2) 38 (x2)

Type: 8

Damage: 180 [18 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Ventral, to either side of bridge module

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Engineering Dorsal Spiral-Wave Disruptor 38

Type: 8

Damage: 180 [18 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Engineering dorsal, amidships

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Engineering Ventral Spiral-Wave Disruptor 38

Type: 8

Damage: 180 [18 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Engineering ventral, amidships

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Forward Torpedo Launcher 16

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 16

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 80 8

TA/T/TS: Class Gamma [2 Power/round] 12

Strength: 9

Bonus: +2

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 32 (x4)

Shield Generator: Class 3 (Protection 500 + 100 [embedded nacelles])

[50 Power/shield/round]

Shield Grid: Type C (50% increase to 750 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150 + 10

[embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

4

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No



PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D	105
Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16

IMPULSE ENGINE

Type: Class 7 (.75c/.92c) [7/9 Power/round]	35
Location: Aft	

IMPULSE ENGINE

Type: Class 7 (.75c/.92c) [7/9 Power/round]	35
Location: Aft, port and starboard	

IMPULSE ENGINE

Type: Class 7 (.75c/.92c) [7/9 Power/round]	35
Location: Port and starboard pylons	

IMPULSE ENGINE

Type: Class 7 (.75c/.92c) [7/9 Power/round]	35
Location: Port and starboard pylons	
Reaction Control System (.025c) [2 Power/round when in use]	11

POWER SYSTEMS

WARP ENGINE

Type: Class 13/S (generates 699 Power/round)	145
Location: Engineering section	
Impulse Engine[s]: 4 Class 7 (generate 56 Power/engine/round)	
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round)	18
Emergency Power: Type F (generates 50 Power/round)	50
EPS: Standard Power flow, +500 Power transfer/round	105

Standard Usable Power: 923

OPERATIONS SYSTEMS

Bridge: Dorsal	55
Auxiliary Control Room: Battle bridge, Engineering	33

COMPUTERS

Core 1: Forward, port [5 Power/round]	22
Core 2: Forward, starboard [5 Power/round]	22
Core 3: Engineering [5 Power/round]	22
Upgrading: Class Beta (+2) [2 Power/computer/round]	12
ODN	33

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000	44
Accuracy: 5/6/8/11	
Location: Dorsal	

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]	44
Range Package: Type 7 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)	
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)	
Strength Package: Class 10 (Strength 10)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	16
Strength Package: Class 10 (Strength 10)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	14
Strength Package: Class 10 (Strength 10)	
Gain Package: Class Beta (+2)	
Probes: 80	8

Sensors Skill: 5

JEM'HADAR CARRIER

Class and Type: Jem'Hadar Carrier

Commissioning Date: Mid-24th century

HULL SYSTEMS

Size: 11

Length: 1,269.63 meters
Beam: 837.92 meters
Height: 434.15 meters
Decks: 90
Mass: 9,363,000 metric tonnes
SUs Available: 4,000
SUs Used: 3,916

HULL

Outer	44
Inner	44

RESISTANCE

Outer Hull: 10	12
Inner Hull: 10	12

STRUCTURAL INTEGRITY FIELD

Main: Class 7 (Protection 100/150)	41
[1 Power/10 Protection/round]	
Backup: Class 7 (Protection 50)	20
[1 Power/10 Protection/round]	
Backup: Class 7 (Protection 50)	20
[1 Power/10 Protection/round]	

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 4,225/5,000/32,000

CREW QUARTERS

Spartan: None	
Basic: 500	50
Expanded: 150	30
Luxury: 50	50
Unusual: 10	10

ENVIRONMENTAL SYSTEMS

Basic Life Support [14 Power/round]	44
Reserve Life Support [7 Power/round]	22
Emergency Life Support (66 emergency shelters)	22
Gravity [6 Power/round]	11
Consumables: 3 years' worth	33
Food Replicators [11 Power/round]	11
Industrial Replicators	40
Type: 2 networks of small replicators [2 Power/round]	
Type: 6 large units [2 Power/replicator/round]	
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 4 [8 Power/round]	32
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	33
Fire Suppression System [1 Power/round when active]	11
Cargo Holds: 366,000 cubic meters	11
Locations: Aft ventral, 20 other locations throughout ship	
Escape Pods	17
Number: 300	
Capacity: 12 persons per pod	



TACTICAL SYSTEMS

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 4, Coordination 2 [1 Power/round in use]	14
Navigational Computer	4
Main: Class 3 (+2) [2 Power/round]	12
Backups: Three full-strength navigational computers	110
Inertial Damping Field	
Main	30
Strength: 9 [3 Power/round]	
Number: 5	
Backup	3
Strength: 6 [2 Power/round]	
Number: 5	
Attitude Control [3 Power/round]	30

COMMUNICATIONS SYSTEMS

Type: Class 10 [2 Power/round]	1
Strength: 10	
Security: -7 (Class Delta uprating)	
Basic Uprating: Class Beta (+2)	
Emergency Communications: Yes [2 Power/round]	12

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Forward dorsal	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Forward ventral	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Aft ventral	
Emitter: Class Alpha [3 Power/Strength used/round]	3 (x8)
Accuracy: 5/6/8/11	
Location: One in each of eight shuttlebays	

TRANSPORTERS

Type: Personnel [10 Power/use]	310
Pads: 8	
Emitter/Receiver Array: Personnel Type 15 (3 light-year range)	
Energizing/Transition Coils: Class H (Strength 8)	
Number and Location: Ten throughout ship	
Type: Emergency [10 Power/use]	156
Pads: 32	
Emitter/Receiver Array: Emergency Type 5 (25,000 km range)	
Energizing/Transition Coils: Class H (Strength 8)	
Number and Location: Six throughout ship	
Type: Cargo [9 Power/use]	156
Pads: 400 kg	
Emitter/Receiver Array: Cargo Type 11 (3 light-year range)	
Energizing/Transition Coils: Class H (Strength 8)	
Number and Location: Six throughout ship	

Cloaking Device: None

SECURITY SYSTEMS

Rating: 5	20
Anti-Intruder System: Yes [1 Power/round]	8
Internal Force Fields [1 Power/3 Strength]	8

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]	18
Specialized Systems: 2	10
Laboratories: 28	6

Forward Starboard Polaron Array

Type: 13	60
Damage: 280 [28 Power]	
Number of Emitters: Up to 5 shots per round	
Auto-Phaser Interlock: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000	
Location: Forward on end of starboard structure	
Firing Arc: 405 degrees forward	
Firing Modes: Standard, Pulse	

Forward Port Polaron Array

Type: 13	60
Damage: 280 [28 Power]	
Number of Emitters: Up to 5 shots per round	
Auto-Phaser Interlock: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000	
Location: Forward on end of port structure	
Firing Arc: 405 degrees forward	
Firing Modes: Standard, Pulse	

Aft Polaron Array

Type: 13	59
Damage: 280 [28 Power]	
Number of Emitters: Up to 5 shots per round	
Auto-Phaser Interlock: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000	
Location: Aft	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	

Starboard Polaron Array

Type: 13	59
Damage: 280 [28 Power]	
Number of Emitters: Up to 5 shots per round	
Auto-Phaser Interlock: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000	
Location: Starboard amidships	
Firing Arc: 360 degrees starboard	
Firing Modes: Standard, Pulse	

Port Polaron Array

Type: 13	59
Damage: 280 [28 Power]	
Number of Emitters: Up to 5 shots per round	
Auto-Phaser Interlock: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000	
Location: Port amidships	
Firing Arc: 360 degrees port	
Firing Modes: Standard, Pulse	

Forward Dorsal Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)	19
Spread: 10	
Range: 15/350,000/1,500,000/4,050,000	
Targeting System: Accuracy 3/4/6/9	
Power: [20 + 5 per torpedo fired]	
Location: Forward, dorsal of main shuttlebay doors	
Firing Arc: Forward, but are self-guided	

Forward Ventral Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)	19
Spread: 10	
Range: 15/350,000/1,500,000/4,050,000	
Targeting System: Accuracy 3/4/6/9	
Power: [20 + 5 per torpedo fired]	
Location: Forward, ventral of main shuttlebay doors	
Firing Arc: Forward, but are self-guided	



Aft Torpedo Launcher

19

Standard Load: Type II photon torpedo (200 Damage)

Spread: 10

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Aft ventral

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300

30

TA/T/TS: Class Gamma [2 Power/round]

12

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

169 (x4)

Shield Generator: Class 7 (Protection 1400) [140 Power/shield/round]

Shield Grid: Type C (50% increase to 2100 Protection)

Subspace Field Distortion Amplifiers: Class Iota (Threshold 460)

Recharging System: Class 2 (40 seconds)

Backup Shield Generators: 4 (1 per shield)

12

Auto-Destruct System

11

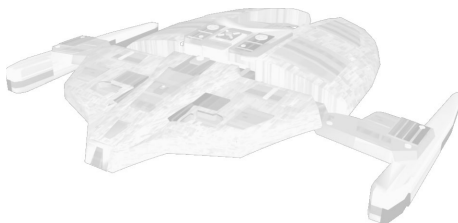
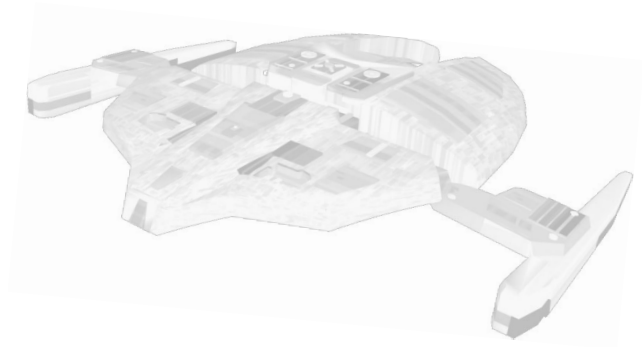
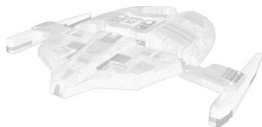
AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 150 Size worth of ships 300

Standard Complement: 50 Jem'Hadar Attack Ships

Location(s): Forward, aft port, aft starboard, port ventral, starboard ventral, amidships ventral

Captain's Yacht: No





PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D	105
Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round]	28
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active]	4
Location: Aft	

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round]	28
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active]	4
Location: Port and starboard, beneath where the pylons join the main body	
Reaction Control System (.025c) [2 Power/round when in use]	5

POWER SYSTEMS

WARP ENGINE

Type: Class 9/0 (generates 450 Power/round)	100
Location: Aft	
Impulse Engine[s]: 2 Class 5A (generate 44 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type D (generates 40 Power/round)	40
EPS: Standard Power flow, +300 Power transfer/round	50

Standard Usable Power: 533

OPERATIONS SYSTEMS

Bridge: Dorsal	25
Auxiliary Control Room: Amidships	15

COMPUTERS

Core 1: Forward [5 Power/round]	10
Core 2: Amidships [5 Power/round]	10
Uprating: Class Beta (+2) [2 Power/computer/round]	8
ODN	15

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000	20
Accuracy: 5/6/8/11	
Location: Ventral	

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]	46
Range Package: Type 6 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)	
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)	
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	22
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	20
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Beta (+2)	
Probes: 40	4

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]	11
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JEM'HADAR FAST ATTACK SHIP

Class and Type: Jem'Hadar Fast Attack Ship

Commissioning Date: Mid-24th century

HULL SYSTEMS

Size: 5

Length: 215.35 meters
Beam: 83.85 meters
Height: 41.50 meters
Decks: 8
Mass: 364,650 metric tonnes
SUs Available: 1,850
SUs Used: 1,841

HULL

Outer	20
Inner	20

RESISTANCE

Outer Hull: 8	9
Inner Hull: 8	9

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]	26
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 210/300/3,000

CREW QUARTERS

Spartan: None	
Basic: 250	25
Expanded: 100	20
Luxury: 30	30
Unusual: None	

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round]	20
Reserve Life Support [5 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 1 years' worth	5
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 4 (+1) [4 Power/round]	20
Recreation Facilities: 3 [6 Power/round]	24
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 33,000 cubic meters	1
Locations: Aft	
Escape Pods	7
Number: 120	
Capacity: 8 persons per pod	



TACTICAL SYSTEMS

<p>Navigational Computer Main: Class 3 (+2) [2 Power/round] Backups: Three Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 4 Backup Strength: 6 [2 Power/round] Number: 4 Attitude Control [1 Power/round]</p>	4 3 40 12 1		
<p>COMMUNICATIONS SYSTEMS Type: Class 8 [2 Power/round] Strength: 8 Security: -5 (Class Delta uprating) Basic Uprating: Class Beta (+2) Emergency Communications: Yes [2 Power/round]</p>	26 1		
<p>TRACTOR BEAMS Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay</p>	12 12 3		
<p>TRANSPORTERS Type: Personnel [10 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 15 (3 light-years range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: One forward, one aft Type: Emergency [6 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 5 (25,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: One forward, one aft Type: Cargo [9 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 11 (3 light-years range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: One forward, two aft</p>	52 34 63		
<p>Cloaking Device: None</p>			
<p>SECURITY SYSTEMS Rating: 5 Anti-Intruder System: Yes [1 Power/round] Internal Force Fields [1 Power/3 Strength]</p>	20 5 5		
<p>SCIENCE SYSTEMS Rating 2 (+1) [2 Power/round] Specialized Systems: None Laboratories: 8</p>	15 2		
		<p>Forward Starboard Phased Polaron Beam Array Type: 10 Damage: 220 [22 Power] Number of Emitters: Up to 3 shots per round Targeting System: Accuracy 3/4/6/9 Range: 10/30,000/100,000/300,000 Location: Forward, starboard Firing Arc: 405 degrees forward and starboard Firing Modes: Standard, Pulse</p>	48
		<p>Forward Port Phased Polaron Beam Array Type: 10 Damage: 220 [22 Power] Number of Emitters: Up to 3 shots per round Targeting System: Accuracy 3/4/6/9 Range: 10/30,000/100,000/300,000 Location: Forward, port Firing Arc: 405 degrees forward and port Firing Modes: Standard, Pulse</p>	48
		<p>Starboard Phased Polaron Beam Array Type: 10 Damage: 220 [22 Power] Number of Emitters: Up to 3 shots per round Targeting System: Accuracy 3/4/6/9 Range: 10/30,000/100,000/300,000 Location: Starboard, amidships Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse</p>	47
		<p>Port Phased Polaron Beam Array Type: 10 Damage: 220 [22 Power] Number of Emitters: Up to 3 shots per round Targeting System: Accuracy 3/4/6/9 Range: 10/30,000/100,000/300,000 Location: Port, amidships Firing Arc: 360 degrees port Firing Modes: Standard, Pulse</p>	47
		<p>Aft Phased Polaron Beam Array Type: 10 Damage: 220 [22 Power] Number of Emitters: Up to 3 shots per round Targeting System: Accuracy 3/4/6/9 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse</p>	47
		<p>Forward Starboard Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 Power: [20 + 5 per torpedo fired] Location: Forward starboard Firing Arc: Forward, but are self-guided</p>	19



Forward Port Torpedo Launcher

19

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Forward port
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

19

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300

30

TA/T/TS: Class Gamma [2 Power/round]

12

Strength: 9
Bonus: +2

Weapons Skill: 5

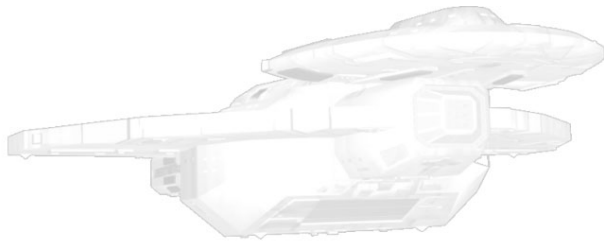
Shields (Forward, Aft, Port, Starboard)

58 (x4)

Shield Generator: Class 5 (Protection 810) [81 Power/shield/round]
Shield Grid: Type C (50% increase to 1215 Protection)
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 270)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

5



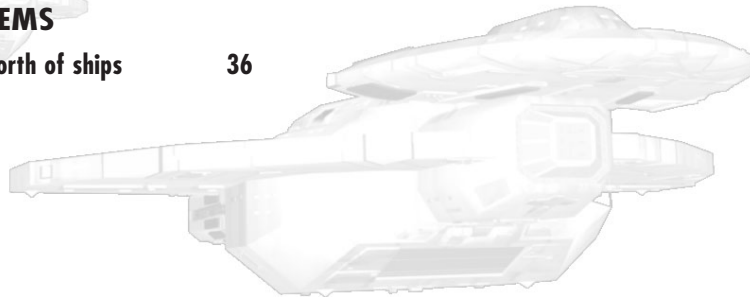
AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 18 Size worth of ships

36

Standard Complement: 9 shuttlecraft
Location(s): Aft ventral

Captain's Yacht: No





PROPULSION SYSTEMS

WARP DRIVE

Outer Nacelles: Type 6D	105
Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16
Inner Nacelles: Type 5A	55
Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round]	28
Acceleration Uprating: Class Alpha (66% acceleration)	
[1 Power/round when active]	2
Location: Aft of central spar	
Reaction Control System (.025c) [2 Power/round when in use]	7

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 325 Power/round)	73
Location: Central spar amidships	

WARP ENGINE

Type: Class 6/K (generates 325 Power/round)	73
Location: Ventral spar amidships	
Impulse Engine[s]: 1 Class 5A (generate 44 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type E (generates 45 Power/round)	45
EPS: Standard Power flow, +350 Power transfer/round	70

Standard Usable Power: 694

OPERATIONS SYSTEMS

Bridge: Dorsal bridge module on central spar	35
Auxiliary Control Room: Secondary bridge module on crossbar	21

COMPUTERS

Core 1: Bridge module forward [5 Power/round]	14
Core 2: Central spar aft [5 Power/round]	14
Core 3: Secondary bridge module [5 Power/round]	14
Uprating: Class Alpha (+1) [1 Power/computer/round]	6
ODN	21

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000	28
Accuracy: 5/6/8/11	
Location: Ventral of central spar	

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]	39
Range Package: Type 5 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)	
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)	
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	19
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	18
Strength Package: Class 8 (Strength 8)	
Gain Package: Class Alpha (+1)	
Probes: 40	4

Sensors Skill: 4

BREEN GOR TAAN CLASS

Class and Type: *Gor Taan*-class Battle Cruiser

Commissioning Date: Mid-24th century

HULL SYSTEMS

Size: 7

Length: 423.76 meters
Beam: 365.24 meters
Height: 97.39 meters
Decks: 20
Mass: 3,010, 000 metric tonnes
SUs Available: 2,600
SUs Used: 2,468

HULL

Outer	28
Inner	28

RESISTANCE

Outer Hull: 8	9
Inner Hull: 8	9

STRUCTURAL INTEGRITY FIELD

Main: Class 6 (Protection 90/130)	
[1 Power/10 Protection/round]	34
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 637/195/5,300

CREW QUARTERS

Spartan: 300	15
Basic: 200	20
Expanded: 75	15
Luxury: 25	25
Unusual: 5	5

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round]	28
Reserve Life Support [6 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 2 years' worth	14
Food Replicators [7 Power/round]	7
Industrial Replicators	13
Type: Network of small replicators [2 Power/round]	
Type: 2 large units [2 Power/replicator/round]	
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 6 [12 Power/round]	48
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	21
Fire Suppression System [1 Power/round when active]	7
Cargo Holds: 66,000 cubic meters	2
Locations: Central spar	
Escape Pods	8
Number: 150	
Capacity: 8 persons per pod	



TACTICAL SYSTEMS

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2

[1 Power/round in use]

Navigational Computer

Main: Class 3 (+2) [2 Power/round]

Backups: Two

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 4

Backup

Strength: 6 [2 Power/round]

Number: 4

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]

Strength: 8

Security: -3

Basic Uprating: Class Beta (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: One in each shuttlebay

TRANSPORTERS

Type: Personnel [5 Power/use]

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in central spar, one in each of the other spars

Type: Emergency [7 Power/use]

Pads: 22

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in central spar, one in each of the other spars

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in central spar, one in each of the other spars

Cloaking Device: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]

Specialized Systems: 1

Laboratories: 8

Energy Dissipator

Type: Breen Energy Dissipator

Damage: Special [120 Power]

Number of Emitters: U to 1 shot per round

Targeting System: Accuracy 4/5/7/10

Range: 5/30,000/80,000/100,000

Location: Forward end of central spar

Firing Arc: 180 degrees forward

Firing Modes: Not applicable

Forward Disruptor Cannon (Central)

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward end of central spar

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Disruptor Cannon (Port)

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward end of port spar

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Disruptor Cannon (Starboard)

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward end of starboard spar

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Disruptor Cannon (Ventral)

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward end of ventral spar

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Aft Disruptor Cannon

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

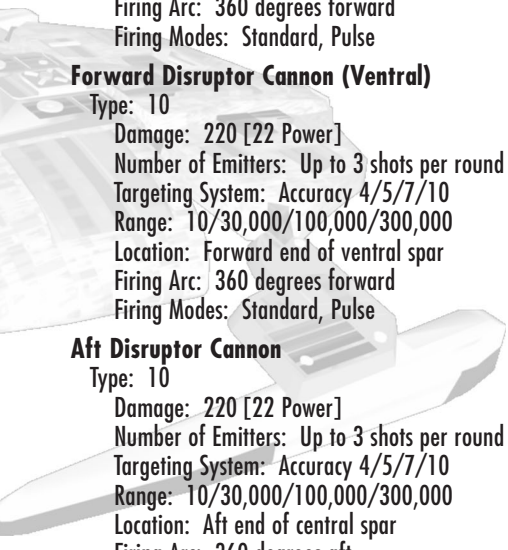
Location: Aft end of central spar

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

11
4
2
56
16
2
22
1
12
12
3 (x4)
80
80
60
28
16
7
7
17
5
2

123
46
46
46
46
46
46



**Forward Torpedo Launcher (Central) 16**

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 6
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward end of central spar
 Firing Arc: Forward, but are self-guided

Forward Torpedo Launcher (Port) 16

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 6
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward end of port spar
 Firing Arc: Forward, but are self-guided

Forward Torpedo Launcher (Starboard) 16

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 6
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward end of starboard spar
 Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 16

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 6
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Aft
 Firing Arc: Aft, but are self-guided

Torpedoes Carried: 350 35**TA/T/TS: Class Gamma [2 Power/round] 12**

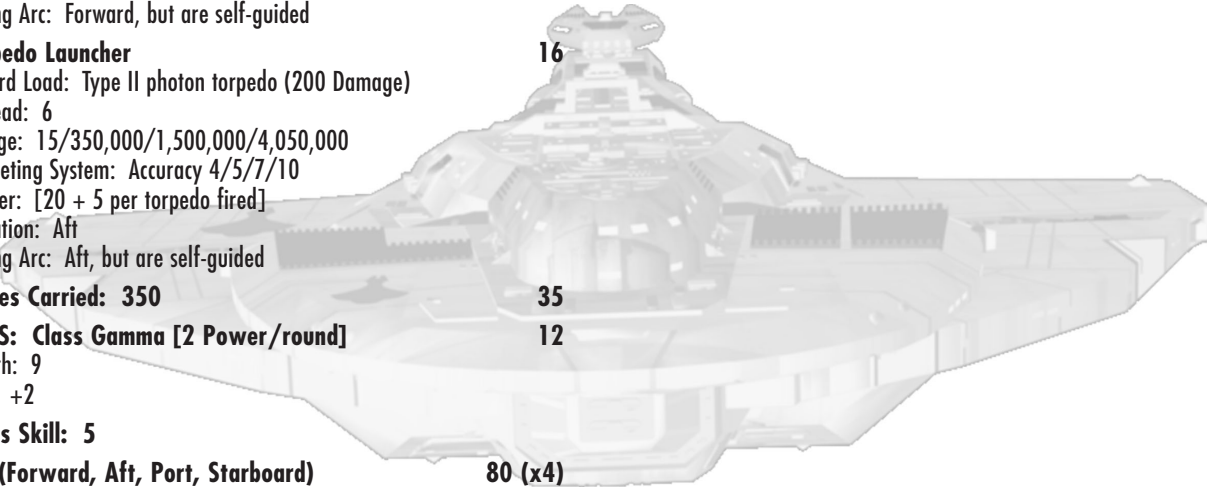
Strength: 9
 Bonus: +2

Weapons Skill: 5**Shields (Forward, Aft, Port, Starboard) 80 (x4)**

Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]
 Shield Grid: Type C (50% increase to 1350 Protection)
 Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)
 Recharging System: Class 1 (45 seconds)
 Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 4**AUXILIARY SPACECRAFT SYSTEMS****Shuttlebay(s): Capacity for 30 Size worth of ships 60**

Standard Complement: 15 Breen Attack Fighters or shuttlecraft
 Location(s): Two aft of bridge module, two aft of secondary bridge module

Captain's Yacht: No

BREEN KAATH PEK CLASS

Class and Type: *Kaath Pek*-Class Cruiser

Commissioning Date: Mid-24th century

HULL SYSTEMS

Size: 5

Length: 295.17 meters
 Beam: 93.26 meters
 Height: 45.25 meters
 Decks: 10
 Mass: 487,000 metric tonnes
 SUs Available: 1,850
 SUs Used: 1,777

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 8
 Inner Hull: 8

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120)
 [1 Power/10 Protection/round] 29
 Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 15
 Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 365/87/3,210

CREW QUARTERS

Spartan: 160 8
 Basic: 100 10
 Expanded: 50 10
 Luxury: 15 15
 Unusual: 2 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round] 20
 Reserve Life Support [5 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 2 years' worth 10
 Food Replicators [7 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 5 (+1) [5 Power/round] 25
 Recreation Facilities: 5 [10 Power/round] 40
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 25,000 cubic meters 1
 Locations: Central section
 Escape Pods 7
 Number: 120
 Capacity: 4 persons per pod



PROPULSION SYSTEMS

WARP DRIVE

Outer Nacelles: Type 6B 95
 Speed: 6.0/8.6/9.2 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16
 Inner Nacelles: Type 5A 55
 Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Aft of central spar
 Reaction Control System (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 5/H (generates 250 Power/round) 60
 Location: Central section amidships

WARP ENGINE

Type: Class 5/H (generates 250 Power/round) 60
 Location: Central section aft
 Impulse Engine[s]: 1 Class 5A (generate 40 Power/engine/round)
 Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9
 Emergency Power: Type D (generates 40 Power/round) 40
 EPS: Standard Power flow, +250 Power transfer/round 50

Standard Usable Power: 540

OPERATIONS SYSTEMS

Bridge: Forward bridge module on starboard spar 25
 Auxiliary Control Room: Secondary bridge in main hull 15

COMPUTERS

Core 1: Central section forward [5 Power/round] 10
 Core 2: Central section aft [5 Power/round] 10
 ODN 15

Navigational Deflector [5 Power/round] 20

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Forward edge of central section

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 37
 Range Package: Type 5 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 17
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors: [5 Power/round] 16
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Probes: 30 3

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11
 Navigational Computer
 Main: Class 2 (+1) [1 Power/round] 2
 Backups: Two 2



Inertial Damping Field			
Main	30		
Strength: 9 [3 Power/round]			
Number: 3			
Backup	9		
Strength: 6 [2 Power/round]			
Number: 3			
Attitude Control [1 Power/round]	1		
COMMUNICATIONS SYSTEMS			
Type: Class 7 [2 Power/round]	20		
Strength: 7			
Security: -3			
Basic Upgrading: Class Beta (+1)			
Emergency Communications: Yes [2 Power/round]	1		
TRACTOR BEAMS			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Forward			
Emitter: Class Gamma [3 Power/Strength used/round]	9		
Accuracy: 4/5/7/10			
Location: Aft			
Emitter: Class Alpha [3 Power/Strength used/round]	3		
Accuracy: 5/6/8/11			
Location: Shuttlebay			
TRANSPORTERS			
Type: Personnel [5 Power/use]	48		
Pads: 6			
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: Two in central section, one in bridge module			
Type: Emergency [7 Power/use]	48		
Pads: 22			
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: Two in central section, one in bridge module			
Type: Cargo [4 Power/use]	30		
Pads: 400 kg			
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: Two in central section			
Cloaking Device: Class 7 [40 Power/class/round]	26		
SECURITY SYSTEMS			
Rating: 4	16		
Anti-Intruder System: Yes [1 Power/round]	5		
Internal Force Fields [1 Power/3 Strength]	5		
SCIENCE SYSTEMS			
Rating 2 (+1) [2 Power/round]	15		
Specialized Systems: 1	5		
Laboratories: 8	2		
TACTICAL SYSTEMS			
Energy Dissipator	123		
Type: Breen Energy Dissipator			
Damage: Special [120 Power]			
Number of Emitters: U to 1 shot per round			
Targeting System: Accuracy 4/5/7/10			
Range: 5/30,000/80,000/100,000			
Location: Forward port end of port spar			
Firing Arc: 180 degrees forward			
Firing Modes: Not applicable			
Forward Disruptor Cannon (Port)			42
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Port side of bridge module			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Forward Disruptor Cannon (Starboard)			42
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Starboard side of bridge module			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Port Disruptor Cannon			42
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward end of ventral spar			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Aft Disruptor Cannon			42
Type: 9			
Damage: 200 [20 Power]			
Number of Emitters: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Aft of central section			
Firing Arc: 360 degrees aft			
Firing Modes: Standard, Pulse			
Forward Torpedo Launcher			16
Standard Load: Type II photon torpedo (200 Damage)			
Spread: 6			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward end of port spar			
Firing Arc: Forward, but are self-guided			
Aft Torpedo Launcher			16
Standard Load: Type II photon torpedo (200 Damage)			
Spread: 6			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Aft			
Firing Arc: Aft, but are self-guided			
Torpedoes Carried: 100			10
TA/T/TS: Class Gamma [2 Power/round]			12
Strength: 9			
Bonus: +2			
Weapons Skill: 5			



Shields (Forward, Aft, Port, Starboard) 46 (x4)

Shield Generator: Class 4 (Protection 750) [75 Power/shield/round]

Shield Grid: Type B (33% increase to 1000 Protection)

Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 5

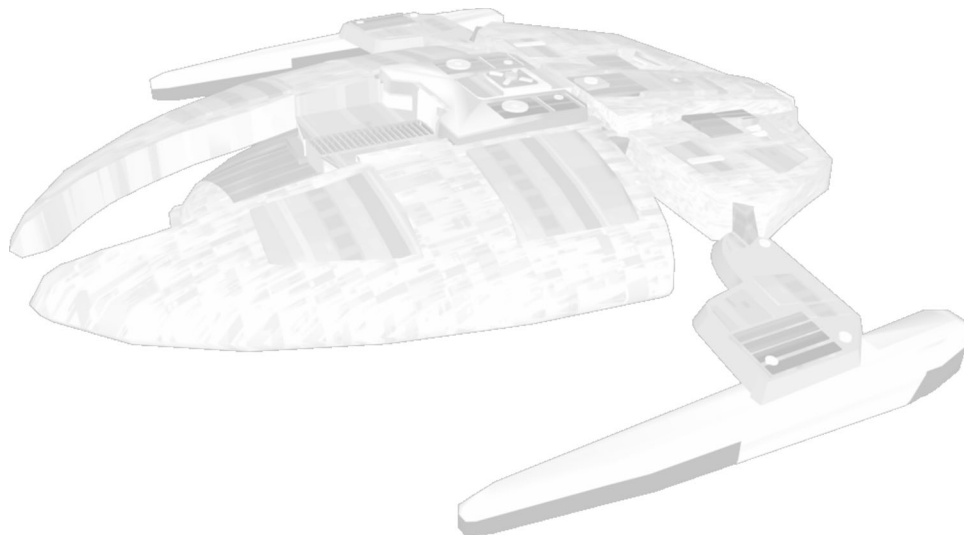
AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships 20

Standard Complement: 5 Breen Attack Fighters or shuttlecraft

Location(s): Aft dorsal

Captain's Yacht: No





POWER SYSTEMS

BREEN ATTACK FIGHTER

Class and Type: Breen Attack Fighter

Commissioning Date: Mid-24th century

HULL SYSTEMS

Size: 2

Length: 45.30 meters

Beam: 12.54 meters

Height: 4.87 meters

Decks: 1

Mass: 2.8 metric tonnes

SUs Available: 625

SUs Used: 611

HULL

Outer 8

Inner 8

RESISTANCE

Outer Hull: 6

Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90)

[1 Power/10 Protection/round] 20

Backup: Class 3 (Protection 30)

[1 Power/10 Protection/round] 10

Specialized Hull: Atmospheric Capability; Ramming Hull 4

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2/10/80

CREW QUARTERS

Spartan: 6 1

ENVIRONMENTAL SYSTEMS

Basic Life Support [5 Power/round] 8

Reserve Life Support [3 Power/round] 4

Emergency Life Support (12 emergency shelters) 4

Gravity [1 Power/round] 2

Consumables: 1 week's worth 2

Replicator Systems: None

Medical Facilities: None (other than medkits)

Recreation Facilities: 1 [2 Power/round] 8

Personnel Transport: Jefferies tubes [2 Power/round] 2

Fire Suppression System [1 Power/round when active] 2

Cargo Holds: None

Escape Pods 1

Number: 20

Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 4A6 39

Speed: 4.0/7.4/8.6 [1 Power/.2 warp speed]

PIS: Type C (6 hours of Maximum warp) 6

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25

Location: Aft

Reaction Control System (.025c) [2 Power/round when in use] 2

WARP ENGINE

Type: Class 5/H (generates 250 Power/round) 60

Location: Amidships

Impulse Engine[s]: 1 Class 5 (generate 40 Power/engine/round) 6

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 30

Emergency Power: Type B (generates 30 Power/round) 20

EPS: Standard Power flow, +100 Power transfer/round

Standard Usable Power: 290

OPERATIONS SYSTEMS

Bridge: Amidships dorsal 10

COMPUTERS

Core 1: Amidships [5 Power/round] 4

ODN 6

Navigational Deflector [5 Power/round] 8

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward dorsal

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 18

Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Coverage: Standard

Lateral Sensors [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Coverage: Standard

Navigational Sensors: [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Probes: 5 1

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2

[1 Power/round in use] 11

Navigational Computer

Main: Class 2 (+1) [1 Power/round] 1

Backups: 2 1

Inertial Damping Field

Main 8

Strength: 8 [3 Power/round]

Number: 2

Backup 2

Strength: 5 [2 Power/round]

Number: 2

Attitude Control [1 Power/round] 1

COMMUNICATIONS SYSTEMS

Type: Class 5 [2 Power/round] 10

Strength: 5

Security: -2

Basic Uprating: None

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round] 6

Accuracy: 5/6/8/11

Location: Forward



AUXILIARY SPACECRAFT SYSTEMS

TRANSPORTERS

Type: Personnel [4 Power/use]	13
Pads: 4	
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)	
Energizing/Transition Coils: Class E (Strength 5)	
Number and Location: 1 aft of bridge	
Type: Cargo [3 Power/use]	9
Pads: 200 kg	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)	
Energizing/Transition Coils: Class E (Strength 5)	
Number and Location: 1 aft	

Cloaking Device: Class 6 [40 Power/class/round] 20

SECURITY SYSTEMS

Rating: 2	8
Anti-Intruder System: Yes [1 Power/round]	2
Internal Force Fields [1 Power/3 Strength]	2

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]	7
Specialized Systems: None	
Laboratories: None	

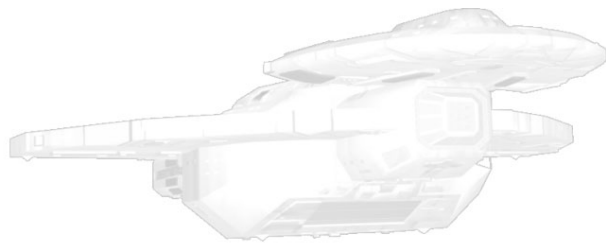
Shuttlebay(s): None

Captain's Yacht: No

TACTICAL SYSTEMS

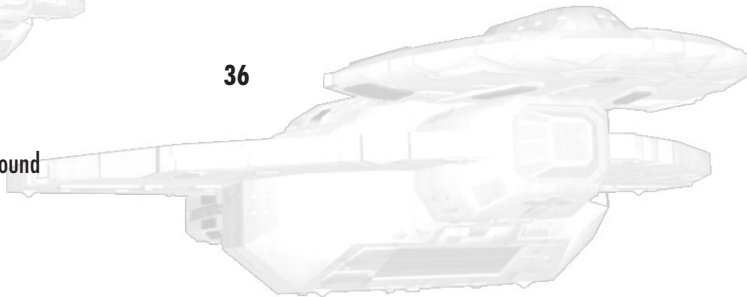
Forward Disruptor Cannon

Type: 7	36
Damage: 160 [16 Power]	
Number of Emitters: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	



Aft Disruptor Cannon

Type: 7	36
Damage: 160 [16 Power]	
Number of Emitters: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	



Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)	15
Spread: 4	
Range: 15/350,000/1,500,000/4,050,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Forward ventral	
Firing Arc: Forward, but are self-guided	

Torpedoes Carried: 20 2

TA/T/TS: Class Beta [1 Power/round] 9

Strength: 8	
Bonus: +1	

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 14 (x4)

Shield Generator: Class 2 (Protection 280) [28 Power/shield/round]	
Shield Grid: Type C (50% increase to 420 Protection)	
Subspace Field Distortion Amplifiers: Class Beta (Threshold 90)	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4

Auto-Destruct System 2



CARDASSIAN ORBITAL WEAPON PLATFORM

Size: 2 (approx. 20 m radius)

Power: 1,300

Type 12 Disruptor Cannons (53 SUs, x4 = 212)

Type: 12

Damage: 260 [26 Power]

Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 3/4/6/9

Range: 10/30,000/100,000/300,000

Location: Placed equidistantly around sphere so that any given target can be targeted by at least one, if not more, disruptors

Firing Arc: 360 degrees each

Firing Modes: Standard, Pulse

Plasma Torpedo Launcher (30 SUs)

Standard Load: Plasma torpedo (see page 145 of *Spacedock* for damage)

Spread: 4

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Placed equidistantly around sphere so that any given target can be targeted by a minimum of two, and often more, launchers

Firing Arc: Varies, but are self-guided

TA/T/TS: Class Gamma [2 Power/round] (12 SUs)

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) (33 SUs x 4 = 132)

Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]

Shield Grid: Inapplicable (cannot increase Protection)

Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)

Shield Regeneration System: Class 3 (regenerates 40 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]

Backup Shield Generators: 4 (1 per shield) (4 SUs)

Total SUs: 386

MARS DEFENSE PERIMETER PLATFORM

Size: 3 (60 m radius)

Power: 1,400

Type XV Phaser Array (44 SUs, x6 = 264)

Type: XV

Damage: 250 [25 Power]

Number of Emitters: 120 (up to 3 shots per round)

Auto-Phaser Interlock: Accuracy 3/4/6/9

Range: 10/30,000/100,000/300,000

Location: Placed equidistantly around sphere so that any given target can be targeted by a minimum of two, and often more, phasers

Firing Arc: 360 degrees each

Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Type II Photon Torpedo Launchers (18 SUs, x 6 = 108)

Standard Load: Type II Photon Torpedo (200 damage)

Spread: 10

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Placed equidistantly around sphere so that any given target can be targeted by a minimum of two, and often more, launchers

Firing Arc: Varies, but are self-guided

TA/T/TS: Class Gamma [2 Power/round] (12 SUs)

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) (62 SUs x 4 = 248)

Shield Generator: Class 8 (Protection 1500) [150 Power/shield/round]

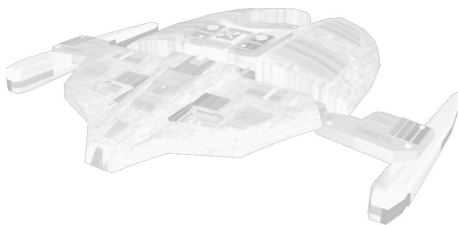
Shield Grid: Inapplicable (cannot increase Protection)

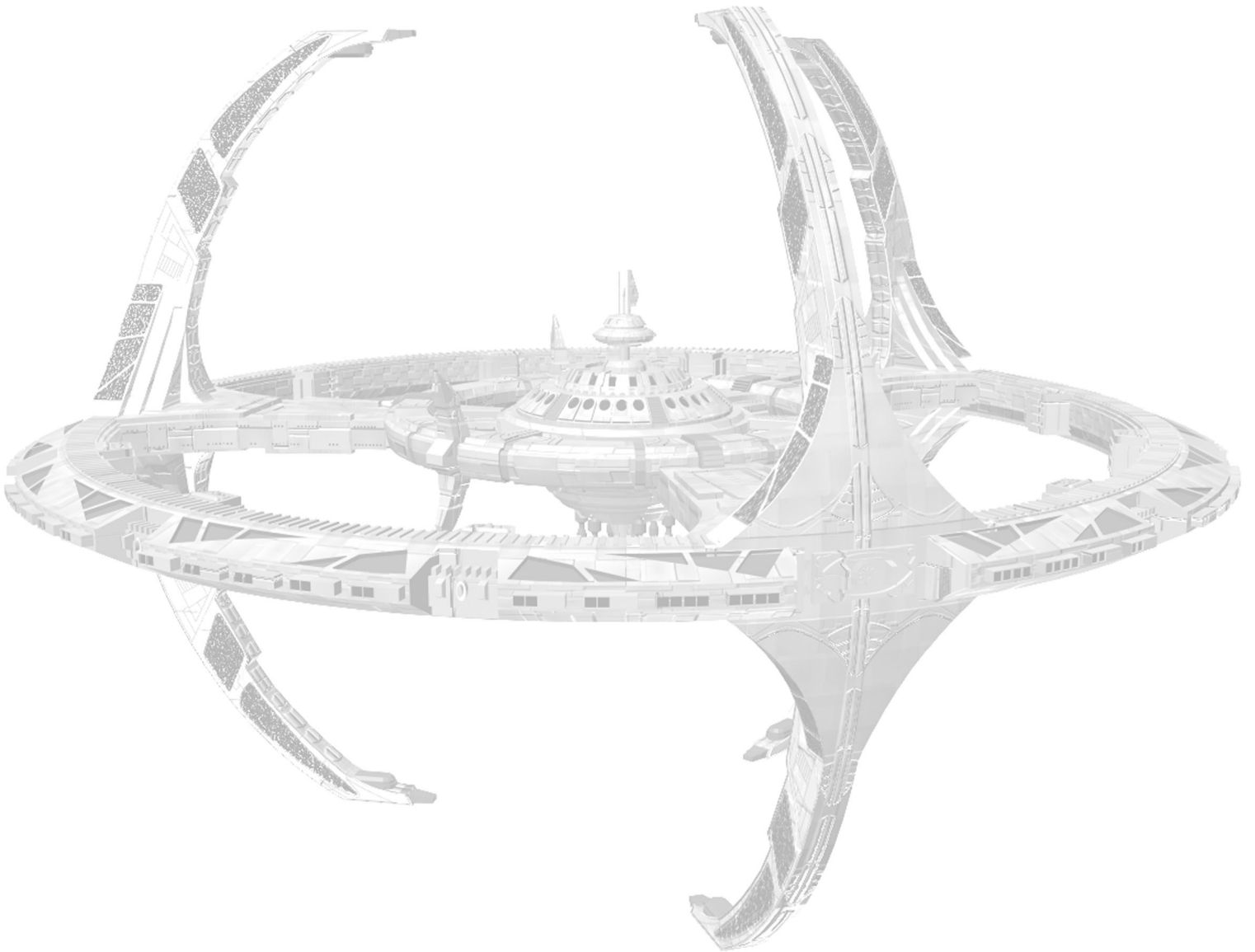
Subspace Field Distortion Amplifiers: Class Kappa (Threshold 500)

Shield Regeneration System: Class 4 (regenerates 50 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]

Backup Shield Generators: 4 (1 per shield) (4 SUs)

Total SUs: 636



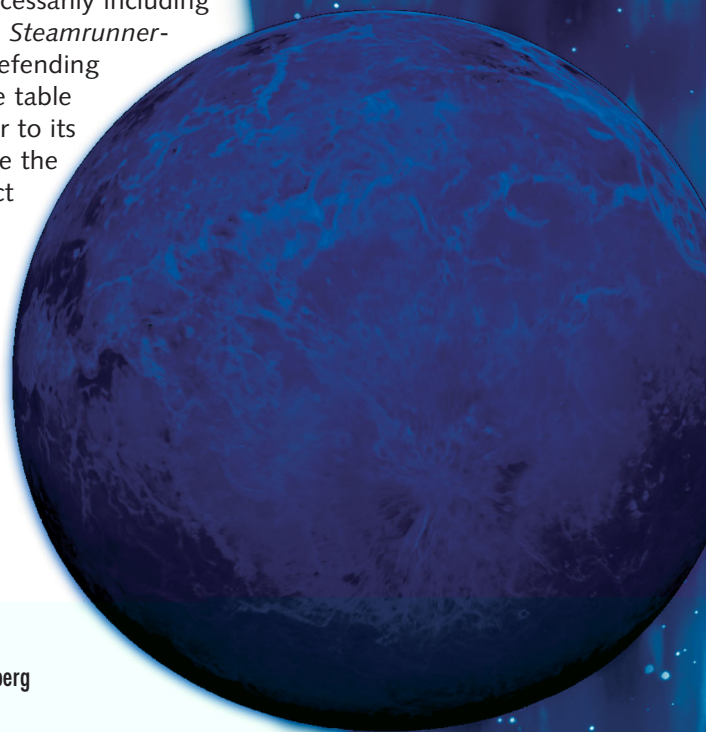


STARFLEET ORDER OF BATTLE: THE EIGHTH FLEET

APPENDIX B

The Eighth, commanded by Admiral Orben Sel, a Ktarian, includes a total of 143 ships when at full strength (not necessarily including Attack Fighters carried by carriers such as *Akira*- and *Steamrunner*-class ships). It spent the first two-thirds of the war defending Andoria, and the later months on the front lines. The table below lists all ships in the fleet as of early 2374, prior to its first clashes with the Dominion; Narrators can change the number of ships or names of specific vessels to reflect wartime attrition.

Ship	Registry	Class	Commander
Flagship <i>USS Nevsky</i>	NCC-71038	<i>Galaxy</i>	Admiral Orben Sel
219th Tactical Wing			
Galaxy Wing 1			
<i>USS Benton</i>	NCC-69130	<i>Galaxy</i>	Captain Isaac Ross
<i>USS Ishtar</i>	NCC-70856	<i>Galaxy</i>	Captain Dothar Kat'nedl
<i>USS Pel-Gaash</i>	NCC-71246	<i>Galaxy</i>	Captain Jayna Sellars
<i>USS Vanuatu</i>	NCC-68208	<i>Galaxy</i>	Captain Balthazar Cruz
Cruiser Wing 1			
<i>USS Caldos</i>	NCC-32628	<i>Excelsior</i>	Captain Robin Lawson
<i>USS Shanghai</i>	NCC-55203	<i>Nebula</i>	Captain Fendas M'ral
<i>USS Kolno</i>	NCC-41069	<i>Excelsior</i>	Captain Jason McKellan
<i>USS Yavapai</i>	NCC-50126	<i>Miranda</i>	Captain Murdock Blaine
<i>USS Bootes</i>	NCC-67132	<i>Zodiac</i>	Captain Avatha
<i>USS Hamra</i>	NCC-58279	<i>Niagara</i>	Captain Rachel Hoenigsberg
<i>USS Simms</i>	NCC-73048	<i>Curry</i>	Captain Udari Menor
Cruiser Wing 2			
<i>USS Avenger</i>	NCC-69925	<i>Akira</i>	Captain Bradley Barrett
<i>USS Orion</i>	NCC-59680	<i>Zodiac</i>	Captain Bethana F'jora
<i>USS Alberta</i>	NCC-48256	<i>Miranda</i>	Captain Chanok
<i>USS Senanga</i>	NCC-62711	<i>Wambundu</i>	Captain Paul Pedersson
<i>USS Veliko</i>	NCC-62503	<i>Challenger</i>	Captain Evangeline Walters
Destroyer Wing 1			
<i>USS Victorious</i>	NCC-66012	<i>Defiant</i>	Captain Tethru Vag-Shurin
<i>USS Grigni</i>	NCC-64967	<i>Bradbury</i>	Captain Klee Kimmik
<i>USS Nyria</i>	NCC-48107	<i>Shir'Kahr</i>	Captain Robert Maready
<i>USS Periyar</i>	NCC-58029	<i>Cheyenne</i>	Captain Allen Griswold
<i>USS Thermopylae</i>	NCC-33057	<i>Miranda</i>	Captain Chinyera Okonkwo
Fighter Wing 1			
8 fighters		Attack Fighter	Lieutenant Preston Addams
Fighter Wing 2			
8 fighters		Attack Fighter	Ensign Far'aka
473rd Tactical Wing			
Steamrunner Wing 1			
<i>USS Persepolis</i>	NCC-70364	<i>Steamrunner</i>	Captain L'sa Richara
<i>USS Koral</i>	NCC-72631	<i>Steamrunner</i>	Captain Todrisha
<i>USS Nath'qu</i>	NCC-71115	<i>Steamrunner</i>	Captain Chona xa Masru
<i>USS Orobouros</i>	NCC-72405	<i>Steamrunner</i>	Captain Marcus Eiger
<i>USS Cutasi</i>	NCC-73815	<i>Steamrunner</i>	Captain So'gar Ratha
Destroyer Wing 2			
<i>USS Serapis</i>	NCC-52739	<i>Miranda</i>	Captain Luna vanderWall
<i>USS Memison</i>	NCC-66481	<i>Frontier</i>	Captain George Eddison
<i>USS Star Uzor</i>	NCC-61794	<i>Springfield</i>	Captain Sachok
<i>USS Hephaestos</i>	NCC-73469	<i>Chimera</i>	Captain Yotta Bo'tiasa
<i>USS Deseado</i>	NCC-63118	<i>Hokule'a</i>	Captain Chu-ata
Fighter Wing 3			
8 fighters		Attack Fighter	Lt. Lawrence Williamson
Fighter Wing 4			
8 fighters		Attack Fighter	Ensign Krovax Uhas
Fighter Wing 5			
8 fighters		Attack Fighter	Ensign Julia Ramirez



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